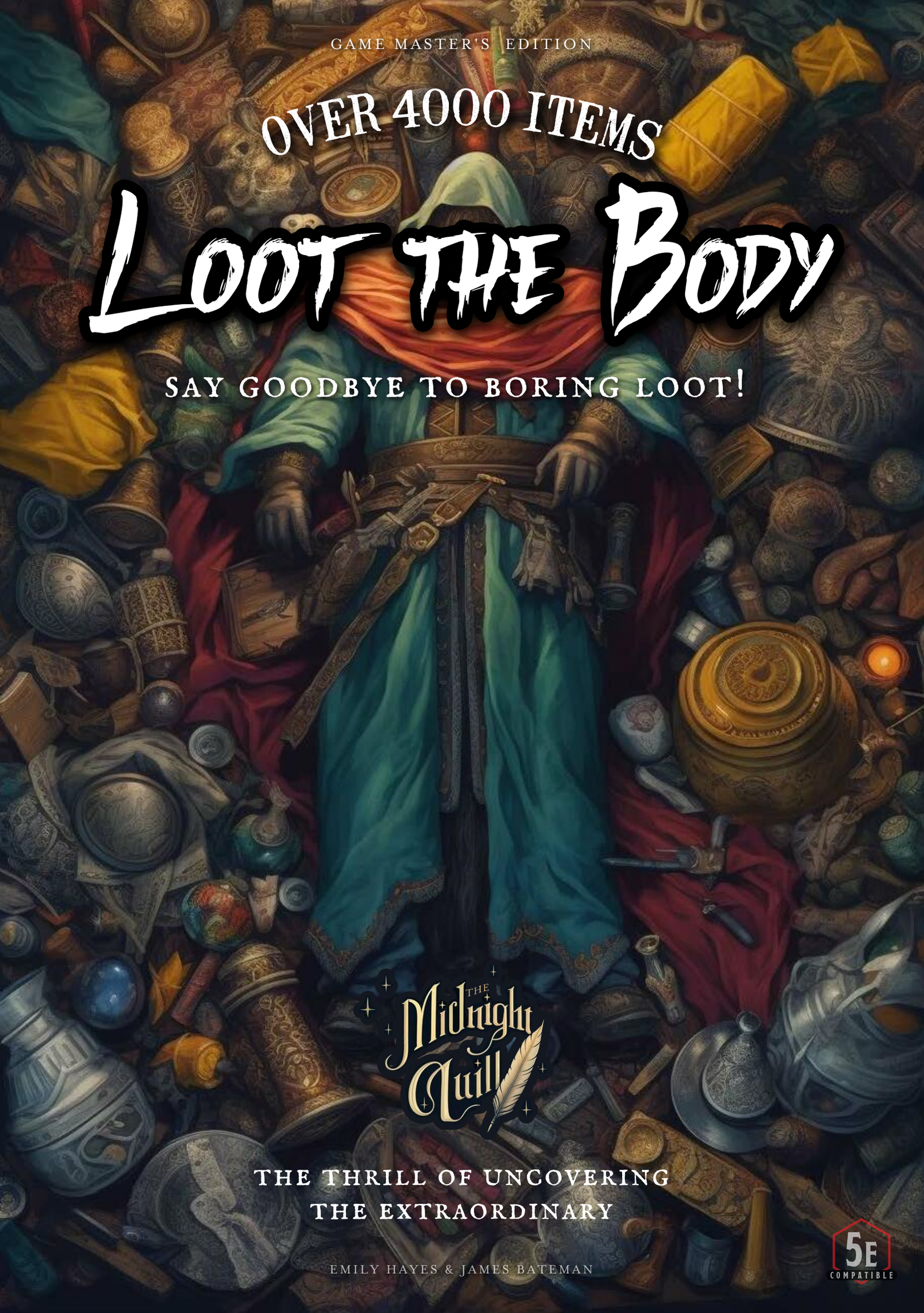
GAME MASTER'S EDITION

OVER 4000 ITEMS

Loot the Body

SAY GOODBYE TO BORING LOOT!



The Midnight Quill

THE THRILL OF UNCOVERING
THE EXTRAORDINARY

EMILY HAYES & JAMES BATEMAN

5E COMPATIBLE

GAME MASTER'S PDF EDITION

Loot the Body

SAY GOODBYE TO BORING LOOT!

BY EMILY HAYES &
JAMES BATEMAN

With special thanks to our 3,427 backers:

Your collective contributions have been crucial in expanding and enriching Loot the Body. Each backer has played a role in its growth, and the creative input from those who provided loot table titles has helped shape a diverse and collaborative collection, embodying the true spirit of the game.

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HAVE MORE FUN AT YOUR TABLE

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THE POCKET LINT CONUNDRUM:

We've all been there - that fateful moment in a campaign where your players, with twinkling eyes of mischief, declare, "I loot the body!" A moment of sheer excitement for them... but sheer terror for you, the unprepared Game Master. Your mind races, trying to conjure something—anything—remarkable they might find. And then, out it comes: "You find... um... three gold coins and... uh... some pocket lint." Oh, the collective sighs and groans of disappointed adventurers. The shame. The ignominy. But no more!

Enter Loot the Body. Born from the awkward silences and over-abundance of pocket lint, this tome is the answer to every GM's prayer. No longer will you be caught off guard. No more will you be the source of your table's sighs of exasperation. With this in hand, every loot opportunity becomes an adventure in itself, a treasure trove of potential stories and game-changing artifacts.

At the heart of Loot the Body lies our ever-expanding community. What began as a humble Kickstarter project quickly grew into an enormous treasure hunt, where each new supporter ensured the addition of another unique item to our trove. This wasn't just about crowdfunding, but about crowd-creating. With each new backer, the book grew richer, more varied, and more alive.

However, quantity without quality can be overwhelming. That's why we decided to take another unprecedented step: we enlisted the aid of multiple seasoned writers from across the realm. Each brought their unique flair, imagination, and expertise to the table, ensuring that every item isn't just a placeholder, but a narrative waiting to be unfurled. This means that within these pages, you're not just getting a standard list of items; you're embarking on a journey crafted by a symphony of creative minds. From whimsical to dark, from ordinary to the arcane, there's a flavor of every kind. So, the next time you dive into the book, remember: it's not just about the loot, but the myriad tales behind them.

CREDITS:

First and foremost, this project couldn't have been realized without the shared love of loot from our amazingly supportive backers. Without you, there would be no book to showcase.

Wordsmiths: We now turn to acknowledge the incredible creatives who played a pivotal role in forging this beautiful tome:

Principal: Emily Hayes
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Print Production: Curtis Edwards

They say every adventure is about heroism and sacrifice. We say it's about that utterly bizarre thing Dave found in the witch's sock drawer.

James Bateman Emily Hayes

NAVIGATING THE TROVES:

Greetings intrepid Game Master! If you've decided to delve into Loot the Body, you've likely faced the same conundrum we have: with such a vast treasure trove of roll tables, where on earth (or any plane, really) do you start? Fear not, for we've come up with a method to the madness, a way to turn chaos into... slightly more organized chaos. Whether you're prepping for an impromptu session or just browsing for that perfect trinket, our indices are your compass. But remember, sometimes, wandering without a map can lead to the most unexpected delights. And for those who find solace in the familiar arms of A-to-Z, you're in luck! **There's an alphabetical index tucked away in the back of the book.**

Now, the tables in this collection are as diverse as a bard's repertoire, so, we've opted for a different approach. We've grouped tables based on vibes, environments, and those pesky "oh snap, I need something NOW!" moments. That's right, if you ever find yourself thinking, "I need a quick item because the party just decided to rob that seemingly innocent innkeeper," we've got a category for that.

A word of caution: due to the rich diversity of our tables, some might fit into multiple index categories. Think of it as a Choose Your Own Adventure, but for loot. You might find the same roll table under 'Spooky Graveyard Vibes' and also 'Things to Disturb the Paladin'. It's all about context!

We've designed this mad scientist method with you, the ever-busy GM, in mind. Whether you're prepping for a session months in advance or scrambling because your players decided to take a hard left turn into uncharted territory, this index is here to be your lifeline.

So strap in, take a deep breath, and let's dive into this labyrinth of loot. Remember, every item has a story, and with this index, you're just a flip away from making that story come alive.

Happy looting!

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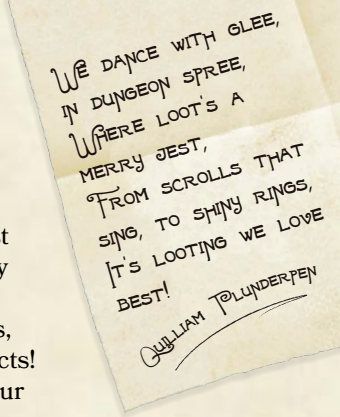

Every Game Master is an artist, and we invite you to paint with our palette. Most items here are crafted to slip seamlessly into lower-level adventures. However, a few might gleam with a power that feels, well, a tad too mighty. Trust your instincts! If an item sings a song too potent for your tale, adjust its notes. Don't be afraid to nudge, tweak, or even overhaul. After all, this book is a tool, and every tool is best wielded with a personal touch. Remember, it's not just about the loot but how you use it.

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THE PIRATE KING'S EYEPATCH

Who knew such a tiny piece of cloth could hold so many secrets? Is it magical? Is it just fashion forward? Or is it just to keep his pet parrot from pecking his eye out? The real mystery lies not within the patch itself, but what's hidden beneath it? So come, me hearties, let's delve into the captivating enigma of this seafaring accessory.

d30	One-Eyed Oddities
1	A leather eyepatch that can be worn on either eye. Removes Disadvantage on long-ranged projectile attacks.
2	A shriveled eyeball that still manages to look you in the eye.
3	The Pirate King's favorite loaded die, which always rolls a 1.
4	A knot of skull worms. Valued by mages as a spell ingredient. Worth about 10gp.
5	A silver ring inset with a pearl. Acts like a Potion of Luck once a day.
6	A silk eyepatch with a map drawn on the inside.
7	A gold embroidered eyepatch that gives the other eye the ability to see as if looking through a small telescope.
8	A strange eyepatch mounted with a small crystal. Gives the wearer the ability to see secret pirate writing.
9	A fragment of a treasure map with an X marking the upper tip of an island.
10	A gold coin bearing the visage of Thassa on one side, Dagon on the other.
11	A glass eye that keeps staring at you, no matter where you hold it.
12	**Eyepatch of Far Seeing** Allows the wearer to see 100 feet in the uncovered eye while worn. The covered eye is blinded until the next sunrise, even after the patch is removed.
13	A picture of you at the very moment you struck down the Pirate King.
14	A piece of mirrored glass that can see ghosts in its reflective surface.
15	Dried Siren's vocal cords, when blown through, produce a captivating song that can be heard up to a mile away.
16	An eyepatch adorned with a gem that lights up in the presence of valuable treasure within 60 feet.
17	A small glass amulet with a captured storm inside. When broken, releases a gust of wind strong enough to fill a ship's sails for 1 hour.
18	A single bone earring belonging to the Pirate King. Wearing it gives the ability to speak and understand the language of sea creatures.
19	A magical eyepatch with an embossed skull. When worn, it gives the wearer the +4 to intimidate anyone with a mere stare.
20	The Pirate King's signet ring, adorned with a skull and crossbones. Allows the wearer to command loyalty from lesser pirates.
21	An enchanted eyepatch that can replicate the effects of the "Storm Sphere" spell once only.
22	A folded piece of parchment, upon which is detailed the Pirate King's secret recipe for award winning rum.
23	A necklace made of shark teeth, each tooth is enchanted and sharp enough to cut through non-magical metals.
24	A carved wooden parrot charm that can mimic any sound it hears, even complex spells.
25	A pirate queen's locket, containing a miniature painting of a woman who is said to be the Pirate King's true treasure.
26	An enchanted 'black spot' that strikes fear into those who see it, providing an intimidation advantage.
27	A small silver whistle that when blown, summons a spectral seagull to deliver a message.
28	A gold coin that always returns to the owner's pocket within 1d4 days, no matter how far it is thrown.
29	An enchanted parrot feather that, when held, can mimic any sound the holder has heard before.
30	A mermaid's scale that shimmers in all colors, including Octarine.

THE LICH'S TABERNACLE

You've got to hand it to liches - they do know how to pick their paraphernalia. Like a moth to a macabre flame, you're drawn into their ghoulish gallery of artifacts. But remember, the etiquette here is "look with your eyes, not with your life force." So step carefully, and try not to become a permanent exhibit... or maybe do, I don't know, I'm not your dad!

d10	Morbid Museum
1	A jar containing echoes of destroyed souls. Upon being opened, voices start speaking in a cacophony of Common, requiring a Wisdom check (DC 15) to understand what is being said.
2	A wand broken in two. Should the pieces be separated, either will pull the holder of it back to its other half.
3	A fire opal ring that casts Hypnotic Pattern. When cast, the ring's wearer is as susceptible to the spell as the intended targets.
4	A staff drained of all its former magic. When in the presence of an enchanted item, Dethek runes appear, glowing red or blue (dependent on the nature of the catalyst enchantment).
5	**Kelemvor's Blasphemy** A ritual dagger with a Soul Jar enchantment, entraps the soul of any victim it kills. The soul can be transferred to the body of the dagger's next victim (DC 20 Charima check for the entrapped soul; if failed, the soul is destroyed and the new soul takes its place).
6	An ancient scroll written in Abyssal, recounting events that will happen in the next year.
7	A crystal skull that any disembodied spirit can use to speak to the living.
8	A necklace crafted from human, gnomish and dwarven bones, studded with rubies, emeralds and sapphires.
9	The journal of the lich, written in a cipher that requires an Intelligence check (DC 15). Woven within the script are details for a number of spells requiring Wisdom check (DC 20) to discover.
10	**Staff of Eternal Servitude** It functions like a +2 Staff Of Power in combat. But an enemy slain by it has a chance to be raised by an Animate Dead spell, dependent on a Wisdom check (DC 15) from the wielder.

THE RADISH CELLAR

As you lift the trapdoor, you're hit by the unmistakable smell of... radishes. Yes, it's a radish cellar. And before you ask, no, we don't know why we're so invested in this either. Maybe it's the thrill of the unexplored, or maybe it's a newfound appreciation for Vitamin C. So roll up your sleeves and dive into the radishing mysteries in the table below!

d4	Root Riches
1	**Normal radishes** A bundle of red radishes and a recipe to make a delicious and very strong radish wine.
2	**A totally normal radish** Anyone who sees the totally normal radish has to make a Wisdom (Perception) check. If they fail, the radish looks like a long white radish, totally inconspicuous although maybe a little old. If they succeed, they begin to spot tiny veins under the pale skin, and the movement of its roots, as if breathing...
3	**Golden radishes** A bundle of 2d4 golden radishes, perfectly round, shiny and wondrous, which are worth at least 2gp each. However, if eaten, they have no discernible taste, and if planted, their seeds will grow mundane radishes.
4	**Radish of the full moon** A large glowing white radish, which tastes pretty good if cooked properly, however, anyone who has eaten the radish is now cursed. At midnight, on the full moon, they will have to make a DC 13 Intelligence saving throw. On a failed save, they feel an uncontrollable urge to bury themselves under the dirt as quickly as possible, and will fight anyone who tries to stop them for 1 hour. During that time, they also become poisonous. Anyone bitten or scratched has an unpleasant bitter taste in the mouth and has disadvantage to any Strength and Dexterity check for 1d4 hours. After 1 hour, the cursed person falls unconscious for a brief time and wakes up, without memory of the past hour.

LEGEND HAS IT, THAT SOME GNOMES USE RADISHES AS FOOTBALLS DURING THEIR WILD MOONLIT MATCHES - AS PLAUSIBLE AS A DRAGON RUNNING A LEMONADE STAND!

THE SAFE HIDDEN INSIDE A SECRET COMPARTMENT INSIDE THE WIZARDING GUILDMASTER'S DESK IN HIS PRIVATE OFFICE IN THE GUILD'S HEADQUARTERS

Bet you thought we'd take the easy way out, trim this title down to size, or maybe not even bother with it all, right? Challenge accepted!

Maybe you thought the wizarding guildmaster's desk was just a place where quills go to die and scrolls pile up like snowdrifts in a blizzard. But you were mistaken! This desk, in its grandeur of enchanted mahogany and spell-proof varnish, hides an intreguing secret. A hidden compartment that houses not a spare quill or an overdue library book, but a safe!

d6	Lock, Stock, & Two Smoking Scrolls
1	**Stash of shady magazines** A stash of the "Erotical Plane", a magazine full of explicit drawings, texts, and even magical pictures which copy the face of the reader to put them in very colorful situations.
2	**Souvenir of a past life** Wrapped in old and bloodied fighter's clothes, there is an old rusted sword and a medal engraved with "To Grok, champion of the mountain". Souvenirs of an old and simpler life...
3	**Mirror of the good parent** A magic mirror, with its top decorated by a kind and smiling androgynous figure, their arms reaching in a loving embrace to create the frame of the mirror. Whenever the user is in a city, the mirror will show the image of any child who is in direct danger.
4	**Sage Spectacles** A pair of magnifying goggles that grant the wearer an advantage on their first Intelligence (Arcana) check to comprehend written material. However, the wearer will appear somewhat silly due to their magnified eyes.
5	**Screaming book** A closed book, kept shut by big ever-changing locks, to forbid anyone to open it. As long as someone touches the book, it lets out agonizing and terrifying screams.
6	**Gloves of Artifact Handling** A pair of elegant, soft gloves. When worn, they provide advantage on sleight of hand related to handling magic artifacts. A must for any cautious wizard.

THE WERE-KANGAROO'S POUCH

And now, brace yourself for an adventure of pouch-plundering proportions! Ever wonder what a were-kangaroo keeps in their pouch? Me neither, but curiosity can be a powerful thing. Ready to hop into this mystery? Let's see what's within that marsupial's stash right now:

d8	Hopping Horrors
1	The withered corpse of a baby were-kangaroo. A necromancer would pay about 25gp for this.
2	A moonstone that glows with a soft, silver light during the night.
3	A small figurine made from matted fur and congealed blood. It grows larger and smaller with the moon phases. It is also cursed and attracts were-beasts to the bearer.
4	A silver dagger carved with intricate runes. Gives +1 to damage against were-beasts and -1 to everything else.
5	A blood-red semi-precious stone. Anyone who looks at it will be mesmerized for 1 round. Save applies.
6	A thick bracelet of tarnished silver. One of a pair. Magical but needs both to function.
7	A flint and steel in a wooden case. The name [DM to insert name] is inscribed on the lid.
8	Five silver sling bullets. They remain lodged in the target on a successful hit and glow white for five rounds.

And there you have it - who knew marsupial pocket muck could lead to such fascinating finds? Remember, adventurers, not all magic comes in pretty packages!

THE WERE-KANGAROO'S LEAPSHROOMS

This grimy, reddish-brown mushroom is unpleasant to look at, with a texture akin to rough hide and a scent that reminds you of sweaty fur and damp earth. Despite its unappealing exterior, when eaten, it temporarily enhances the consumer's leg strength. For the next hour, the consumer's jump distance is doubled, and they take no damage from falling 20 feet or less.

MOUSE'S HOLE IN THE WALL

Well, isn't this a turn of events? Who knew that the unassuming mouse hole in your quaint inn room was a veritable treasure trove of... mouse-sized wonders? Sure, it's no dragon's hoard, but beggars can't be choosers! As you kneel down, your face inches from the tiny entrance, you prepare to delve into the minuscule mysteries of this rodent residence.

d4	Tiny Treasures Unveiled
1	A half-chewed note that reads: "...by the river, on the side where the Weavers' Tavern sits. Go after dark and shine a red light but don't..."
2	A silver earring. When worn the bearer can sometimes hear a distant conversation.
3	A small wooden wand with brass tip. It has one charge in it, a Mending spell.
4	A strange pewter hip flask. When opened there's a set of lock picks inside.

THE WIZARD'S NEVERENDING SACK OF TRINKETS

Let's dive into this wizard's 'endless' sack of trinkets, shall we? Here's a d20's worth for starters - because infinity is hard to fit on paper!

d20	Endless Enchantments
1	**Chiming Clock** As an action, this broken clock can allow 5 willing creatures to see into the past of the immediate area they are standing in. This leaves them incapacitated for the period of time they are viewing the area's past.
2	**A wizard's hat and robe.** At will, the wearer can alter the robe to display any landscape they choose. The landscape looks to have been painted by the greatest of artists.
3	A wand that is incapable of casting any spells. However, its weight makes it a good weapon for bludgeoning. Deals 1d4 bludgeoning damage plus Intelligence modifier.
4	A glass tube carrying a small, moving universe inside. Breaking it causes the microverse to turn to sand and spill out.
5	**Pester's Taunt** A mosquito fossilized in amber, you can use an action to flick it up into the air. It will break free of the amber, grow to a tiny size, and begin to annoy an enemy, causing disadvantage on all attacks until they use an action to swat it away. This lasts for a minute and can be done a number of times equal to the user's Wisdom modifier.
6	A pair of comfortable shoes that can shrink or grow to fit any foot.
7	**Anul's Paw** The paw of a cat. Once per long rest, the wielder can use this item to gain cat-like abilities for an hour. They gain advantage on Dexterity saving throws and checks, as well as night vision. They can even fall as far as 60 ft. without taking damage.
8	**The eye of a knight** Allows the holder to know every law that exists in whatever kingdom they are currently in.
9	A spellbook containing drawings of Forbidden magics.
10	**Tome of Frost** A wizard or sorcerer that is in possession of this book can use it to summon a blizzard in a 300 ft. sphere around the caster. Doing so forces the book closed and it cannot be used again until a ritual is performed with at least 150 gp worth of materials.
11	A tiny frog made of mud that has impenetrable skin and is almost impossible to kill.
12	A flat, glass square that will provide its wielder the news if they speak the command word.
13	**Arcane Bauble** A small glass sphere containing a swirling, colorful mist. When smashed, it releases a random spell effect from the wizard's spell list, determined by the DM.
14	A seashell that, when put to the ear, allows the listener to hear arcane energies in their vicinity. It gives a +1 to Arcana checks to detect magical auras.
15	A small, crimson skull of an imp. When rubbed counter-clockwise, it summons a tiny spectral imp for one hour, which can provide assistance with minor tasks or relay messages up to one mile away.
16	A tiny star floating in a glass bottle. It can be used as a light source that illuminates a 30-foot radius. The star's light is magical and can illuminate even through magical darkness.
17	**Magician's Coin** A seemingly ordinary gold coin. When flipped, it lands on the side that the flipper chooses.
18	**Memory Marble** A marble that records a single memory of the user when they hold it in their hand. The memory can be played back by anyone else holding the marble.
19	A small mirror, showing the viewer's face with different expressions. This can provide advantage on Insight checks to determine someone's emotions or intentions.
20	A list of ingredients to produce a horrifying, forbidden spell.

THE SMUGGLER'S BAG OF CONTRABAND

Peeking into the smuggler's bag of contraband, are we? Oh, the thrill of illicit treasures, the allure of forbidden loot!

Just remember, when the city guard asks, you found these in a totaly legal... charity shop. Wink wink, nudge nudge!

d10	Shady Swagbag
1	A pendant containing an image of a person beside the smuggler; there is an inscription that says, "Just one more job, and we'll get out of here".
2	A lockpick that can open any locked door, but only from the inside out.
3	A light crossbow that reloads automatically through an aperture that can contain up to five crossbow bolts; the light crossbow has no loading property.
4	1d6 explosive-tipped arrows/crossbow bolts; each creature in a 10-foot-radius sphere centered on the target must make a DC 12 Dexterity saving throw; a target takes 1d6 fire damage on a failed save.
5	1d10 Blowgun needles laced with a deadly poison; on a hit, the target creature incurs an additional 1d6 poison damage, and an additional 1d4 poison damage at the start of their next turn.
6	1d10 Blowgun needles laced with a paralyzing sting; when hit, the target must roll a DC 12 Constitution saving throw; a failed save means that the target is paralyzed for 1 hour.
7	A block of bluish-green cheese wrapped in layers of paper; smells terribly rotten, but actually has an outstanding taste.
8	Iron manacles whose key shakes when the manacled creature attempts to escape.
9	A bag of glass caltrops which contains enough caltrops to cover a 5-foot-square area; any creature that enters the area must succeed on a DC 18 Dexterity saving throw or stop moving and take 1 piercing damage; until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet; a creature moving through the area at half speed doesn't need to make the saving throw.
10	An oak wand that shoots out conjured arrows at its pointed end as if being launched from a longbow.

THE PERFORMER'S BINDLE

Ah, the performer's bindle! It's like the Mary Poppins' bag of the entertainment world, crammed full of trinkets, costumes, and who knows what else. Who needs a rabbit in a hat when you've got an entire variety show in a stick and cloth satchel?

MASK OF SHADOWS AND REVELS

This stunning dark purple and gold mask appears to be of Venetian design, with elaborate gold filigree tracing delicate patterns across its surface.

When worn, it grants the wearer advantage on Charisma (Deception) checks to conceal their identity, as they become a captivating enigma to those around them. Additionally, the mask allows the wearer to cast the "Disguise Self" spell once per long rest, seamlessly transforming their appearance and enhancing their allure during any grand masquerade. or covert rendezvous.

d8	Entertainer's Ensemble
1	A song sheet with several words underlined, forming a message.
2	A pendant that sings a lullaby when held in the hand. Grants a 50% duration bonus to Sleep spells.
3	A drum stick that makes a very loud booming noise when struck against any surface.
4	A tiny violin expertly crafted from gold and gems. Worth about 50gp.
5	A musical box. When opened it plays a soft melody that negates sound-based attacks in a 5 foot radius for 3 minutes.
6	A book of bawdy songs. Grants a +1 or -1 to Charisma, depending on the crowd.
7	A gold button from a dress jacket. It can be opened and inside is a suicide pill.
8	An assassins dagger. There's space in the handle to place your poison of choice.

THE TOY CHEST

Within the toy chest lies a myriad of magical surprises, each item brimming with wonder. From creepy companions to mystical tools, this treasure trove promises endless possibilities and delightful adventures.

d20	Whimsical Wonders
1	A creepy ceramic doll that will continue showing up in the wielder's belongings until Remove Curse is cast.
2	An adorable toy dragon that breathes a tiny puff of smoke when wound up.
3	A music box that projects illusory images of tiny dragons in flight.
4	**Training Wand** Wielder may cast Prestidigitation once per day.
5	A wind-up mouse that runs directly toward any trap or hidden door within 30 feet.
6	An intricate dollhouse that works like a voodoo doll for some unfortunate family far away.
7	A picture book that projects illusory images of each scene as you read.
8	An enchanted whoopie cushion that casts Thunderwave when sat upon.
9	A joy-buzzer that casts Tasha's Hideous Laughter on those it shocks.
10	A cuddly Teddy Bear that makes the wielder immune to Fear effects.
11	A baby's rattle that casts Sleep in 10 a ft. radius when shaken. Once per day at 1st lvl.
12	**Rubber Ducky** Provides an additional 10 ft. to swimming speeds.
13	A pocket-sized cannon that shoots harmless confetti.
14	A beautiful set of nesting dolls, the smallest of which contains a diamond worth 100gp.
15	An enchanted tea set that summons benevolent ghosts to join you for a tea party.
16	A kaleidoscope that casts True Sight on the user once per week.
17	A collection of toy soldiers that spring to life and act out tiny battles on command.
18	An enchanted jump rope that can cast the Jump spell once per day.
19	An expertly-crafted ceramic top that projects soothing illusions when spun.
20	A sturdy toy wagon that can expand into a full-sized wagon for 24 hours, once per week.

d6	Treasures of Transcendent Mystery
1	A crystal made of shadowglass that records up to 10 minutes of spoken words. Once recorded, these words can be played back with a command word, echoing out of the crystal in the exact tone and inflection they were spoken in.
2	**Shadowglass spiked shield** A metallic shield with 1d20 spikes made of shadowglass. One spike breaks each time you hit with the shield.
3	**Starry wine** A wine bottle, filled with a dark starry wine. If one gets drunk with this wine, they fall asleep and project their astral form in the astral plane until they wake up.
4	**Shadowglass of detection** A divination orb made of shadowglass, which requires attunement. While scrying with the orb, the user detects anything linked to another plane within a radius of 100 feet.
5	**Funny cloak** A light cloak, made of transparent material. It distorts the images of things when you look through it, making them appear bigger or smaller depending on how you move.
6	**Delicate violin** A delicate violin made of glass, which music can be heard in other planes too.

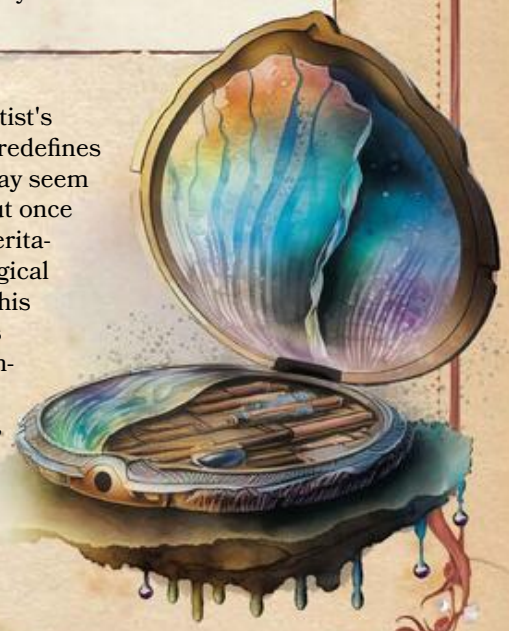
THE MERFOLK MAKEUP ARTIST'S CLAM-SHELL CLOSET

The sea is teeming with beauty, but even merfolk need a little help to keep up with the currents. In the Clam-Shell Closet of our resident Merfolk Makeup Artist, you'll find scales of every shade and sea-creature couture like you wouldn't believe. Who'd have thought octopus ink eyeliner would be the next big thing?

The Merfolk Makeup Artist's keen eye for style and aesthetics is only matched by their arcane prowess, resulting in a collection so vast that it demands a full four pages to fully explore. With each trinket as enigmatic as a seashell's whisper, the table below is a testament to the merfolk's mastery of oceanic allure.

d60	Mermaid's Glam Cave
1	A cat-eye black eyeliner pen that, when applied to someone's eyes, gives them the 'Feline Agility' trait. The wearer will want a pet catfish.
2	A nude makeup set that, when applied to someone's face, turns them invisible for 1d100 minutes. However, the wearer must also be nude (without any clothing) to be invisible.
3	A moldy set of cream foundation that gives the wearer poison resistance... and hideous boils.
4	A bottle of the "Harry's Harpy Harmonic Hair Band Hair Spray" that gives advantage on performance checks that involve singing or musical performance. However, the person can only sing or play Glam Metal music.
5	An 'age-rewinding' foundation that rewinds the wearer's age by d10 years while worn. If repeatedly used in a short period of time, it has the opposite effect, and may age the wearer d20 years.
6	Liquid blush that enhances persuasion checks with whoever they come across that may be attracted to them (regardless of gender).
7	Thick, washed-out, blemish-covering foundation that thickens the wearer's skin, giving them piercing resistance.
8	Ruby-red and richly pigmented lipstick that gives the wearer the Draining Kiss action. Can be used once per wear. The lipstick will stain the wearer's lips red, and anything they kiss, for d20 hours. Water does not remove it—only oil will wipe it off.
9	A set of prosthetic horns that, when applied, give the wearer the Charm action. It temporarily changes their alignment to chaotic evil.
10	A set of thick, sharp press-on nails that give the wearer the Claw action. Breaking one of the nails causes d6 psychic damage to the user.
11	Black and white facepaint that, when applied to the user's face in a skull design, gives them access to Speak with Dead spell.
12	Black and white facepaint that, when applied to the user's face in a monochrome style, lets them see invisible creatures and objects. It also makes them temporarily colorblind.
13	A contour wand that works as an arcane focus.
14	Black, long mascara that sharpens vision, allowing the user to see twice as far as their standard vision.
15	A palette of glittery rainbow eyeshadow that gives the user elemental resistance.
16	Clownfish-clown makeup (including a red nose and rainbow wig) that gives the wearer an additional d6 inspiration die, and temporarily grants them Bardic Inspiration, but the wearer must speak in a goofy accent and must giggle like a clown after they finish speaking. They feel more lighthearted and humorous while wearing this as well.
17	A beautiful, delicate bottle of surprisingly fowl perfume that smells of ocean waste. It repels others—enemies and allies included—2d10 feet. The smell can only be washed off after three short or long rests.
18	A clamshell that contains prismatic makeup made of ground-up scales. When applied as eyeshadow, the wearer is granted the ability to communicate with fish. It may make them never want to eat fish again...
19	A clamshell that contains prismatic makeup made of ground-up scales. When applied as face paint, the wearer is granted the ability to telepathically communicate with fish and other sea creatures. They will never want to eat fish again.

The Merfolk Makeup Artist's Clam-Shell Closet truly redefines the term 'compact'. It may seem dainty on the outside, but once unlatched, it reveals a veritable treasure trove of magical beauty paraphernalia. This mini vault of the ocean's wonders has an astonishingly varied collection, perfect for any occasion, whether it's a casual stroll along the sea floor or an underwater royal ball.



20	A large clamshell that contains prismatic makeup made of ground-up scales. When applied as body paint, the wearer is granted Amphibious and the ability to telepathically communicate with fish and other sea creatures. Unfortunately, they will deeply crave fish for every meal (while the makeup is applied...and for some time after).
21	A bottle of aquatic dwarven hair-enhancing serum that gives the user "luscious locks!" However, when applied, the wearer will grow a long, thick beard that matches their hair color. The beard will continue to rapidly grow to its full length, even if shaved, for d6 days. The wearer's gender and/or hair-growing capabilities do not matter.
22	A no-knot hairbrush that combs out hair knots and inspires the user to work out any interpersonal problems they have in life.
23	A bottle of white nurse shark's milk cream foundation that adds 20 temporary hit points to the wearer. It also gives them a craving for dairy. It most likely won't match their skin tone.
24	Honey-scented perfume in a honeycomb-shaped bottle that gives advantage on animal handling checks with bees only. Why this is underwater makes little sense.
25	A shimmery, silvery lip gloss that adds +1 to charisma. The wearer's voice is smoother and silkier with the gloss.
26	A rouge-colored blush that gives advantage on stealth checks to rogues.
27	A rouge-colored set of contacts that shows unlocked doors and weak points in locks for rogues. It gives advantage on dexterity checks. Their vision is tinted pink while wearing the contacts, however.
28	A mysterious patch of slate Merrow scale appliqués that, when applied to someone's neck, gives them the 'Amphibious' trait, which gives them gills and allows them to breathe air and water. The more they use that patch, the more they will want to live in the sea.
29	A mysterious patch of slate Merrow scale appliqués that, when applied to someone's neck, gives them the Amphibious trait, which gives them gills and allows them to breathe air and water. They will feel a deep, impossible itch to grab a harpoon, and will not be satisfied until they have one in their hands.
30	A "Pirate's One-Eye Makeup Set," which includes multiple makeup tools for one eye only. If someone attempts to try the makeup on their second eye, they will be permanently blinded in the second eye. There is no benefit to this makeup except for fashion.
31	A "Pirate's One-Eye Makeup Set," which includes multiple makeup tools for one eye only. If someone attempts to try the makeup on their second eye, they will be unable to speak, and can only speak in sea shanties, for d6 hours. While singing sea shanties, others around them can get bardic inspiration die.
32	A bottle of "Blackbeard's Hair-Darkening Dye" which does indeed darken someone's hair. However, it turns their hair deep gray, blue, or dark brown—not black. They have advantage on strength and dexterity checks while on a waterborne vehicle. The dye is permanent.
33	A set of silvery onyx lipstick that, when applied to someone's lips, turns their face into a Marid's fish-face for d6 hours. While they have the Marid's face, they can use the Water Jet action. They will also feel a sudden, deep, innate urge to tell whimsical stories.
34	An awkwardly tall and ochre-colored bottle of "Sea-Sorcerer Sienna's Spellbinding Setting Spray" that temporarily turns hair sienna and extends the duration of spell effects.
35	A set of natural-colored nail polishes that are infused with herbal oils and natural essences, which give advantage to nature-related checks. It also gives +1 to a druid's wisdom checks.
36	Powdery, shiny highlighter that grants d6 temporary hit points and resistance to necrotic damage.
37	Setting powder made of ground-up sahuagin teeth. When applied, it gives the wearer a rough sense of others' hit points. If over-applied, it may give the user the Blood Frenzy skill...and a craving for blood.
38	A small, cloudy bottle of "Wastrilith Water" that cleans makeup similarly to micellar water. It cleans makeup easily, and for d5 hours gives the applicant the ability to discern the Abyssal language. It also grants them the Telepathy ability.
39	A small, cloudy bottle of corrupted "Wastrilith Water" that cleans makeup similarly to micellar water. It cleans makeup easily, but when applied, gives the skin a rash. The skin is immune to poison, however.
40	Sea hag contacts that grant the user the 'Death Glare' action. It also makes them scary.
41	Sea hag hair extensions that give the user the Amphibious ability—but also make the hair scraggly and rough.
42	A bottle of "Eau de Sea Hag," which makes the user smell strongly of rotten fish and seaweed. It gives them advantage on any ocean- or water-related skill checks.

43	A vampiric, long-lasting, blood-red lipstick that grants the wearer resistance to necrotic damage and gives advantage to persuasion checks with undead creatures.
44	An enchanted lash curler made of steel that gives advantage on performance checks involving acrobatics. It also makes the wearer want to dance and flip in midair when excited.
45	Merfolk face paint that boosts charisma checks during combat encounters with underwater creatures.
46	A pad of storm giant makeup (which is, indeed, giant—sized for a Huge Giant-sized creature) that, if applied properly (likely to a medium-sized creature's entire body), allows them to use a 'Lightning Strike' action and gives them lightning and thunder damage immunities. Wearing this makeup consistently will shrink a creature's size, however.
47	A translucent, glowing makeup set that is reminiscent of a sea angel fish. It grants the wearer resistance against necrotic damage and bonus on Evocation (healing) spells.
48	A pad of stingray-blue embossed blush that, when applied across someone's arms, gives them the 'Flight' ability.
49	A mantis shrimp-themed makeup set that is bright, colorful, and borderline gaudy. When applied well, the wearer can see an additional 30 feet away, can detect magic, and can see invisible creatures or objects. If applied improperly, they will hallucinate colorful, floating shrimp in a dizzying, kaleidoscopic world until the makeup is removed. Proficiency with a disguise kit recommended.
50	Dolphin deep blue lipstick that allows someone to use 'Echolocation' for 60 feet (in water or on land), so long as the person's eyes are closed (or they are blinded).
51	A shell-shaped pack of sea tortle scale face appliqués that give the wearer a tortle shell. Their base walking speed becomes 20 feet, but they develop the 'Natural Armor' and 'Shell Defense' abilities.
52	A container of anglerfish highlighter face powder that makes your skin glow in a 20-foot radius of bright light, and an additional 20 feet of dim light.
53	Kraken-print eyeliner that shifts like a tentacle across someone's face and skin. The person develops as many limbs as lines they draw on their face. They can create no more than 23 additional limbs.
54	Kraken priest holy water that deepens the shadows around a person's skin (and gives the opposite of a glow). The wearer can use 'Thunderous Touch' once, but their alignment will become evil. If they were already evil, their alignment remains, and they feel a spiritual pull toward the nearest kraken.
55	A kraken priest barnacle appliqué that grants the user Innate Spellcasting and the spells Evard's Black Tentacles and Water Walk. They see visions of monsters and feel a strong devotion to the nearest kraken.
56	A small bottle of skum slime that tightens skin and removes wrinkles. It also gives the Psychic Conditioning trait...and may freeze someone's features for some time. Repeated use will give the Water Dependency trait.
57	A rotten bottle of skum slime that smells sour and otherworldly. If applied, it severely tightens skin and permanently removes wrinkles. It may connect the wearer to the skum's former aboleth master, making the wearer an Abolethic Vassal.
58	A glorious, dramatic bottle shaped like a cresting wave of "Olhydra's Oil," which allows the person to control the seas...or control a 5-foot cube of water. When applied, the person can cast the Shape Water cantrip.
59	A glorious, dramatic bottle shaped like a cresting wave of "Olhydra's Oil," which...does nothing. The bottle is gorgeous, though!
60	A glorious, dramatic bottle shaped like a cresting wave of "Olhydra's Oil," which allows the person to control the seas...truly. They can do the legendary action Water Jet once—and the person will gain the Water Form trait for d20 minutes. When the effect fades, they will be severely dehydrated.

This shimmering pendant grants the wearer the ability to harness the fluid essence of the ocean. Once per short rest, the wearer can activate the pendant, granting the following ability:

Skinny Dip: When the pendant's power is invoked, the wearer becomes invisible for 1d100 minutes, but there's a catch - to truly vanish, they must shed all clothing and be submerged in water. An ideal choice for those daring enough to embrace their birthday suit.

THE DECEASED DUELIST

Ah, the deceased duelist, surely a man of taste and danger. He made a living off a blade, but his flair for the dramatic is truly what sent him to an early grave. Now, while looting a body may not win any awards for gallantry, in this case, it's hard to resist a peek into the eccentric world of a man who treated every fight like a Broadway show:

d10	Artifacts of the Showman Duelist
1	A talking Shortsword that yells out slashing & chopping sounds when you attack with it.
2	A slippery scabbard that covers the sheathed sword's blade with flammable oil.
3	A sparking Longsword that deals lightning damage instead of slashing damage.
4	A shortsword named "Magic Sword"; it is a magic weapon but gives no other bonus.
5	A sword hilt with no blade; saying the word "Blade" transforms the hilt to a Shortsword, +1.
6	A chipped and rusted Greatsword that breaks down after 1d20 hits; when the outer blade breaks down, it reveals a magical blade; the greatsword becomes a Longsword, +1.
7	A thin but sturdy rapier that can be bent or twisted without breaking.
8	A scimitar with a silver edge; named "Wolfbane," it is considered as a silvered weapon and deals an additional 1d6 slashing damage to werebeasts.
9	A greatsword with a blunt edge; when you hit a creature, you can choose to deal either bludgeoning damage or slashing damage.
10	The inner robe that the Swordmaster wears; wearing the robe makes you resistant to slashing damage.

GRIMEBLADE, THE FOREVER SOILED:

This curious longsword carries an ancient enchantment that ensures it's always... um, let's just say "well-worn". No matter how much you scrub, polish, or even threaten it, Grimeblade remains as dirty as a barnyard pig in a mud bath.

Every slash produces a splat of sludge, and every thrust leaves behind a trail of muck. On a successful hit, the target must make a DC 15 Constitution saving throw. On a failure, the target is poisoned until the end of its next turn.

PURSE OF THE TRAVELING MERCHANT

"You must be joking!" you can almost hear the merchant exclaim as they reach for their suddenly lighter purse. But their loss is your gain! Dive into this mixed bag of curiosities, picked up from all the lands this merchant has traversed. Just remember: one man's knick-knack is another adventurer's artifact.

d8	Pocket Change & Curiosities
1	**One Size Fits None Ring** This undeniably beautiful ring is enchanted to either grow or shrink so that none may ever wear it.
2	A cracked, worn out, and ancient statuette of some forgotten deity that appears worthless. In actuality, it is quite priceless to the right bloodthirsty cult.
3	**Cap of Approximate Knowledge** This pretentious cap grants the wearer +8 to Intelligence skill checks and Intelligence checks that involve recollecting information about anything. However, information gathered while wearing the cap is only ever approximate. Things like names and locations will be close to precise but not exact.
4	A small metallic box containing 300 gp. Breaking the lock triggers a spell that allows the coins to be tracked via magic.
5	A hand crossbow that is more likely to injure the person using it
6	**Undying Rose** A beautiful rose that smells wonderful and will never die. Once a day, the owner can change its color to any color they want. As an action, the rose can expel a gas that will make someone charmed for 8 hours if they fail a Wisdom saving throw of 15. If they succeed on the saving throw, or once the charmed effect ends, they are immune to the undying rose for 24 hours. This ability can only be used once every long rest.
7	**Glimmer Medallion** An enchanted medallion that visually increases the quality of items being sold by the user, artificially boosting their value. With an Investigation check of at least 14, or an Intelligence check of 16, it can be discerned that the items are being altered magically.
8	**Pisswater Mug** Turns all alcohol, no matter how strong, into water without taking away the effects of the alcohol itself. As a result, it gives you disadvantage on Constitution checks to resist the affects of alcohol.

SEASONABLE SOMMELIER'S WINE CELLAR

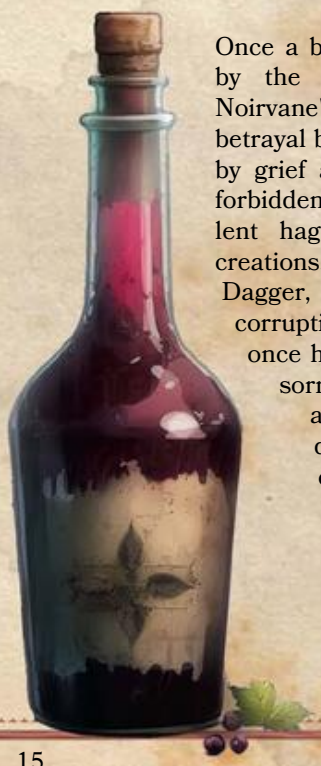
This cellar, tucked away like a secret treasure trove, houses the finest wines, each crafted to perfection and carefully aged for the ideal moment.

d10	Vintage Vibes
1	**Stygg's Solitude** An elegant and rare black wine only bestowed to a recent widow or widower
2	**Scarlet Rose** A blush wine with a rose cover instead of a cork; after drinking a sip, a beautiful, rosy crown magically appears on your head
3	**Cloudwine** A white wine with that produces a thick, aromatic smoke when uncorked; the smoke can reach up to 10 feet from the bottle, and inhaling the smoke is as intoxicating as drinking it
4	**Vitality Red** A thick red wine that is extremely bitter; drinking a pint gives you 2d4+2 temporary hit points for one hour, but doing so makes you feel nauseous; you incur a disadvantage on all ability checks
5	**Silver Sour** An incredibly sour white wine that is sought by opulent people, for some unknown, cultural reason; you gain advantage on Charisma (Persuasion) checks against wealthy individuals when you use the wine as a bargaining chip
6	**Moonsparkle** A sparkling wine that glows at midnight; its taste depends on the current phase of the moon: bland if it is a new moon, and incredibly sweet when it is a full moon
7	**Goldmarsh Wine** A gold-colored wine made from Goldmarsh berries, a fruit that lowers inhibitions when consumed; creatures who sip the wine receive disadvantage on their saving throws for one minute
8	**Desiree's Spiced Wine.** An incredibly spicy wine that can warm your body; drinking a sip allows you to ignore the effects of cold weather for one hour
9	**Mage Glitterwater** A sparkling wine made for spellcasters; once per short rest, you can sip the wine to recover an expended level 1 spell slot
10	**Seasalt Sour Wine** A bluish-green wine that has a sour taste with a touch of saltiness; after drinking a sip, you gain the ability to speak to sea creatures for ten minutes

THE HAG'S BAG

In this bag of wonders and woe, you may unearth delightful charms, or perhaps find yourself face to face with a toad. What loot awaits you, you ask? Anything and everything, really! One moment you might find a gemstone, and the next, a handful of frogspawn.

d6	Trinkets of the Darkwood
1	**Puppet's String** By tying this string around your neck and uttering the name of a person you know, the string takes control of your body and forces your body to mimic the actions, words, and minor movements of that person, no matter the distance in between. This can be ended as an action.
2	A small purse stuffed with crows feathers, teeth, nails, and a purple eye.
3	**Darkwood Dagger** A blade that glows with a green hue. It is believed that those who possess this weapon are cursed with bad luck.
4	A snake made of silver with skin that feels like human flesh.
5	A jar that, when opened, releases the most unfathomable, hideous stench. Anyone within 15 ft. must make a Constitution saving throw with a DC of 17 or be incapacitated for one minute.
6	A wig and mask made from human hair and skin. As an action, the wearer can change their hair and face to look like anything they want



NOIRVANE OF DARKWOOD

Once a benevolent enchantress revered by the denizens of the Darkwood, Noirvane's heart turned to darkness after betrayal by wicked sorcerers. Consumed by grief and vengeance, she embraced forbidden magic, becoming the malevolent hag feared by all. Her cursed creations, the Puppet's String, the cursed Dagger, and the foul jar, reflected the corruption within her soul, plunging the once harmonious forest into fear and sorrow. Her tragic legacy serves as a haunting warning of the dangers of vengeance and the consequences of meddling with the balance of light and dark. The Darkwood now seeks heroes to restore its balance and redeem the fading light within the shadows of its once-beloved enchantress.

THE BEGGAR'S POCKETS

The Beggar's Pockets, a treasure trove of humble wonders and enchantments, beckons with a touch of the extraordinary. Within their unassuming exteriors lie secrets of untold tales and magical surprises. Each trinket, a glimpse into the beggar's past, holds the allure of a life that once danced on the edge of royalty.

d4	Regal Remnants
1	A golden royal insignia, a remnant from the beggar's different past
2	A small frying pan that purifies any food that is cooked on it, but the taste would be dreadful
3	A metallic tinderbox that can kindle a gentle fire by uttering the command word "spark fire"; the user can target the direction of the spark
4	A seemingly bottomless hip flask; similar to the Decanter of Endless Water, but produces bland gin instead of water

FAIRY MUSHROOM HOUSE

Welcome to the Fairy Mushroom House, where tiny wonders and big surprises await! Brace yourself for a journey into a land of pint-sized proportions, where the loot is small, but the magic is mighty! Inside this whimsical abode, you'll find trinkets and treasures that even the tiniest fairy would cherish.

d6	Tiny Treasures
1	A scroll containing a message written in Draconic, containing sensitive details about a treaty between the Feywild and a local dragon.
2	A tiny bottle with an Elvish glyph inscribed on the bottom. Reading the glyph aloud makes the bottle levitate and glow, illuminating 40" around the speaker.
3	A thorn that can extract any common, non-magical poison upon pricking a person. The poison dissipates from the thorn after three days.
4	A mushroom roof that can fill the belly of any humanoid person with three bites. Overeating may cause the stomach to explode.
5	A string that can be worn around the finger like a ring. Upon being so worn, string acts like Ring of Feather Falling.
6	A fairy-sized goblet that can turn any non-magical liquid poured into it into pure, fresh water.

THE PLANESEER

Rumored to possess the wisdom to gaze beyond the boundaries of known dimensions, the Planeseer's trove beckons with the allure of otherworldly wonders. As you venture forth into the swirling vortex of possibilities, prepare to uncover artifacts forged from the fabric of countless planes.

d10	Cosmic Conquests
1	An iron dagger that drinks any blood that spills upon it.
2	A Tarot card depicting you as Judgment, surrounded by all the dead foes you have slain rising from their graves.
3	A parchment written in an archaic language (D20 Intelligence check, modified by Celestial proficiency bonus), which speaks of future events for the reader.
4	A basket of bread that refills at every sundown. If any bread is remaining in the basket at that time, it rots and make the new bread inedible.
5	A severed orcish hand that can be worn as a necklace. Gives wearer an Enhanced Durability spell and Bull's Strength once per day.
6	A white candle with a perpetually lit flame that cannot be doused by non-magical means. If extinguished, it will relight within an hour.
7	**A Ring of Magic Keys.** When a key is used, it disintegrates, destroying an inventory item with it unless the user has an item in their other hand (which will be destroyed instead).
8	A small chest that casts Identify on any magical item put within it. When it speaks the result aloud, the item must be retrieved or it will be destroyed when the chest stops speaking.
9	**Mimic's Gift** A mirror pendant that can cast Mask of Many Faces on the likeness of anyone reflected in the glass when activated. If multiple persons are in the glass, wearer must specify which person is being imitated.
10	A crystal ball that has a neverending smoke cloud within its confines. The smoke can be released with a command word of power, written on the bottom of the base.

Armed with the Planeseer's loot, you step into a new era of discovery, venturing into the uncharted territories of the multiverse. Embrace the endless possibilities that lie ahead as you become a Planeseer in your own right, wielding the extraordinary in your quest for cosmic conquests!

THE VAMPIRE HUNTER

As you navigate through this haunting collection, remember that every looted item carries a piece of the vampire's demise. Within this eerie collection, the line between the hunter and the hunted blurs, leaving you to grapple with the enigmatic mysteries that may just unveil your destiny in the shadows of the Vampire Hunter's hallowed trove.

d30	The Stake and Garlic Stockpile
1	A treated stomach sack that pours out a never ending stream of blood.
2	A necklace that is made out of the bones of a long since dead vampire-king who was said to have been one of the most evil creatures to have ever 'lived'.
3	A sword capable of cutting through almost any object or material except for living flesh and bone.
4	A sphere that can be tossed up in the air to cast dim sunlight within a 20 ft. radius. This light can be altered into any color the user would want.
5	**Stakes of the Ancients** A set of wooden stakes carved from the sacred Yew tree, said to be especially effective against vampires.
6	An ancient fingertrap stained with blood. There seems to be something stuck inside.
7	The skeleton of a bat that has been soaked in so much blood that it's stained a pink hue.
8	A cape with a collar that, when popped up, rises above the side of the wearer's head, shielding from unnecessary light.
9	**Vampiric Lure** A perfume bottle filled with a scent that's irresistible to vampires. Useful for setting traps. The scent can only be described as a rich and potent blend of night blooming jasmine, deep patchouli, and fresh drops of blood.
10	A medallion that creates an invisible darkness to shroud the user, completely protecting them from sunlight.
11	A pair of fangs ripped straight from the Vampire's mouth. Worth about 100 gp each to the right buyer.
12	**Drakan's Medallion** Allows each member of the party to separately teleport to a random location they've been to at least once in their lives. Once used, cannot be used this way again without a blood sacrifice of some kind.
13	**Sunstone Amulet** A bright yellow stone set in a simple silver pendant, it can emit a blinding sunlight for 1 minute once per day.

In moon's embrace, dark secrets dwell, Vampire Hunter's trove, a haunting spell. Undying courage, relics gleam, The undead's doom, this loot shall deem.

DARKWATCH COWL

Composed of black leather that seems to drink in light, this enigmatic hat features an integrated face covering that melds with the shadows. It is said to be a token from a deity who watches over the night. The hat grants the wearer resistance to necrotic damage, a reminder of the resilience required to face undead horrors. Furthermore, it imparts advantage on saving throws against the alluring charms of the undead.

Mysteriously, the wearer can see perfectly well in both natural and magical darkness, although this extraordinary sight extends to a range of 60 feet.

14	A small flask containing sacred water from a holy shrine, acts as a burning deterrent against vampires when splashed.
15	**Vampire's Reflection** A pocket mirror that shows the reflection of vampires, contrary to popular myths.
16	A parchment with a single-use spell that simulates the effect of a sunrise.
17	A string of garlic cloves that keeps weaker vampires at bay.
18	**Hunter's Diary** A journal filled with notes on vampires, their behavior, weaknesses, and how to kill them. Could be priceless to another hunter.
19	A silver ring that gives the wearer enhanced strength and speed, but only under moonlight.
20	A parchment with several locations marked in dried blood, presumably the lairs of various vampires.
21	**Cloak of Shadows** A black cloak that provides a +2 bonus to stealth checks made to hide in the shadows.

22	A silver dagger known as "Vampir's Bane" with a hilt shaped like a bat, known to cause extra damage to vampires.
23	**Death Seeker** This brass lantern has a sun engraved over the lens. It provides light like a regular oil lantern but has the additional power of detecting undead creatures within 60 ft.
24	A small brooch with the insignia of an ancient order of vampire hunters.
25	A recipe for a potion that claims to cleanse vampirism, requiring rare and expensive ingredients.
26	A small box containing soil from the graves of various holy persons, said to be harmful to vampires.
27	A tiny vial of a potent garlic poison, specifically designed to weaken vampires. One drop can be applied to a weapon for it to take effect.
28	An ornate crossbow, crafted from silver and enchanted oak, perfect for 'safely' slaying vampires from a distance.
29	A heavy silver chain that can be used to bind vampires, rendering them unable to use their supernatural abilities
30	**Gloves of the Helsing** A pair of sturdy leather gloves, said to have once belonged to a famous vampire hunter.

SHADOWBANE

Weapon (Dagger), Rare

This silver stake is fashioned from the legendary spear head of a famous vampire hunter, known for their prowess in vanquishing the undead. This vampiric impaler gleams with an ethereal radiance, resonating with the essence of its history.

Silvered: The Vampiric Impaler is crafted from pure silver, making it an effective weapon against creatures vulnerable to silvered weapons.

Slaying Strike: When used against vampires or creatures of undead origin, the Vampiric Impaler inflicts additional damage. On a 19 or 20, roll an extra weapon damage die to determine the bonus damage.

Piercing Light: As a bonus action, the wielder can activate this vampiric impaler to imbue the blade with radiant energy. For one minute, the weapon's attacks deal an additional 1d4 radiant damage against vampires and undead creatures.

d20	Collector's Curiosity Cabinet
1	A pair of bone dice that always land on the last number spoken aloud by the roller.
2	A locket containing a portrait of a beautiful elf who the wielder becomes immediately obsessed with finding.
3	**Shrunken Head of Divination** Answers one Yes/No question truthfully per day.
4	**Everfull Teacup** A delicate teacup full of scalding hot tea that replenishes itself when emptied.
5	An enchanted weathervane that always points toward the nearest undead creature.
6	**Ghost Lantern** Glows brighter in the presence of invisible or spectral creatures.
7	**The Stopped Clock** A miniature, broken pocket watch that can cast Time Stop once per month.
8	A glass globe filled with swirling mist. When shattered, it unleashes a 50' cube of thick fog, obscuring all vision.
9	A fossilized basilisk eye that provides +5 to saves vs. Petrifying Gaze
10	A barnacle-encrusted locket that contains a tiny portrait of the nearest port.
11	A magnifying glass that allows the wielder to read any language.
12	A soothing music box that casts the Sleep spell once per day when opened.
13	**Tempest in a Bottle** A tiny tornado swirls within this bottle. Shattering it releases a full-size tornado.
14	A stoppered vial that unleashes a small torrent of wind (Gust spell) once per hour when opened.
15	An ancient gold coin (300gp value) from a sunken pirate ship.
16	A tattered map to the famed buried treasure of pirate Tzarina the Bloody.
17	**Ruby-Eyed Spider Brooch** Allows the wielder to cast Spider Climb at will.
18	A massive tooth from a long-extinct reptile species.
19	**Phoenix Feather Quill** Messages written with this quill can be instantly delivered to the target by a tiny fire elemental so long as the recipient has an open flame nearby.
20	A miniature toy tent that can expand on command once per week, casting the spell Tiny Hut.

THE BAG OF UNSETTLING SQUIRMS

If you're a fan of the conventional, the predictable, or the safe... well, you probably looted the wrong bag! Each pull is a game of arcane Russian roulette where the prizes are as likely to terrify as they are to delight. Remember: not all that glitters in fantasy is gold. Sometimes, it's a pulsating, whispering, many-eyed something-or-other that may or may not want to become your best friend.

d10	Squirming Surprises
1	A Ranger emerges from the bag and starts to thank the party for freeing him. Suddenly, the bag jumps on the poor Ranger, swallowing them, and then simply disappears in a puff of smoke...
2	A minimalistic drawing of a squirrel, drawn in a single brush stroke with black ink. If the drawing is seen by no one, it moves and forages for some nuts.
3	**Bag of shadows** The bag seems empty at first, only darkness, then the "darkness" moves further into the bag, fleeing from light. A successful Wisdom (perception) skillcheck is required to find any item hidden in the bag.
4	**Sword of lamentations** A bunch of bones. In the presence of spooky music or a creepy lullaby, they form a Sword +2, which falls back to bones when the singing stops.
5	A swarm of bugs, bursting out of the bag and darkening the sky for a moment. At the bottom of the bag remains a single beetle with a broken leg. It is not magical, but if you help it, maybe it will return the favor later ?
6	A bundle of animated rope. Upon command, the rope can tie itself into knots, lasso objects, or form into a rope ladder.
7	A set of slippery, squirming robes. When worn, these robes provide advantage on saving throws against being grappled.
8	A small, squirming bag of endless worms. These can be used as bait, to distract carnivorous creatures, or even as food in desperate situations.
9	A silver flute that, when played, causes small, harmless spectral snakes to appear and dance to the music.
10	**Fleshmending Leeches** A jar of 1d10 leeches that, when applied to a wound, speed up the healing process (advantage on suitable medicine checks).

THE MOVING CASTLE'S TRASH PILE

Roll up, roll up! Get ready to step into the uncanny underbelly of the architectural marvel we know and love, the Moving Castle! But be warned, this isn't your average dumpster dive. Oh no, this is an adventure into the rejects of a roving royalty. Wonder what enchanted entities didn't make the cut? Which potions were poured away? Or what magical mishaps got swept under the rug?

d10	Magic Misfits
1	A Chain shirt armor that sometimes blinks out of existence; when rolling initiative, roll a d4: if the result is 1 or 2, the armor disappears; if the result is 3, the armor stays as is; if the result is 4, the Chain shirt transforms to Chain Shirt, +1; the armor returns to its normal state after the encounter
2	A wooden sword that works like a regular shortsword when you use it to strike objects and constructs
3	A clattering animated suit of knight's armor that follows the party; it cannot communicate, but its goal is to get back to the moving castle
4	A wind vane that points to the moving castle's location
5	An emblem pin bearing the king's insignia; you have an advantage on Charisma (Persuasion) checks when commanding agents, guards, or knights of the king
6	A throne miniature carved from limestone; it violently shakes when either the king or the moving castle is within 5 miles
7	1d10 sphere-tipped Arrows/Crossbow bolts imbued with evocation magic; deals the same amount of damage but the damage type is non-physical (i.e. exclude bludgeoning, slashing, and piercing) and random
8	A talking Longsword that shouts "Begone!" followed by the enemy's name
9	A talking Shield that sarcastically complains when it is hit
10	A straw hat with a rose-colored band that transforms the appearance of its wearer to their elderly version for one hour

THE BARD'S LUTE

Prepare yourselves, adventurers! We're on the brink of embracing the melodious realm of the bard's lute. However, the question lingers: is our aim the lute as loot, or are we intrigued by the notion of 'looting the lute'? Do our desires lie within its musical enchantments or within the gleaming treasures concealed inside? Only the harmonies ahead can unveil the answers.

d60	Melodic Plunder
1	A heart-shaped charm that gives +1 to Charisma when worn.
2	A small silver cage in which is trapped a spirit. The spirit prevents the bearer suffering from hangovers.
3	A concealed dagger. Completely invisible but can be touched and acts like a normal dagger.
4	A vial of syrupy brown liquid that grants a +1 to Persuasion for 30 minutes.
5	20 feet of very thin and light rope equivalent to the same amount of normal rope.
6	A spell scroll. When activated it produces an illusion of a bard playing their loot and singing. The illusion will last 5 minutes and can be dispelled in the usual ways.
7	A song book. Could be worth good money to another bard.
8	A tiny lantern that produces a soft, golden light in a two foot radius and never goes out.
9	A candle. It looks normal, but will start to produce a farmyard stench five minutes after it's lit.
10	A tuning fork that creates a sphere of silence ten feet in diameter once per day.
11	A silk scarf that changes the voice of the wearer so as to be unrecognizable.
12	The bard's retirement fund. A leather pouch containing a small amount of fine gemstones.
13	A small vial of perfume that when opened, releases a fragrance that causes creatures within 10 feet to become friendly toward the user for 1 minute... but if used again within the hour, causes creatures to become hostile.
14	A pick carved from bone that enhances string instrument performances, giving +4 to Performance checks for 1 hour after using it.
15	A stack of parchment in the lute containing secret love letters from the captain of the guard's wife, both his daughters... and the captain himself.
16	A set of wrist bells that give the bard's lute playing flair and pizzazz. Grants +5 to Performance checks, but becomes incredibly annoying if overused.
17	A vial of glittering dust that when sprinkled on the strings, causes one to sparkle and shine impressively during performances.
18	A feathered cap that always adjusts to the current fashion trends.
19	A small diary containing anecdotes and stories from the bard's many travels and adventures.
20	A single, enchanted rose that never wilts, said to be a token from a fey admirer.
21	A vial containing the echo of a siren's song. The user can release it to cause creatures in a 20-foot radius to make a Wisdom saving throw or be charmed.

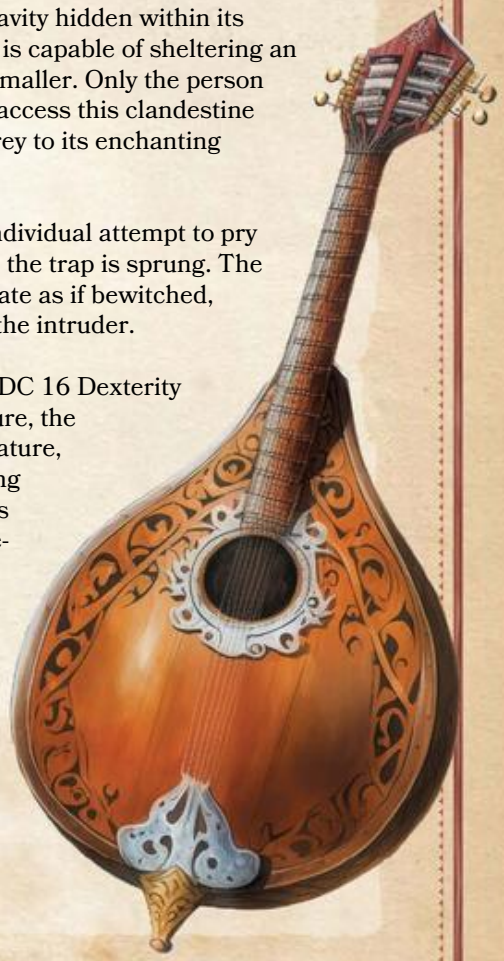
SERENADE'S SNARE

This lute is a masterpiece, its rich wood gleaming with age and its strings humming with a captivating allure. Its true allure, however, lies not in the music it can create but in the secrets it can keep.

Boasting a concealed cavity hidden within its elegant frame, this lute is capable of sheltering an item of dagger size or smaller. Only the person attuned to the lute can access this clandestine space without falling prey to its enchanting defenses.

Should an unattuned individual attempt to pry open the compartment, the trap is sprung. The strings of the lute animate as if bewitched, lashing out to ensnare the intruder.

The thief must make a DC 16 Dexterity saving throw. On a failure, the strings ensnare the creature, restraining it and dealing 2d6 slashing damage as they tighten like cheese-wire. The creature remains restrained until the attuned user commands the lute to release them, or until the creature succeeds on a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check.



22	A collection of ribbons, each one tied to a different memory of a performance or event. When untied, the memory can be shared with others.
23	A pouch of magically replenishing tobacco. When smoked, it produces smoke images (minor illusion) related to the smoker's thoughts or stories.
24	An old, magical contract. It appears to bind the owner to play at the owner of the contract's behest, but it's mostly been used for dramatic effect in stories.
25	A vial of love potion that causes the target to become enamored with the first person they see for 1d4 hours when ingested.
26	A gem that changes color based on the audiences emotions.
27	A list of strange and exotic requests for backstage, apparently from one of the bard's more outrageous performances.
28	A signed copy of a famous play. It’s very valuable to the right collector.
29	A pair of boots that make no noise when the wearer dances.
30	A small notebook filled with bad jokes, obviously intended for use between songs.
31	A flute that when played, causes small, harmless flames to dance out from the end.
32	An enchanted ticket that grants admission to almost any show, performance or concert the holder wishes to attend (+9 to Deception).
33	A magical golden ticket that gives access to the "backstage" of any performance or show. Take this to the bouncer... they'll know what to do.
34	Seemingly infinite sheet music that automatically fills in with 'original' compositions.
35	A small, magical box with a brass horn. It can record up to 10 hours of music and can play the music back when the lid is opened.
36	A blue silk cravat. When tied around the neck, allows the wearer to sing perfectly in tune.
37	A compact mirror that shows the viewer as their most fabulous self, giving a boost of confidence. +1 to Charisma checks.
38	A magical metronome that keeps perfect time and can even sync with the heartbeats of those nearby, unifying their rhythms.
39	A set of tiny dancing shoes, which when placed on a surface, will perform a charming dance.
40	An enchanted silver bracelet, adorned with charms that each represent a different musical instrument the bard plays. Touching a charm prompts a melody specific to that instrument.

FIENDISH FIDDLE

Nobody has ever beaten the Fiddlestick Fiend. If attempting to play the Fiendish Fiddle un-attuned, you must succeed on a DC 15 Charisma saving throw or take 1d6 psychic damage. Regardless, the fiddle remains silent.

While holding it, you can use a bonus action to play a magical note on it that causes the fiddle to float in the air beside you. While floating in this way, the fiddle magically plays a soft but jaunty tune. The fiddle’s tune can be used in place of the verbal component for any bard spell, even if it's floating and playing itself.

Charges. The fiddle has 4 charges for the following properties and regains all expended charges daily at dawn.

Spells. If you're holding the fiddle, or if the fiddle is playing on its own, you can use an action to expend charges to cast either the invisibility (2 charges) or polymorph spell (3 charges, transforming the target into either a rat, raven, or spider; save DC 15) from it.

Alternatively, when a creature within 30 feet of you that you can see misses with an attack or fails an ability check, you can use a reaction to expend 1 of the fiddle's charges to cast the vicious mockery cantrip from it (save DC 15) against that creature. The creature has disadvantage on the saving throw.

41	A tuning fork that, when struck, doesn't create a tone. Instead, it emits an embarrassingly loud belch, fart or worse? What could be worse?
42	A book of "Knock Knock" jokes that updates with new content every day.
43	A magically enchanted cap that, when donned, produces a theatrical spotlight on the wearer.
44	A tiny imp trapped in a bottle that criticizes any performance. He's quite the music critic!
45	A coin purse that politely asks for money each time it's opened (+5 Persuasion), and thanks the user profusely when given some.
46	**Jester's Marbles** These marbles, when tossed, explode into small bursts of sparkling lights, each one echoing with the sound of jovial laughter.
47	A jar of "Bard's Balm," a salve meant to soothe tired vocal cords that unfortunately tastes suspiciously like blood.
48	A book of "4,427 Limericks to Lighten the Mood." Unfortunately, the bard never made it past the first limerick, so the remaining pages are blank.
49	A tiny gnome figurine that, when wound up, dances a little jig and sings a high-pitched ditty. It's incredibly charming until it starts to sing the same song for the hundredth time.
50	A handkerchief that, when waved, produces an over-the-top flourish of glitter. Great for dramatic entrances, not so great for sneezing into.
51	A magical tambourine that adds a rhythm section to any performance, but the rhythm is always slightly off-beat.
52	A bottle labeled "oil of dramatic entrance," which, when applied, creates a billowing smoke that moves your clothes dramatically whenever you enter a room.
53	A magical handkerchief from the magician's realm. When pulled from a pocket, it continues in an endless stream of linked handkerchiefs.
54	A fake mustache that makes anyone speaking through it sound like a distinguished elderly gentleman.
55	An enchanted tuning fork. When struck, instead of producing a note, it loudly yodels.
56	A deck of enchanted cards that, when a card is drawn, always displays the card that the deck's owner was mentally picturing.
57	A large, rainbow-colored feather. When used to tickle someone, they are compelled to laugh uncontrollably for 1 minute (DC 16 Con save).
58	**Boots of Banana Peeling** A pair of boots that leave behind illusory banana peels. Those who step on them must succeed on a Dexterity saving throw or slip and fall, regardless of their confidence in knowing it's an illusion.
59	A sentient hat that applauds enthusiastically at any performance, but sometimes it cheers at awkward moments, creating quite a scene.
60	Brightly colored balloons, each with a face and character. When blown, they bob around and squeak hilariously for a few minutes before popping out of existence.

THE ENORMOUS SNAKE'S STOMACH

Ladies, gentlemen, and esteemed adventurers! If you've ever pondered the contents of a colossal serpent's belly, well, buckle up because it's time to dive deep - quite literally - into the belly of the beast. From swallowed treasures of unfortunate explorers to the remnants of magical creatures, the possibilities are as vast as the snake itself. But beware, rummaging through a snake's stomach is not for the faint of heart. Who knows what digesting dangers you might uncover in the gooey darkness? Adventure calls, but try not to become the next course on the menu!

d4	Gastric Gold
1	**Interlaced blade** A knife with a wavy blade, its hilt guarded by venomous snakes intertwined in a ball the size of a fist, attacking anyone trying to take the weapon. If any blood touches the blade, the snakes skitter away.
2	**A foldable table** A foldable wooden table, maybe abandoned by a previous expedition. Inside a hidden drawer, there are legal documents signed with one of the nearby noble's crests.
3	**Bone whistle** A whistle, carved crudely in yellow bones. When played, two black dogs will arrive in 1d6 rounds and will protect the user for 1d4 rounds before realizing they are not their owner, and then flee.
4	**Doctor's axe** A large axe with a miniature wooden carved-skull attached to it. The blade glows a soft green light when coated with poison.

GNOME'S POCKET DIMENSION

This is a cosmic collection so vast, so utterly teeming with magical bric-a-brac and curiosity-sparking oddities, that it necessitates a full four-page d100 roll table just to comprehend its scope! So, brace yourselves for a topsy-turvy trek through the magically cluttered cosmos concealed in a gnome's pocket dimension!

d100	Cosmic Cornucopia
1	An ornate porcelain teacup that heats any liquid to perfect drinking temperature.
2	A clockwork toy halberdier that, when wound up, will faithfully patrol back and forth in a fifteen ft. line for eight hours, and shouts "sound the alarm" if it sees anyone.
3	A fine silver spoon that withers and turns black if it comes into contact with poison.
4	A fist sized false emerald made of glass, which screams for help when picked up.
5	A crystal decanter that fills with Gnomish Dandywine each night at midnight.
6	A scarlet crossbow bolt that, when fired, explodes into harmless but brilliant fireworks.
7	A clockwork swallow that will deliver a recorded message of up to 25 words to any creature the sender has seen before within fifty miles.
8	A pair of elaborate gnomish spectacles which, when worn, provide a +1 bonus to perception checks dependent on sight.
9	Two seemingly mundane cloth bags of green and red. When an item is placed into the red bag, it appears in the green bag instead.
10	A silver quill that only writes the truth.
11	A bag of seeds which, when planted, immediately bloom into wildflowers.
12	A length of green rope which, when thrown, turns into an illusory snake for one minute which appears angry and ready to strike, but never does.
13	A box of 6 brightly wrapped gnomish candies which restore 1d4 hp when eaten.
14	A box of matches which burn in any conditions, even underwater.
15	An onyx rimmed looking glass which shows a talking reflection that insults the user.
16	A bar of flowery smelling soap, which makes anyone who washes with it smell terrible until they wash again.
17	A small and sturdy chest containing a set of intricately engraved masterwork Tinker's Tools which allow the user to reroll a single check made with the tools each day.
18	Diminutive purple velvet slippers which resize to fit any wearer.
19	A large multicolored rocket designed to strap onto a medium or small sized creature's back. If the fuse is lit while a creature is wearing the rocket, they fly 1d20+10 ft per round, in a random direction each round, for 1d4 rounds.
20	A live talking cat, actually an imp in disguise, which desperately strives to convince anyone it can that it's just a normal cat.
21	A fist-sized jar of gold dust which blows away into nothingness if removed from the jar.
22	A foul-mouthed clockwork parrot.
23	A clockwork scorpion, whose tail can be filled with poison, which will do its best to seek out and sting any target creature within 500 ft the owner has seen before.
24	A long silver looking glass which looks into the ethereal plane.
25	A small tin, the label rubbed off from use, which never runs out of salt.
26	A small glass bell, which when broken, emits a deafening ring audible to anyone within two miles.
27	A single silver bullet, icy cold to the touch, set on a fine chain, inscribed in calligraphy with a set of initials.
28	A pair of spring loaded leather boots which allow the wearer to increase or decrease their height by an increment of one quarter.
29	A gnome sized ivory handled hairbrush.
30	A blank wooden doll which when examined in detail slowly takes on the likeness of the holder's greatest enemy.
31	A clockwork beholder which hovers when activated, firing harmless beams of colored light from its eyestalks.
32	A miner's pick, intricately carved with gnomish runes, which glows with bright light in the presence of precious gems.
33	A seemingly broken bone whistle that only the undead can hear, drawn to its sound.
34	A blue leatherbound book which contains a meticulous list of everyone the reader has ever known, and whether they are alive and safe, in danger, or dead.
35	A decorated glass vial of smelling salts which when used give advantage on constitution checks and saving throws for one minute.

36	A brown leather pouch filled with 1d4 handfuls of fine sparkling dust. If a handful of the dust is tossed up in darkness, it spreads and hangs in the air, shedding bright light in a 30 ft radius for ten minutes.
37	A small, beautifully carved wooden box which keeps perishable contents fresh indefinitely, filled with aromatic tea leaves.
38	A skull-shaped copper music box of haunting and beautiful tone that takes requests.
39	A broken antique hand crossbow masterfully carved and inlaid with mother of pearl.
40	A sealed deed written in Ignan to an unknown piece of property in the City of Brass on the Elemental Plane of fire.
41	A bright scarlet sash which gives the wearer a +2 bonus on performance checks while dancing.
42	A fountain pen of bottomless green ink.
43	A well used looking leather journal. Anything written on its pages disappears after one minute.
44	A gold framed portrait of a well dressed noble, torn to remove the face.
45	A counterfeit bottle of expensive gnomish liqueur.

GOGGLES OF GLIMPSING

These quirky goggles have numerous small lenses of various sizes and shapes that can be swivelled into place, reflecting the gnomish love for intricate detail.

While wearing these goggles, you gain the following benefits:

- You have advantage on Intelligence (Investigation) checks that rely on sight while you search an area or study an object within 5 feet of you.
- You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

46	A gnomish puzzle box containing a scrap of paper with an unknown address
47	A silk cravat embroidered with mushrooms.
48	A signed copy of a book in Gnomish entitled “Alchemical Resources of The Underdark” by Bozzbulb Rockwazzle
49	A statuette of a ferret. Once per week it comes alive for one minute to frantically search for food.
50	A small wheel of excellent gnomish cheese, wrapped in fine linen and bound with a golden lock and chain.
51	A yew wand containing 4 charges. Expending a charge causes the wand to emit a terrible smell which lingers for 1 minute. The wand regains 1d4 charges daily at dawn.
52	A ring of twenty small keys engraved with strange runes.
53	A Goliath cookbook “sandwiches of the savage wastes”
54	A copy of a gnomish book entitled “An Atlas of Medicinal Tubers” By Bozzbulb Rockwazzle
55	A copy of a gnomish book entitled “Bulette Mating and Behavior” by Tennithorbe Rockwazzle
56	A stone dragon’s claw statuette, with three strange symbols on its underside.
57	A boat made from folded silver foil paper. When placed into water, it grows large enough for four medium sized creatures to sit in. It will float for one hour, after which it dissolves.
58	A spool of thin silver thread which glimmers even in total darkness.
59	A set of leather and brass goggles which may grant the wearer advantage on a check to pilot a vehicle once per day.
60	A goblin talisman of wyvern feathers affixed to a bone rattle.
61	An ingot of an unknown metal, branded with a dwarven clan seal.
62	A damaged merfolk headdress of whalebone and iridescent shells.
63	A glass vial holding a suspended burning mote of flame. Breaking the vial causes an effect identical to the ‘fireball’ spell.
64	A set of two silver lockets. When a creature attunes to one locket, their portrait appears in the other. The wearers may communicate with one another telepathically over any distance, as long as they are alive and on the same plane of existence.

65	A box of twelve sweet-smelling luxury gnomish firecrackers. Any creature adjacent to one when it explodes must succeed on a CON DC 12 saving throw or be blinded for one minute.
66	An expensive looking crystal decanter of perfume which gives +2 on deception checks for 1 hour when worn .
67	A very fine steel rasp bearing a gnomish maker's mark.
68	A rugged-looking warhammer that gives a +1 to attack and damage rolls if the wielder is intoxicated, or a -1 if they are not.
69	An inky black marble that dims any light by one degree of brightness in a five ft square around it for one minute once per day.
70	A whetstone of ice cold material. Attacks made with a non magical blade sharpened with this whetstone deal an extra 1 point of cold damage.
71	A set of exquisitely hand drawn playing cards in a wooden case. If a creature attunes to the cards, they will always draw or turn over any card they're thinking of.
72	A small bag containing a strange set of polyhedral dice.
73	A long metal tuning fork tuned to the vibration of the Elemental Plane of Fire.
74	A convincing fake mustache that can take the appearance of any facial hair.
75	An orcish wardrum, bearing the marks of a great warrior's house. If the drum is played in battle, any friendly creature that hears it gains advantage on saving throws against fear.
76	A "vampire fang" in a vial of holy water.
77	A pebble the weight of a stone ten times its size.
78	A collection of sheet music- unsigned and unpublished, unmistakably the work of a genius.
79	A strong wooden rod wrapped in gray leather which can magically extend up to ten feet in length.
80	A glass orb containing coordinates to an unspecified great treasure hidden in the astral sea.
81	A ceramic amphora containing a highly flammable pungent red oil.
82	A diary labeled with a set of initials, with all but the back blank pages torn out.
83	An ornate doll-house sized throne of exquisite craftsmanship, worth 150 gp.

WIZZY WAZZY ROCKWAZZLE'S BAG OF BOOM-STONES

Wondrous item, rare

Wizzie was a little gnome with a big problem... her village was always getting raided by goblins. But Wizzie wasn't one to take things lying down. One day, while playing marbles with her siblings, she got an idea. She enchanted the marbles with explosive magic and created the Bag of Shattering Stones - the ultimate weapon against goblin invasions.

The villagers were skeptical at first, but once they saw the stones in action, they were hooked. The goblins never knew what hit them. And thus, the Bag of Shattering Stones became the village's most treasured possession, passed down from generation to generation as a symbol of their sheer badassery.

So if you ever find yourself facing down a horde of goblins, just remember: when in doubt, pull it out... the bag of explosive stones that is!

This brown leather bag seems ordinary at first glance, except for the colorful gemstones glistening at the opening. A Detect Magic spell will reveal a faint magical aura. If you look inside, you will see that it is filled with marble-sized gemstones made out of any metal (iron, mithral, lead, etc.), glass, or wood (roll or choose a material).

Usage: The Bag of Shattering Stones can be emptied to spread the gemstones over a 10-foot area. With a specific command word, the stones can be teleported back into the bag for later use.

In addition to their use in tripping foes and ease of retrieval, the stones have another ability. By using a different command word, you can make the stones explode, dealing 3d4 piercing or bludgeoning damage to any creature within the 10-foot area of effect. A DC 15 Dexterity saving throw is required to avoid the damage.

If the stones are made to explode, the bag will be emptied and remain so until raw material is provided to create new stones. Glass, wood, or metal can be placed into the bag to provide the necessary raw material. After adding the material, the bag takes two days to create new stones.

84	A mechanical rebreather mask of brass and mahogany which allows the wearer to breathe underwater.
85	A gnomish headlamp which, on command, shines bright light in a fifteen foot cone.
86	A set of painstakingly maintained fingerless gloves.
87	A suitcase full of fashionable gnomish clothing.
88	A set of masterwork alchemist's supplies which give the user advantage once per day on any check made with those tools.
89	A purely decorative crystal ball with fog undulating in its center.
90	A length of basilisk hide, tanned and rolled for sale.
91	A writ of summons to a court proceeding in hell.
92	A set of nautical measurement tools, which provide +2 when making survival checks to plot the course of a vessel.
93	A wide-brimmed hat which provides advantage on checks related to gardening.
94	An adamantine dagger etched with the name of an assassinated VIP.
95	An envelope closed with an intact royal seal.
96	A monocle attached by a gold chain to an ornate pin
97	A blood stained magical dissertation on the subject of extraplanar travel which starts normally and eventually descends into mad, disturbing scrawlings and indecipherable arcane diagrams.
98	A masterless homunculus, of poor temper, character, and personal hygiene.
99	A candelabra whose light dims when a good aligned creature is near.
100	A frame mounted Blunderbuss resplendent with etchings and filigree, inlaid with the name "Gertie".

THE UNDEAD HUNTER'S BAG OF BADASS BITS AND BOBS

In the depths of the undead hunter's bag, a collection of 'badass bits and bobs' awaits. Each item, a trophy or tool, is steeped in the eerie glow of victory over the undead. You might find a vampire fang turned into a sharp dagger, a piece of ghostly cloth that still whispers forgotten secrets, or a charmed amulet radiating faint warmth, a remnant of a long-gone exorcism. This isn't just a bag; it's a portable museum of the macabre, a testament to the hunter's gritty triumphs over creatures that go bump in the night.

d12	Ghoulslayer's Gear
1	A small jar of garlic powder, filched from a tavern kitchen.
2	An ornate mirror made of polished silver, worth around 50 gp.
3	A dull red brick scored by bite marks, leather straps dangle from either side.
4	A chainless locket, rusted shut. Inside is a portrait of the creature that opens it.
5	A set of fanged false teeth. Allows the wearer to add their proficiency bonus on deception checks against intelligent undead.
6	**Wing of Winds** A hand fan made from membranous bat wing. This fan has 4 charges. It regains 1d4 expended charges at dusk daily. While holding the fan you can summon a burst of wind as with the Gust of Wind spell.
7	A vial filled with wriggling silkworms that glow when shaken. Negate magical darkness in a 15 foot radius while the worms are glowing.
8	A dried gourd. Grants advantage on saving throws against charm effects for 1d6 hours. It tastes of rotten pumpkin.
9	A gold statue of an unidentifiable deity, the face has been filed off.
10	A pair of blood-encrusted pliers capable of extracting the teeth from vampires without killing them.
11	A flask etched with the words "In Case of Emergency", it smells of almonds when uncapped. Inside is a liquor laced with deadly poison.
12	A half-smoked herbal cigar. 2 uses left. When lit, it summons 1d4 smoke mephits loyal to the user.

THE SUCCUBUS' BEDSIDE TABLE

So, you've made it to the Succubus' inner sanctum, and honestly, you expected a little... more doom and gloom? But who knew she had such a penchant for soppy romance novels? As you approach the bedside table with caution, you can't help but chuckle. Sure, there are artifacts of immense power... right next to her collection of sleep masks and a half-eaten box of chocolates.

d10	Bedside Bewitchments
1	A signet ring with the crest of the Elvish House Irithyl. Scratched on the back of the signet is a tiny but detailed map of the Sword Coast, marked by three prominent Xs.
2	**Hollowed Heart Amulet:** A heart-shaped amulet that seems to beat faintly when held.
3	A pearl hairpin that adds +2 to CHA and, if used as a lockpick, DEX. 10% chance of breaking it (which will cause a permanent -2 in both stats).
4	A clear flask that can turn any water poured in it into fine wine. Any other liquids put in it will be violently expelled.
5	A canvas that acts as a mirror of the beholder's features, complete with matching brushes that are always tipped with paint. Features can be altered only with the brushes, which lasts until sunrise of the third day.
6	A pomegranate, taken from a pomegranate leshy. Eating a piece of it causes Enlarge or Reduce, depending on which side of the fruit is bitten from (flip a coin).
7	A pair of electrum needles, one carved in the shape of a deva, the other a chain devil. Possessing them longer than one day causes the owner to lose inhibitions and hallucinate lost loved ones.
8	A delicate garter crafted from black lace. When donned, the skin around it gradually darkens, marked by a creeping network of black, spider-like veins. Over time, the skin takes on an ashen gray hue and shows signs of necrosis.
9	A shimmering shade of inky-blue lipstick. When applied, the wearer's kiss can cause a creature to become charmed for 1 hour. However, each use drains the wearer, causing them to lose 1d4 hit points.
10	A dark heart-shaped gem hanging from a silver chain. While worn, the wearer can cast Charm Person (2 charges daily). Removing the necklace causes intense heartache, requiring a DC 16 Wisdom save to avoid being incapacitated for 1 hour.

THE CHIRURGEON OF FORBIDDEN ELIXIRS

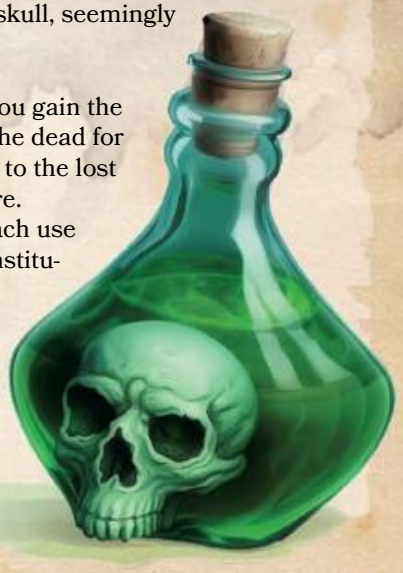
In the shadowed alcoves of Loot The Body, there whispers the name of a figure renowned and feared in equal measure - the Chirurgeon of Forbidden Elixirs. This enigmatic healer, shrouded in mystery, brews potent concoctions that blur the very boundaries of magic and science. Each draught promises unprecedented abilities or healings, yet each sip teeters on the edge of unforeseen consequences.

d6	Elixirium Arcana
1	Ancient recipes and forbidden lore, sealed in wax for preservation. Each parchment contains a recipe for a potion or elixir considered taboo by mainstream alchemists.
2	Bandages dyed with the saliva of a shadow beast, used to bind wounds inflicted during potion-making mishaps.
3	A surgical tool crafted from bone and edged with a thin layer of silver.
4	A mortar and pestle set carved from the darkest ebonwood, used to grind herbs and bones into fine powder for elixirs.
5	A large glass jar filled with various preserved eyeballs, floating in a clear solution.
6	A small locket that contains the trapped scream of a banshee. When released, the scream can act as a powerful catalyst in the creation of fear-inducing potions.

DREADMIRE ELIXIR:

A repugnant green potion, sloshing ominously within a glass bottle. Suspended at the bottom is a tiny, finely-detailed skull, seemingly made from bone.

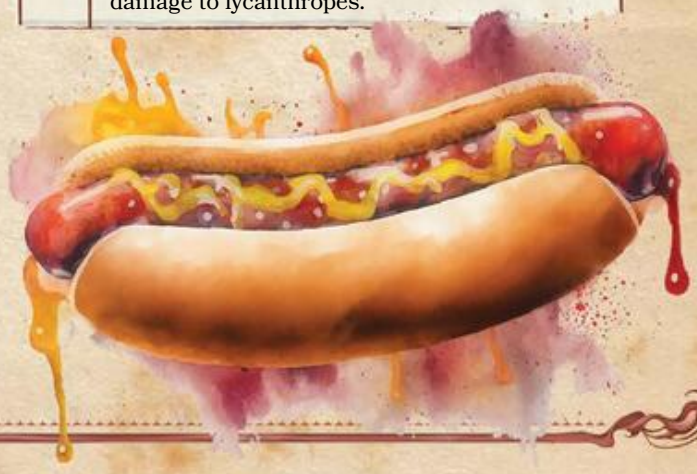
Upon consumption, you gain the ability to speak with the dead for 1 hour, a grim tribute to the lost souls of the Dreadmire. However, be wary. Each use compels a DC 15 Constitution saving throw. Failure results in 1d4 necrotic damage, the penalty of messing with the forces of death.



THE WERE-RAT'S BEDROLL

Who'd have thought our furry friend would ditch the horror trope and embark on an urban escapade instead? Below is a loot list featuring everything from tacky tourist souvenirs to grandiose tokens fit for rat royalty. Ready to rummage through this endless cache of curiosities? Prepare for chuckles and gasps of surprise as your players uncover the eccentric journey of this pint-sized urban explorer!

d40	Rodent's Rummage
1	A bottle of crude pepper spray that blinds enemies. It also tastes delicious, but very spicy.
2	A bag of roasted nuts that restore 3d20 health points. Can be split between up to three people, for 1d20 health points apiece, or two people for 1d30 health points.
3	An "I ❤ [City Name]" shirt which, when worn, gives bonus charisma checks with city locals. Also makes you look like a tourist.
4	A notebook that magically fills with city maps.
5	A notebook that magically fills with information about locals' recommended places to eat, do things, etc.
6	A notebook that magically fills with information on overpriced tourist traps...but is written like a local.
7	A set of cheap, plastic sunglasses that do not block UV rays/protect from the sun. If anything, they have the opposite effect: Disadvantage on charisma checks with city locals; advantage on charisma checks with any vendors.
8	A pass to let you access whatever public transit is available, and will change in text to show you what transit is nearest to you. It may or may not have been stolen.
9	A half-eaten meal from the local pub. It was likely pulled out of the trash. If you decide to eat it, choose a number and roll a d2–if you chose correctly, the meal will restore 4d20 health points to one person. If you choose incorrectly, you will become poisoned.
10	A hotdog. It restores 1 health point.
11	A tattered, stained bag of holding. However, everything that is placed inside it becomes a bit grimy.
12	An enchanted can of multicolored spray paint that creates moving artwork, whether it is punchy graffiti or detailed murals. It only creates moving images on urban, public walls.
13	A rusty crowbar that works like a skeleton key. It unlocks any door but may make noise in the process.
14	A surprisingly comfortable bedroll, warm and waterproof, perfect for a ratty rest. When used, it shortens the duration of a long rest by 1d4hrs
15	A +2 light padded armor made of sewn-together and thrifted clothes. Sustainable and practical!
16	A +1 cursed armor made of sewn-together and thrifted clothes that cannot be doffed unless targeted by the 'Remove Curse' spell or similar magic, and more importantly, that is out of style. Disadvantage on stealth checks while wearing it as well.
17	A bag that preserves organic materials indefinitely, which prevents them from decaying or rotting.
18	A slime-stained set of +1 daggers. It coats your body with slime, which gives you advantage vs grappling while using these daggers in battle.
19	A slime-stained +1 longsword. It coats your body with slime, which gives you advantage on grappling while using this sword in battle. However, the sword can easily fall out of your grip.
20	A rattail hair extension. Nobody knows where it came from. Nobody wants to know. If thrown at someone, the creature must succeed on a Wisdom saving throw or drop whatever it is holding and become 'Frightened' for the duration.
21	A rattail hair extension. Nobody knows where it came from. Nobody wants to know. The creature who finds the hair extension feels a deep, carnal need to add it to their own hair—and once it is applied, they have an advantage on stealth and sleight of hand checks.
22	A necklace made of...what looks like rat's tails tied together. (On closer inspection, it is just fabric. Thankfully). It grants the wearer the ability to communicate with rats and to innately cast 'Animal Friendship' with rats only.
23	A silver dagger that has intricate engravings on rats and labyrinthine streets. It deals extra damage to lycanthropes.



24	A set of wererat dentures that pass on the lycanthropic curse. Surprisingly, these dentures bypass the risk of infection—they will almost certainly become cursed.
25	A pair of too-small, too-thick goggles that magically guide the viewer to wherever they need to go, acting as a built-in navigation device. However, they are challenging to see out of, limiting visibility to 20 feet.
26	Nose plugs that change the city and sewer's smells to anything the wearer imagines, from lavender to chocolate. They do dull the wearer's sense of smell if used too often.
27	A hauntingly beautiful flute that is shaped like a rat's tail. When played, it casts 'Charm Person' on whoever can hear it—including a crowd.
28	A +1 whip that is shaped like a giant rat's tail.
29	A flask of poisoned sewer water. Why would anyone put this in a flask and risk drinking it?
30	A set of fingerless leather gloves that help the wearer scale walls or flat surfaces. Their climbing speed is half of their walking speed. They cannot climb upside down along ceilings, however—only up vertical surfaces.
31	A small container of phase spider venom that poisons a creature, but gives them the 'Ethereal Jaunt' skill. They will feel as though spiders are crawling all over them for the poison's duration.
32	A circular grate-patterned sewer diving appliqué that gives a person webbed limbs and gills. They can only breathe underwater in sewer water—not in ocean or lake water.
33	Musty +1 scale mail made of a giant constrictor snake that lived in the sewer.
34	A container of gelatinous cube jelly that is sourced from the city sewers. It smells fowl, but if applied to a person's skin, gives them condition immunities to being charmed, deafened, exhausted, or frightened. The jelly does blind them, though.
35	A +2 shield that is shaped like a cockroach. Upon closer inspection...it might just be a dead, giant cockroach that someone attached a handle to. Oh—wait. Its legs are moving...
36	A cockroach pendant that gives the wearer a sense of every entrance or exit closest to them. However, it makes them a bit paranoid.
37	A skeleton key that works for all locked doors inside the city. It is rusted and old, made of wrought iron, but it works.
38	Bright yellow water-resistant rain boots that are perfect for navigating the sewer's dirty water. They also boost walking speed by 15 feet and grant poison resistance.
39	A crown of the 'Rat King', which is a crown and artistic piece made of wire that is shaped into over twenty rats whose tails are tied together. While worn, the creature is viewed by all vermin as their royal leader. The wearer can control all vermin within a d20 ft cube to do their bidding.
40	A container of gelatinous cube jelly that is sourced from the city sewers. It smells foul, but if applied to a person's skin, melts the person into an unaligned gelatinous cube for d20 minutes. While transformed, the cube will mindlessly attack whatever it is near. Once the transformation ends, the person will return to normal—albeit slightly transparent for d20 hours—and will not recall what events had just transpired. They will have a strong disgust of jelly-based foods.

THE SWORDMASTER'S BODY

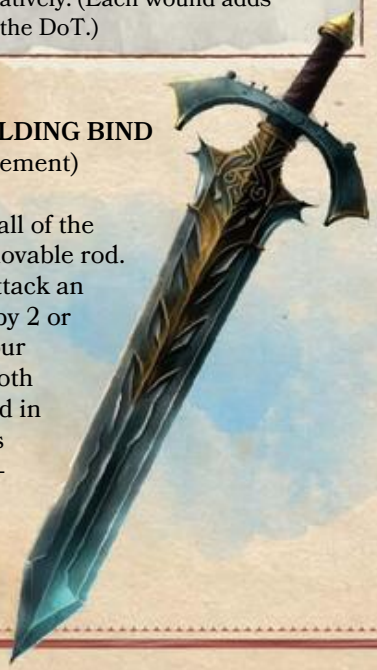
The renowned Swordmaster, finally bested! Not by blade or bow, but by that most cunning of adversaries: gravity. His swift footwork could never outmaneuver that hidden pothole. As you pick through his possessions, remember that his belongings are sharper than they appear!

d20	Pothole Plunder
1	**The Swordmaster's Boots** A pair of fine leather boots that give a +1 Dex bonus. Inside each boot, detectable only by the wearer, is a well-balanced throwing dagger.
2	A gold ring with the Swordmaster's seal on it.
3	A potion that instantly cures any wound made by a sword.
4	Magic dust that targets an enemies eyes and blinds them for three rounds. Save reduces the duration to one round.
5	A gold chain with a large pendant of a humanoid figure. When kissed, it acts as a Cure Light Wounds spell. It only works once but can be recharged.
6	A whetstone mounted in a wooden box. When used on bladed weapons it grants +1 damage to the first five successful attacks after use.
7	Prize money. 25 gps and a small gold medal worth 5gp.

8	Leather Gauntlets. Give +1 to Str when using a sword. -1 when using any other weapon.
9	A small leather bound Journal. Inside are the names of the people the Swordmaster has been hired by. Some still owe him money.
10	**The Swordmaster's Shirt.** A fine silk shirt that exaggerates wounds and bleeding to fool an opponent into thinking they're winning.
11	A map showing the location of a sword allegedly owned by a demi-god.
12	A water bottle with a secret potion dispenser. Needs to be filled with a potion.
13	A small glass vial. When smashed on the ground, an illusion of the user appears and dashes towards their opponent. At the same time, the user is screened from view and can make a fast getaway. Duration is 10 seconds.
14	A leather and steel helmet. Gives a view directly behind the wearer when they concentrate.
15	A leather Baldric. Reduces the weight of items hung from it by 10%.
16	Instructions on how to access the Swordmaster's stash. It's probably a trap.
17	**Courtesy Weapon** Seems to be a perfectly good short sword, but is actually cursed. -1 to attack and damage rolls.
18	**The Swordmaster's Dagger** A perfectly balanced dagger that gives a +1 to attacks when thrown
19	**The Swordmaster's Spare** A perfectly balanced short sword with a +1 bonus to armor penetration.
20	**The Swordmaster's Weapon** A perfectly balanced short sword that inflicts a DoT bleed effect that adds +1 damage to all successful attacks cumulatively. (Each wound adds another +1 to the DoT.)

SWORD OF UNYIELDING BIND
(Rare, requires attunement)

This sword also has all of the properties of an immovable rod. Additionally, if you attack an armed foe and miss by 2 or less, you may lock your weapons together. Both weapons remain fixed in space for 1d4 rounds and cannot be deactivated.



MONSTER'S SALVAGE

Behold! A veritable treasure trove yanked from the belly of the beast, this assortment of loot carries a strange charm of its own. From metallic orcish jawbones and eternally-stuck daggers to valuable anatomical souvenirs and melting stomach acid, each find is more bizarre than the last.

d12	Beastly Belly Booty
1	The jaw bone of an adult orc that seems to be made wholly out of metal
2	**The Splinter** After landing an attack with the Splinter, a bonus action can be used to have it stick in the target. Once lodged, the blade cannot be removed or pulled out unless the wielder allows it. This can also be used on solid surfaces, so long as the wielder lands a strong enough attack to pierce the material.
3	Teeth, bones, a heart, and other vital pieces of the monster that can be sold for a high price to the right vendor
4	A surprisingly intact journal documenting one person's unusually close encounters with the monster. The last words read "It's been giving me a strange look lately. Maybe it wants me to be its companion."
5	A vial of the monster's stomach acid. The acid is capable of melting most objects it makes contact with, so long as it is exposed to the object long enough
6	Enough of the monsters excrement to fill a sack. It has a surprising amount of uses and is worth a lot of coin on the market
7	The partially digested corpse of a hunter. He is wearing expensive clothing and might be reported as missing by a wealthy family
8	Tucked inside of a pouch on the stomach that wasn't noticed before is the monster's offspring, still alive and likely trainable.
9	A fang still dripping with deadly venom that can be used to coat weapons or be studied for antidote creation.
10	**Ancient Relic** Found swallowed by the monster, this relic is of unknown origin, covered with cryptic runes. Historians and collectors would surely be interested.
11	Claws, as sharp as daggers and tough as steel. They can be used as weapons themselves or processed into crafting materials.
12	Thick hide of the monster, which could be used to create strong leather armor, resistant to normal wear and tear.

THE KING'S BODY

Here lies the king, his regal rule abruptly ended. Not by usurper's blade or ill health, but rather by the unlikeliest of foes: an improperly swallowed fish bone. As you rifle through his kingly vestments, remember that royal pockets often hold more than just gold. Keep a keen eye for hidden compartments, secret missives, and the occasional whimsy that even a king can't resist.

d20	Post-Mortem Majesty
1	A golden crown adorned with jewels and made from the finest materials. Are you worthy of its ownership?
2	An amulet that audibly reminds you of things you have scheduled for the day
3	**Ring of Beguilement** With a wave of your hand you become powerful enough to change the minds of those around you. This ring adds +10 to all Charisma based skill checks. It also gives the wearer the personality trait: "I'm more important than anyone else, party members included."
4	**Pocket Change** A coin purse that always carries 10 gp. At dawn, pocket change will refill 1d4 + 1 gp unless it is already full
5	A collection of skeletal fingers kept in a small pouch. Each one belongs to a former right hand of the king.
6	A human eye encased in glass. Upon further inspection, it is surmised to belong to the King's late daughter.
7	**King's Justice** A +2 Longsword belonging to the king. As an action, the sword may be raised up in the air during combat to inspire the wielder's comrades. Any ally within ear shot gets a point of inspiration that can be used for any roll during battle.
8	A dried up, rotten fruit. Eating it increases any ability modifier by 1, but food, potions, and anything the player consumes for the remainder of their life will taste rotten.
9	The talon of a young dragon hanging on a necklace.
10	A fake crown adorned with fraudulent gems. This is the crown that the King's double wears.
11	A regal garment crafted from the finest velvet and lined with ermine fur. The intricate gold-threaded embroidery tells the history of the kingdom.
12	**Scroll of Decrees** These documents have all the king's signed laws and ordinances. Ownership of this could help control the kingdom.
13	A ring bearing the royal crest, used to seal letters with wax. Possessing this could allow you to impersonate the king in written communications.
14	A gold and jewel encrusted dagger used in official ceremonies, not meant for battle but highly valuable.
15	An ornate scepter, the symbol of the king's authority. It could potentially be wielded as a magic focus.
16	A personal letter from the king, the recipient's name is smudged and unreadable. Its contents contain: "The stars foretell of dark times..." hinting at a celestial event of dire consequence that nobody but the King and a 'stargazer in exile' are aware of.
17	A miniaturized, beautifully crafted, gold-and-silver chess set the king was known to play with during his strategic planning.
18	A stack of beautifully penned, unsent letters that reveal a passionate, secret love affair of the king. The letters hint at a love interest whose identity remains a mystery, marked only by the initials 'J.B.'. They chronicle the king's choice of duty over love and suggest a heartbreaking farewell
19	A richly decorated book containing the king's thoughts, fears, and deepest secrets.
20	A small locket containing miniature portraits of the king's loved ones.

CROWN OF THE

EVERLEAF

Wondrous item, rare (requires attunement)

When worn, the crown bestows the elven gift of longevity. The wearer ages at a slower rate, with every ten years aging them by only one year, mirroring the long lives of the elves. However Silver and iron weapons treat you as a fey creature, dealing additional damage or bypassing your resistances if they have effects against fey.

THE CHAMBER OF THE HIGH PRIEST

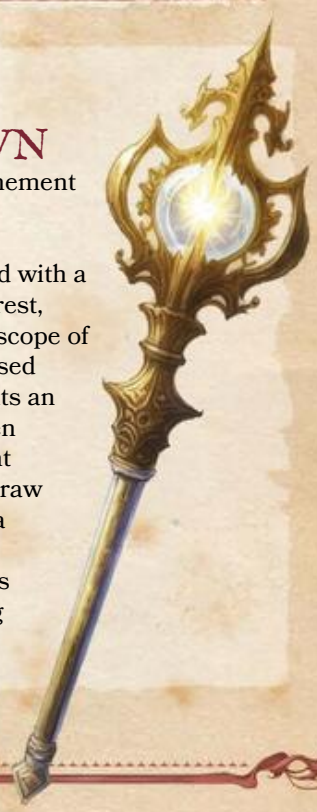
Ah, the High Priest's chamber, the holy hotspot where saint meets sinner and no one can tell the difference. Sacred or scandalous, what will you find within these hallowed (or are they hollow?) walls? Will it be relics radiating divine power, or the priest's secret stash of fermented sacramental grape juice? Let's tiptoe through this temple trove, and remember, laughter is next to godliness!

d20	A Religious Rummage
1	A dissertation on the similarities between Sune and Talona with the blasphemous suggestion that they may even be the same deity.
2	A pair of slippers that begin chanting in the presence of undead monsters and give the wearer +2 Dexterity if targeted by the undead.
3	A set of priest robes that casts Disguise Self upon the wearer, making them look like the last person who wore the robes.
4	A bottle of holy water that intoxicates like a liquor when drunk. If the drinker falls unconscious, they awaken purified of all poisons and curses.
5	A golden headdress that smells of incense. When the ruby in the center is tapped, can produce an incense cloud that can blind all but the wearer within 30" (Constitution check, DC 15).
6	A pair of white gloves that act as +1 armor and block all poisons that hit the wearer.
7	A holy book written in backward Common script. It must be read with a mirror, starting from the back.
8	A barbed scourging whip that longs for the blood of its wielder. After sacrificing 2 HP to its thorns, the whip acts as a +2 weapon.
9	**Argentahl's Appeal** A +2 mace that heals every HP of damage inflicted upon an enemy. Can only be used by wielders of a Neutral alignment.
10	A book whose pages alternate between detailing holy rites by day and ecstatic rites by night.
11	A priest's robe that shines when struck by natural light; you gain advantage on Charisma checks when requiring a crowd's attention
12	A copper bell; when rang, any undead creatures within 30 feet are deafened
13	1d6 spherical glass bottles containing holy water; you can throw the bottle to a point within 30 feet of you to deal 2d6 radiant damage to undead creatures within 10 feet of that point
14	A pair of worn, leather sandals; while wearing it, you can move across any liquid surface as if it were harmless solid ground; you can only use this ability once per day, and the effect lasts for only one hour
15	A pristine, pearl-colored blanket that hides you from undead creatures
16	A priest's vestments that contains 1d10 patches depicting a sword; you can remove a patch to summon a Flying sword; you must be wearing the vestments to control the flying sword
17	A silver censer that can be wielded as a silvered Flail weapon; it is a magic weapon, and deals an additional 1d6 radiant damage when the censer contains burning incense
18	1d6 blocks of ochre-colored incense that produce an intense smoke when burned; undead creatures within 30 feet of the burning incense attack with disadvantage
19	A golden scepter with an affixed opal gemstone; raising the scepter over your head will call on a single Pegasus that you can control; the Pegasus flies away after one hour
20	A gold lamp with a spherical glass cover; the bright light that emanates from the candlestick can reach up to 30 feet; the light is sunlight

SCEPTER OF RADIANT DAWN

(Uncommon, requires attunement by a cleric or paladin)

This holy scepter is adorned with a clear crystal orb set in its crest, refracting light in a kaleidoscope of colors. As the scepter is raised towards the heavens, it emits an ephemeral flourish of golden light, resembling the radiant break of dawn. When you draw the scepter, it flashes with a burst of radiant energy, enveloping you and all allies within 30 feet, and granting d4 temporary hit points.



THE BOOKWYRM'S STACKS

Step lightly, dear looters, for we're about to raid the dusty shelves of a Bookwyrm! Imagine a dragon's hoard, but instead of glittering gold and precious gems, it's filled with literary treasures. From spell-scribed scrolls to diaries of deranged necromancers, who knows what stories these tomes hold? But pour over pages with caution, lest the dreaded paper cuts be your downfall. In the Bookwyrm's lair, it's not just the words that can cut deep!

d20	Dusty Discoveries
1	A glass crystal that will translate one scroll into Common before crumbling to dust.
2	A thin metal bookmark that will find the page the bearer is looking for in even the thickest of tomes.
3	The diary of a sea captain showing the locations of lost treasure. Most of them are crossed out.
4	A story book with a gold inlaid cover. Worth 100gp to the right buyer.
5	A scroll that when read puts a marker on the reader's soul that binds it to a Shadow Stalker. The stalker will hunt the bearer through dark places until one of them is dead.
6	A glass vial containing an airy liquid. Anyone who drinks it will remember every detail about the next book they read.
7	A tiny book on a silver chain. When a command word is spoken, the book will enlarge to full size and be perfectly legible.
8	A promissory note granting the bearer access to the royal library.
9	A scroll of varying length that lists all books within 30 feet of it
10	A tome that contains biographies of seemingly random people; writes an up-to-date biography of the one holding it on an available empty page (the biography does not cover events unknown by the holder)
11	A quill that can rewrite the last one hundred words it has written
12	An empty journal that recites what is written on it upon saying the command word "Read" followed by the page number
13	A colorful atlas that displays three maps that is centered on its owner: a local map, a regional map, and world maps; it tracks its owner's adventure through it
14	A cookbook that shows a recipe utilizing ingredients within 100 feet
15	A book that writes the perfect poem for every occasion
16	A pop-up book that contains 1d6 beast-type creatures of CR 3 or lower; tearing out the page summons the creature
17	A pocketbook that lists the petty gossips about the person you are currently talking with
18	A spellbook that contains all the spells of a random spell school up to your current level
19	A pair of spectacles that enables the wearer to read at an astonishing speed, absorbing the contents of a book in minutes.
20	A magical dust jacket that, when wrapped around a book, prevents the book from aging, decay, or any form of damage.

CODEX OF CHAOTIC CASTING

This book is bound in blackened leather, embossed with disturbingly lifelike faces of torment. A devil's tail extends from the bottom of the book, serving as a wickedly sharp bookmark.

The codex offers profound knowledge of forbidden magic. You gain advantage on Arcana checks related to dark magic. Moreover, once per long rest, you may attempt to cast a necromancy spell from the book that you do not know or have prepared and is of one level higher than the highest level spell you can currently cast.

To cast the spell, make an Intelligence (Arcana) check with a DC equal to 10 + the spell level. On a success, the spell is cast, but you take necrotic damage equal to twice the spell's level. On a failure, the spell does not cast, and you take 2d10 fire damage from the hellfire burst of the pages. The fire does not consume the book.

Witch's Makeup Dresser

Who's ready for a magical makeover? It seems we've stumbled upon the personal vanity of none other than the local witch. Though her potions might transform you into a toad, her cosmetics collection promises transformations of a different sort. Brace yourselves for lipsticks with lingering effects, blushes that bewitch, and eyeshadows that enchant. Get ready to sift through an assortment of magical cosmetics where beauty truly is more than skin-deep!

d40	Magical Makeovers
1	A perfume bottle that casts Level 1 Eagle's Splendor for its possessor and casts Level 1 Poison Spray when sprayed at anyone else.
2	Lipstick made from a combination of orcish and elven blood.
3	**Basilisk Eye Shadow** This eye shadow grants the user a powerful gaze, providing advantage on Intimidation checks.
4	A weathered note that says "I miss you still" in Common with an elaborately drawn picture of a toad below the words.
5	A locket whose picture takes on the likeness of the current wearer's paramour (must be worn for an hour to trigger this effect).
6	A wand that can only be activated by being struck by lightning. Once charged, it can cast Witch Bolt.
7	A brush that has several different types of hair stuck in its bristles, not all of it humanoid.
8	An enchanted nail file that can be used to sharpen anything from claws to blades.
9	A hand mirror that acts as a direct channel to a Quasit, who can be summoned and commanded with a libation of blood (1 HP).
10	A small notebook full of beauty recipes for orcs, ogres and other monstrous species.
11	A set of blank cards that fill with images from the mind of anyone using them. Must be shuffled three times and three cards must be drawn for this effect.
12	Face powder made from dragon bone.
13	A cameo of a wizard duel that begins to move on its own when stared at long enough.
14	A tube of mascara that, when applied, allows the wearer to see through illusions for a short time.
15	A container of blush that, when worn, gives the wearer advantage on Charisma checks.
16	**Ethereal Eyeshadow** A palette of eyeshadow that, when applied, grants the user the ability to see into the Ethereal Plane.
17	A small bottle that contains a liquid which, when drunk, allows the consumer to change their appearance into a frog for a short time.
18	A bottle of nail polish that, when applied, causes the wearer's touch to phase through physical objects.
19	A necklace that, when worn, grants the wearer darkvision.
20	A jeweled tiara that allows the wearer to telepathically communicate messages to anyone they can see within 60ft.
21	A perfume that makes the wearer irresistible to others, granting +5 to Charisma checks for 1 hour.
22	A compact mirror that can be used to observe distant places or people, as if using a scrying spell.
23	A pot of hair dye that, when used, allows the user to change their hair color at will for a full moon cycle.
24	A glass bottle filled with a sparkling serum that, when applied, makes the user appear years younger for a few hours.
25	A tube of toothpaste that, when used, grants the user a temporary poisonous bite.

Troll Bile Balm

A moisturizer crafted from troll bile: After applying this moisturizer, for the next hour, the user gains a Regeneration feature similar to a Troll. At the start of each of their turns, they regain 5 hit points if they have at least 1 hit point remaining. This does not restore hit points if the user has taken acid or fire damage since the start of their last turn. Once used, the moisturizer can't be used again until the next dawn. However, its application turns the skin a sickly green color until the next long rest, which could affect social interactions (the DM could impose disadvantage on Charisma (Persuasion) checks or similar, depending on the circumstances).

26	**Blinking Eyelashes** A set of false eyelashes that, when worn, allows the user to teleport 10ft. distances as if using the spell Blink.
27	A bottle of nail polish that, when applied to the nails, allows the user to climb walls and ceilings like a spider.
28	**Mirror of Past Beauty** A hand mirror that shows the reflection not as they are, but as they were at their most beautiful moment.
29	A small dropper bottle containing a liquid that, when ingested, provides a night of restful, dreamless sleep. However, if used for three consecutive nights, it curses the user with insomnia (Exhaustion).
30	A fragrant liquid that gives the user an incredibly youthful appearance but makes their breath smell like a dank swamp.
31	A cream that flawlessly hides skin imperfections, though it's made from crushed centipedes and leaves a faint trail of itchiness.
32	**Spider Silk Hair Extensions** These hair extensions instantly lengthen and volumize your hair, but they occasionally twitch as if alive.
33	A lipstick that grants a beautifully irresistible smile. However, it's made from ghoul's marrow and leaves teeth feeling unnaturally cold, chattering uncontrollably.
34	**Eye of Newt Mascara** This mascara gives incredible volume to eyelashes but is made from newt eyes, making your eyes temporarily take on a reptilian appearance.
35	**Kraken Oil Lip Balm** Allows the wearer to speak Abyssal, Celestial, Infernal, And Primordial for up to 3 hours.
36	**Dragon Scale Press-On Nails** Grants the user claws as strong as a dragon, but they also develop a dragon's hoarding tendencies.
37	A Vampire's powder compact, provides an ageless appearance (+3 to Charisma Checks), but also a weakness to sunlight.
38	A brown glass bottle of hair dye that allows you to change your hair color at will. However, it also gives your hair an independent streak, changing color unexpectedly at times.
39	A shimmering lip gloss derived from mimic saliva. It gives your lips a luscious look, but leaves them so tacky that they could stick to almost anything.
40	**Myconid Spore Powder** When applied, the user gains advantage on Wisdom (Perception) checks related to smell for the following 24 hours. However, during this time, the user sporadically sprouts harmless but unsightly fungi from their body.

GIANT'S COLLECTION OF TOOTHPICKS

What might serve us as a puny toothpick for giant, takes on a whole new function in our hands, from mighty weapons to magical staffs. Ready to delve into this towering cache of unexpectedly versatile picks? Brace yourselves for what could be the mightiest 'toothpicks' you'll ever get your hands on!

d12	Pick Your Battles
1	The impaled remains of a bear cub stuck on a pointed toothpick
2	A brittle, worn-down toothpick that disintegrates into 1d20 arrows
3	A sturdy and thick toothpick that can be used as a walking cane; you can safely trigger any physical traps by tapping the cane near the trap
4	A pointed toothpick that can be used as a Javelin, +1; it is aerodynamic, and you can throw it twice as far as a normal javelin
5	A flexible wooden Quarterstaff previously used as a monk's staff; it is a Quarterstaff, +1 when used by a monk
6	A three-pronged metallic fork similar to a Trident; deals an additional 1d4 lightning damage during a storm
7	An oak staff with druidic markings; while wielding the staff, you gain advantage on Wisdom (Animal Handling) checks when taming CR 3 or lower beast creatures
8	An ornate wizard staff; while wielding the staff, you can cast any cantrip from the wizard's spell list once per day
9	A small oak branch that yields one goodberry at dawn
10	A sentient quarterstaff that analyzes any creature it hits; when you attack with the quarterstaff and it hits, the quarterstaff explains one damage resistance or damage immunity of the creature, if there is any
11	This large, curved toothpick made of mammoth ivory has a unique property - it can be blown into, functioning as a horn that can be used to cast the spell Fear once per long rest.
12	A gleaming, sharp toothpick made of a unicorn's horn. It can cure any poison, but only once. After its magic is used, it becomes a normal toothpick.

FROZEN ADVENTURER'S ADVENTURING PACK

Exploring the icy tundra, you stumble upon an abandoned adventurer's pack half-buried in snow. The cold-preserved contents reveal treasures imbued with frosty enchantments that could help turn the tide in this frigid wilderness.

d20	Ice Breakers
1	A Mammoth tusk that can be used as a quarterstaff, dealing an additional 1d4 cold damage on a hit.
2	A frost-coated arrow which deals an additional 1d6 cold damage and slows the target by 10 feet until the end of their next turn.
3	**Whiteout Whistle** When blown as an action, this whistle creates a 15-foot-radius cloud of dense snow around you, causing the area to be heavily obscured.
4	**Glacial Gauntlets** While wearing these gauntlets, your unarmed strikes deal an additional 1d6 cold damage.
5	**Icicle Arrows** These arrows shatter on impact, dealing an additional 1d4 cold damage to the target and all creatures within 5 feet of the target.
6	**Pendant of Permafrost** Once per long rest, as an action, you can activate this pendant to cast Armor of Agathys at 3rd level without expending a spell slot.
7	A small bottle containing a magical snow-storm. As an action, you can smash the bottle to cast the Sleet Storm spell (Save DC 15) centered on the bottle.
8	**Winterwail Horn** When blown, this horn creates a 30-foot cone of freezing wind. Each creature in the cone must make a Constitution saving throw, taking 2d6 cold damage on a failed save, or half as much damage on a successful one.
9	A torch that emits light and heat like a normal torch, but the flame is cold and deals cold damage instead of fire if used as an improvised weapon.
10	**Rime Ring** While wearing this ring, any water or liquid you touch that is smaller than a 5-foot cube instantly freezes.
11	**A horn of the frost giants** Once per long rest, you can blow the horn as an action to cast the spell Cone of Cold (Spell save DC 15).

SNOWDON'S SNOW-DON

This luxurious robe, fashioned from plush white ermine and infused with the arcane spirit of Snowdon Peak, allows its user to withstand the most severe of cold conditions.

While donned, the wearer's body adjusts to chilling temperatures as if under the 'Endure Elements' spell, negating the detrimental effects of frosty weather. Additionally, once per day, the wearer can trigger a light snowfall spanning a 30-foot radius for 1 hour, centered on the wearer.

12	An icy blue sewing needle allows you to mend clothing as the Mending cantrip. When used to sew clothes, it imbues them with a warmth that grants the wearer advantage on Constitution saving throws against extreme cold.
13	A lantern that summons a friendly winter sprite (as the Find Familiar spell) that lasts for an hour. Can be used once per long rest.
14	A silver snowflake amulet. While wearing this amulet, you can use an action to cast the Gust cantrip, but it manifests as a small snowstorm.
15	Ice crystal ball. This crystal ball works as per the Scrying spell but only shows scenes that are currently being affected by snowfall or ice.
16	**Chilling chalk** Any line drawn with this chalk becomes a Wall of Ice that lasts for 1 minute.
17	A pickaxe that can pierce through any non magical ice or frozen surface, in a single swing.
18	A shard of a white dragon's fang. As an action, you can stab yourself with the shard to gain resistance to cold damage and vulnerability to fire damage for 1 hour. The shard can only be used in this way once, after which it melts.
19	**Boots of the White Wastes** While wearing these boots, you ignore difficult terrain created by ice or snow and you can move across and climb icy surfaces without needing to make an ability check.
20	**Icepick Dagger** When used as an improvised ice pick, this dagger grants advantage on Athletics checks made to climb icy surfaces.

WIZARD'S SPELL COMPONENT POUCH

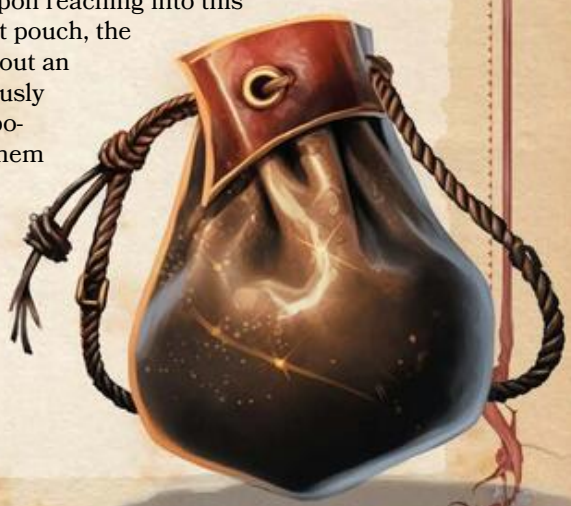
Aha! You've found a wizard's spell component pouch, where the magic... well, starts! It's more than just an array of oddities, each item is a catalyst, a key to unlock the arcane power that swirls invisibly around us. Have a delve, and who knows what enchanting ingredients you'll find that once sparked a spell to life!

d30	Pouch of Peculiarities
1	A pouch of bright silver dust worth 800 GP. The dust glows in the moonlight and, when used in a Magic Circle spell, reduces the casting time to six seconds, or one round.
2	**Mini-Marionette Bars** Two small crosses of wood from which hang silver threads. When casting Unseen Servant using this spell component, the spell summons two Servants instead of one, each of whom can carry out separate orders.
3	**Silver Mirror** A small silver mirror worth 2,500 GP. Gazing into this mirror shows a reflection of yourself, but one whose face more accurately reflects your inner feelings. When casting Scry using this item, you also gain the effects of casting a Detect Thoughts spell.
4	**Runed Iron** A small bar of iron with runes carved into it. Looking at the runes for too long causes you to feel anxiety, rage, paranoia and bloodlust. When using this item to cast Hold Person on a target, they must make a Wisdom Saving Throw equal to your Spell Save DC or be Confused.
5	**Elemental Orb** This copper orb has four sections that can be opened up, containing tiny vials of bat guano and sulfur, snake venom sac and poison, a copper wire and crystal powder, and frost giant blood. When casting a Fireball with this orb as a spell component, you may choose the type of damage it does: fire, acid, lightning or cold.
6	**Oozing Vial** A glass vial containing the eyelash of a Sphinx encased in a glob of Gelatinous Cube essence. When using this spell component in an Invisibility Spell, the target is undetectable by ANY magical means for the spell's duration, though that duration is reduced to ten minutes.
7	**Camnod's Onyx** Three Black Onyx stones worth 1000 GP each whose outlines blur as it absorbs any light around it. When casting Create Undead with this spell, the summoned Ghouls are considered Invisible for the duration of the spell, until they make an attack or cast a spell.
8	**A Drop of the Styx** A single drop from the river Styx, glowing a soft green. When casting True Polymorph with this as a spell component, a successfully transformed target permanently forgets their original form, believing they were always the form they are now in. This memory alteration can only be undone by a Wish Spell or Divine Intervention.
9	**Gorgon's Eye** A petrified gorgon eye. When used in a Flesh to Stone spell, the target has disadvantage on the saving throw.
10	**Stormcaster Feather** A feather from a Stormcaster Roc, when used in any spell that deals lightning damage, it increases one of the spell's damage die by one size (one d6 becomes one d8, etc.).
11	**Pixie's Breath** A bottle containing a single Pixie's breath. When used to cast any enchantment spell, the target makes the saving throw with disadvantage.
12	**Kraken's Beak** A small, razor-sharp shard from a Kraken's beak. When used as a component in any summoning spell, it increases the duration by 50%.
13	**Ethereal Silk** A single strand of silk from an Ethereal Weaver. When used in casting Blink, you can choose to appear anywhere within 30 feet instead of 10 feet.
14	**Vampire's Canine** A well-preserved fang from a Vampire. When used in a Necromancy spell, it grants +2 to the Spell Save DC for that spell.
15	**Basilisk Scale** A single, hardy scale from a Basilisk. When used in a Mage Armor spell, it increases the base AC to 14 + Dexterity modifier.

POUCH OF ARCANE ECHOES

Once per day, upon reaching into this spell component pouch, the caster may pull out an echo of a previously used spell component, allowing them to cast the spell again without using a spell slot.

This echo vanishes after use.



16	**Feymoss Spore** A single glowing spore from Feywild moss. When used in casting any Enchantment, Illusion or Transmutation spell, it adds 1 to the spell's level, up to a maximum of 9th level.
17	**Red Dragon Tear** A scalding hot tear from a red dragon. When used in casting a spell that deals fire damage, it adds an extra 1d6 fire damage.
18	**Time-Warped Tincture** A vial of swirling silvery liquid that's been caught in a time warp. When used in a Haste spell, it increases the speed bonus by an additional 10 feet.
19	**Mirror of Misdirection** A small hand mirror used when casting Mislead, causing the illusion to also replicate any sounds the caster makes.
20	A shiny lock of hair from a Siren. When used in any spell that requires a vocal component, the target makes their saving throw with disadvantage.
21	A fragment from a Lich's phylactery. When used in casting a spell of the Necromancy school, the spell is treated as though cast with a spell slot one level higher.
22	A stone that's been bathed in full moonlight for a year. When used in any spell that heals, it increases the healing by an additional 2 points.
23	**Solar Wind** A small vial of wind, harvested from the sun. When used in casting a fire spell, it adds additional radiant damage equal to your spellcasting modifier.
24	**Narwhal Horn Splinter** When used in a Haste spell, it increases the speed bonus by an additional 10 feet. However, it also causes the recipient to grow an enormous 5ft. horn on their forehead for the spell's duration.
25	**Ghost Pepper Powder** When used in a Fireball spell, the caster belches fire, increasing the damage by an additional 1d6 fire damage. However, it causes the caster to experience spicy hot breath for the next hour, causing them to breathe fire whenever they speak. Roll a D20 each time; on a 1, the caster belches fire, causing 1D6 fire damage to anyone within a 10 foot cone.
26	**Merfolk Scale** When used in a Water Breathing spell, it doubles the duration. However, it gives the recipient a fishy smell for 24 hours.
27	**Banshee's Tears** When used in a Fear spell, it extends the range by 30 feet. However, it also causes the caster to experience uncontrollable shrieking, making it hard for them to speak clearly.
28	**Satyr's Flute** When used in a Charm Person spell, it causes the spell to affect an additional target.
29	**Basilisk Venom** When used in a Stone Shape spell, it doubles the volume of stone you can shape.
30	**Kenku Feather** When used in any Flying or Levitation spell, it increases the flight speed by 10 feet. However, it causes the recipient to squawk like a bird when they speak for 1 hour.

THE HERMITS ISOLATED CAVE BEHIND A WATERFALL

Legend speaks of the reclusive hermit who sought refuge behind nature's liquid curtain. As you approach the cave, dampened by mist and mystery, one thing is certain: the hermit was definitely a master at avoiding door-to-door salespeople. Delve deeper, and who knows? You might just find ancient secrets, or perhaps just a really old 'Do Not Disturb' sign!

d6	Mist and Mystery
1	**Hand-Drawn Map** A hand drawn map that reveals nearby food locations by the waterfall, including fishing spots and foraging locations.
2	**Dried Healing Herbs** Bundles of dried herbs hanging from the cave ceiling, likely used for medicinal or magical purposes. When consumed heal 1d4 health.
3	A dusty bottle containing an aged potion with unknown effects. The label has faded beyond recognition. An arcana roll of 14 or higher reveals it to be a healing potion that has clearly gone off. Causes 1d4 damage to the drinker on a failed constitution saving throw.
4	**Waterfall Spirits Amulet** Made from dried pondweed and pearls, it grants the wearer the ability to breathe underwater.
5	**Celestial Starstone** A small, star-shaped gemstone that emits a gentle, guiding light when held up to the night sky. This item's light points in the direction of the closest area to set up camp. Requires 15 wisdom or higher to use.
6	**Cloak of the Hidden Falls** A magical cloak that grants its wearer the ability to blend seamlessly with natural surroundings, becoming nearly invisible. From the smell, you can clearly tell this was a well-used item. In nature, the wearer has an advantage to all stealth checks.

THAT CRATE IN THE CORNER

In the dim-lit, peculiar corner of the room sits a crate, worn out and teetering slightly. Yet, as you approach, it emanates an inexplicable allure. Could it be mundane inventory, or perhaps something far more enigmatic? Prepare to delve into the strange surprises that await within the curious crate!

d10	Crate Expectations
1	A six-inch long stone knife that can cut through stone walls; it dulls easily and can only cut a maximum length of 4 feet, but it regains its sharpness after 24 hours
2	A notepad that lists the non-magical objects of the container it is currently in
3	A compass that sporadically points either to the east or to the west
4	A blank piece of paper that disintegrates immediately upon touching it; the paper attaches itself to the back of the last person who touched it; any writing on it disappears after 24 hours
5	A pair of silver-chained monocles whose magic only activates when both are worn by different individuals; the vision seen through the monocle is from the other monocle, and vice versa; however, it can be quite a nauseating experience
6	A fake mustache that looks so ridiculous that it distracts the observer from checking your true identity; you can surrender the mustache to gain an advantage on Charisma (Deception) checks that concern your visual identity (face, build, etc.)
7	A self-writing quill that writes what its owner orders it to write, but refuses to write the letter "e" for some unknown reason
8	A professional-looking briefcase with a purple velvet interior that can adjust the size of any weapon put inside it; the act of opening the briefcase strikes fear to those who see it; you gain advantage on Charisma (Intimidation) checks when you include the act of opening the briefcase in intimidating the target creature or creatures; creatures can only be affected by the act once
9	An unassuming backpack; only its owner can see its contents; other creatures only see the bag as empty
10	**Belt of almost endless rope** The belt itself is quite short, but once unclasped, the rope can extend up to a thousand feet in length.

THE DUCK...

What could possibly be concealed within the feathery recesses of a duck? An unhatched egg? A lost key to the city? Or perhaps something more esoteric like the essence of its quack preserved in a tiny vial? Looting a duck promises an unexpected, wacky, and most definitely entertaining experience!

d10	Down with the Loot
1	An invaluable golden egg worth hundreds of gold pieces that immediately hatches into a normal duckling upon being sold or traded
2	Plucked 1d6 magical duck feathers; each feather can turn into a visual illusion of a duck that is distractingly cute and adorable
3	A palm-sized duck figurine that transforms into a three-feet tall duck when stroked three times
4	A yellowish gold ring whose topaz gemstone is shaped like a duck's head; every sentence uttered by the wearer ends with a "quack."
5	A surprising amount of juicy duck meat. Just needs some plum sauce.
6	A handful of small, undigested grains. When dropped on fertile ground they will instantly sprout to ten feet tall.
7	Three silver feathers that will grant the bearer Feather-fall once per feather.
8	A gold ring with an eagle's head. Insignia ring of the Forest Rangers. Worth 20gp when returned to them.
9	An arrow head marked with a rune. When made into an arrow it will produce a heart-seeker arrow which will magically target any creature with a heart.
10	A tarnished silver locket. Inside is a tiny map that will lead the bearer to safety when they are lost. The map will then crumble to dust.

MINSTREL'S CODPIECE CANDY POUCH

When a minstrel takes the stage, it's usually the voice and flamboyant attire that garner attention. But little does the audience know, a real surprise is tucked away in the unlikeliest of places—the candy-laden codpiece! Unorthodox storage? Absolutely. Prepare yourself to discover the sugar-coated secrets that lie beneath the minstrel's colorful exterior, one sweaty piece of candy at a time.

d10	Yes, apparently that's a real thing
1	**Voice booster** An enchanted yellow lozenge that tastes of honey that boosts the volume of the user for four hours.
2	**Waits' Lozenge** An enchanted amber lozenge that tastes of whiskey and, when ingested, adds a deep gravel to the user's voice for four hours.
3	**Pill of Truth** A tasteless, purple pill that, when mixed into a drink, gives a -5 penalty to all Deception rolls made by the user for the next hour.
4	**A Taste of Nostalgia** A round capsule that, when ingested, makes all food taste of the user's favorite dessert for the next hour.
5	**Tiny Scroll of Warning** A tiny scroll that can be infinitely unfurled, containing a list of places that are unfriendly to Minstrels. The further back you go, the more different handwritings you discover, many of them in unfamiliar languages or describing places that no longer exist.
6	**Infinite Toffee** A sticky piece of toffee that, when torn in half, regenerates. The toffee is extremely chewy, and extremely sweet, and lasts for a good four hours. Is dissolved by stomach acids.
7	**Pill of Sobriety** A white capsule filled with tiny clear beads that, when added to a drink, dissolves and clears the drink of all intoxication effects but retains its flavour.
8	**Pill of Intoxication** A black capsule that, when added to a drink, doubles its intoxication effect. The imbiber must make a DC 12 Con Save or be considered Poisoned for the next hour.
9	**Taste of Misty Step** A golden brown piece of candy that, when taken, allows the user the immediate use of the Misty Step spell. The candy dissolves into a caramel-flavoured mist upon contact with the tongue.
10	**Voice Changing Candy** 1d6 smooth square pieces of candy that, when ingested, changes the user's voice randomly for up to 1 hour.

HOLLOW OF A TREE WHERE I SPY A GLINT OF METAL INSIDE.

Beneath the ancient tree so grand,
In hollow heart, a glinting hand.
Metal gleam in shadowed nook,
Adventure calls, a closer look.

d10	Rooting for Riches
1	**Sword of Persuasion** A talking sword that provides no bonuses in combat, but provides an advantage to Persuasion checks by doubling down on everything the wielder says.
2	**Figurine of Dragon Nightmares** A pewter figurine of an adventurer stabbing a dragon through the heart. The dragon's wings are flared, and tendrils of fire are escaping from its throat. If placed in a dragon's lair for 30 days, the dragon gains the Frightened condition against the first sword-wielding hero who comes to slay it.
3	**Cursed Platinum** A cache of cursed platinum coins. For every coin gathered and kept, the wielder is weakened, losing 1 maximum HP per coin gathered, to a minimum of 1, at which point the holder is Incapacitated. The effect can be reversed with a Greater Restoration spell, and the coins cleansed with a Remove Curse spell.
4	**Mask of Were-Domination** A silver mask that can be used to hypnotize werecreatures; as an action, once per day, the wearer can cast Dominate (DC 15) on any werecreature that can see them.
5	**Mace of Sacrifice** A mace that does 1d8+4 healing to any creature it hits, while doing the same amount of psychic damage to the wielder.
6	**Game Set of Vengeance** An iron board game, with gold and silver pieces. Once attuned to a person, the pieces start to take on the shapes and faces of every creature the attuned bearer has slain. Once every piece has a form, the attunement ends, and the bearer can ask a single question of each piece, which contains all the information the slain creature had in life, and must answer honestly. Once the piece has answered its question, it reverts to a normal piece. When playing the game with transformed pieces, the pieces scream in agony when defeated by an opposing piece.
7	**Watch of Doom** A platinum watch that does not tell time, but instead counts down to the next terrible misfortune to befall the bearer. Requires attunement.

8	**Iron Rod of Fiery Return** An iron rod that absorbs fire damage, rendering the bearer immune. When the rod has absorbed 500 points of fire damage, it immediately explodes, doing 20d20 damage to everyone in a 100 foot radius. The item is cursed, and will always reappear in the looter's pack whenever it is set down or given away. The curse can only be lifted by returning the rod to the Fire Plane.
9	**Figurine of Whispered Self** A six-inch steel replica of the looter, perfectly rendered in every detail down to the armor and weapons they're currently wearing and the expression on their face when they picked the figurine up. While holding the figurine, whispers on the edge of hearing fill the looter's mind that are impossible to make out clearly.
10	**Key of Indignation** A single key that, when placed into any non-magical metal lock, screams "THIS IS NOT MY LOCK" and melts the lock into nothingness - unless it is placed into the lock it is meant to open.

Do I look like a skeleton key to you?!

Clockwork Chemist's Compartment

In the hidden chambers of a clockwork chemist, gears whirr and vials clink, revealing a mechanical marvel of alchemy. Each compartment, a masterwork of precision, holds bizarre concoctions and intricate devices. One false move might trigger an explosion or perhaps, unveil a potion that defies all known science. Dare you meddle with the chemist's mechanical mysteries?

d60	Gears and Gadgets
1	**Automaton Quickening Oil** A glittering golden oil that, when applied to the limbs of an automaton, not only removes rust but supercharges it, adding 10 feet to its movement.
2	**Schematics for Ella 4.8** Half a sheet of encoded schematics for an automaton entitled 'Ella 4.8'. The sheet has clearly been torn down the middle.
3	**Speed Burner** A vial of a viscous red liquid that glows hotter the faster it is made to move.
4	**Detonation of Cleaning** An antiseptic bomb that, when activated, removes all harmful toxins, materials, and rust in a 30 foot sphere.
5	**Music Box of Charm** A music box that emits a rose-scented scent every few seconds; anyone within 5 feet of the box must make a DC 13 Constitution save or be Charmed by the first voice they hear. The effect lasts for as long as the music box remains within 5 feet of them.
6	**Web Designer** A tiny clockwork spider that, when fed 350 GP worth of steel, spends 8 hours spinning a web trap that does 5d6 slashing damage in a 30 foot radius to anyone who wanders into it.
7	**Clockwork Messenger** A clockwork, steam-powered bird that delivers messages to and from a single location, able to home in on it from any location as long as it is on the same plane of existence.
8	**Oil of Magic Resistance** A vial of silvery-purple liquid that grants magic resistance to any metal it is coated with.
9	**Ring of the Clerk** A ring that, when activated, unfolds into a dozen mechanical ants that take dictation by crawling across the page dragging ink behind them. The ants will wander back and forth between the nearest source of ink when they run dry.
10	**Clockwork Demon Caster** A box containing a clockwork demon that, when fed a magic scroll, will cast it after a pre-programmed time period.
11	**Dungeon Tracker** A box of orbs that, when released, scatter and roll through a dungeon, marking the path with a fluorescent path, triggering any traps they might find along the way but being destroyed in the process.
12	**Carrier Wings** A tiny pair of mechanical wings that can carry a weight of up to ten pounds to a pre-programmed location.
13	**Metal Solvent** A vial of metal-dissolving oils that has no effect on organic material.
14	**Mechanical Tongue** A mechanical tongue that absorbs chemicals and outputs appropriate electrical signals; allowing any automaton it is attached to the sensation of taste.
15	**Clockwork Dancers** A pair of mechanical dolls that, when music is playing, dance together in the style of dance most appropriate to the song playing. The faces of the dolls look saddened whenever they are kept too far apart from each other, and joyful when close.
16	**Room Perfumer** A mechanical fairy that, when activated, lights up and flies across the room, spraying it with a pleasant scent.

CHRONOCLEAVER

This is no ordinary greataxe. Crafted with clockwork mechanisms and imbued with temporal magic, it has the power to distort time upon each strike. On landing a successful hit, the inflicted wound doesn't appear instantly. Instead, the Chronocleaver distorts time around the wound site, causing the damage to manifest at the start of your next turn.

To use this ability, roll your damage dice as usual when you hit, but keep the result secret. Inform the Dungeon Master of the damage privately. This damage is then applied to the target at the start of your next turn.

Additionally, the Chronocleaver has the power to create **Reality Ruptures** - minor disruptions in the temporal flow that disorient enemies. A hit with the Chronocleaver gives you an option to roll a d20.

On a roll of 19 or 20, a **Reality Rupture** occurs, with one random effect from the table below:

1. **Age Flux:** The victim ages momentarily, suffering disadvantage on their next attack roll or ability check.
2. **Speed Burst:** Time quickens around the wielder, granting them an additional bonus action on their next turn.
3. **Temporal Duplicate:** A copy of the wielder from a parallel timeline appears, distracting the enemy and granting the wielder advantage on their next attack roll.
4. **Deja Vu:** The victim experiences a moment of intense deja vu, causing them to lose their reaction until their next turn.
5. **Temporal Confusion:** The victim's sense of time becomes disoriented, causing them to move last in the initiative order on the next round.
6. **Time Stutter:** The victim trails momentarily, causing the next attack against them to have advantage.

You can use the **Reality Rupture** ability a number of times equal to your proficiency bonus, and regain all expended uses after a short or long rest.

The Chronocleaver's powers are not without limit. Continual manipulation of time may attract the attention of powerful beings who guard the timeline. Use the weapon judiciously, lest you draw unwelcome scrutiny or intervention.

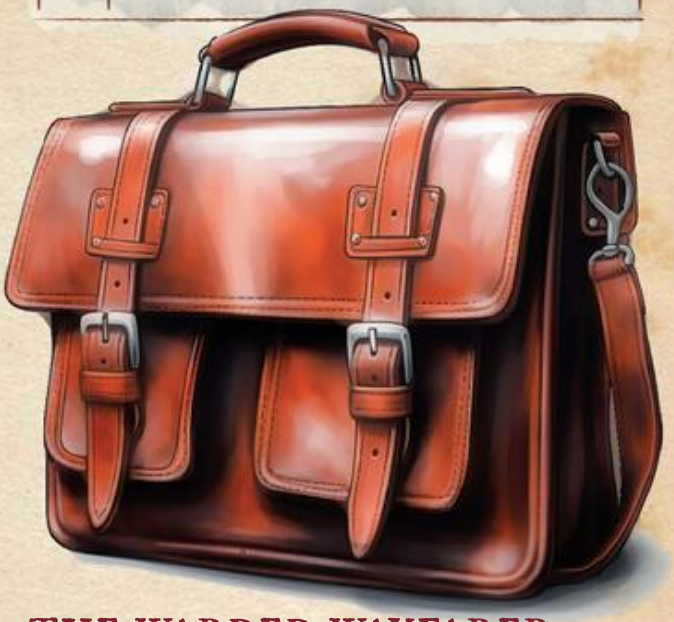
17	**Collapsible Dagger** A dagger that can unfold into a greatsword and then fold back into a dagger again.
18	**Guiding Boots** A pair of boots that can be programmed to follow a specific path, guiding the wearer even through total darkness.
19	**Affirming Monk** A solar-powered brass clockwork monk that serenely nods its head no matter what question is asked of it.
20	**Coolant Gel** A jar of coolant gel that provides fire resistance to any metal it is smothered over.
21	**Sphere of Mechanical Shadows** A small sphere that releases 1d10 miniature mechanical shadows capable of sneaking into small places and distracting opponents.
22	**Dimensional Gearbox** A device that, when wound, opens a pocket dimension for storing items.
23	**Memory Matrix** A tiny clockwork brain that can store and replay one memory when wound.
24	**Chrono-Nap Rest Accelerator 1800** A pendulum that subtly alters time, allowing the user to take a short rest in only 30 minutes once per day.
25	**Clockwork Familiar** A small, articulated creature that serves as a spellcaster's familiar.
26	**Astral Abacus** An abacus that aids in astrological calculations, revealing a single celestial event before it happens.
27	**Self-Assembling Puzzle Cube** A rubik's cube-like puzzle that reassembles itself after being solved, always providing a new challenge.
28	**Infinite Oilwell** An oil well that never runs dry, useful for busy watchmakers.
29	**Conductor's Baton of Timing** A baton that when waved in the air, aligns the rhythm of all allies, giving them +2 on their next initiative roll, however you suffer -5.
30	**Luminous Lantern** A lantern filled with bioluminescent, clockwork fireflies that shed a soothing, eerie light.
31	**Mithril Mice** Tiny clockwork creatures that can be set to tirelessly perform simple tasks, like cleaning or sorting.
32	**Polarity Gloves** A pair of gloves that can manipulate magnetic forces, attracting or repelling metal objects within 10ft of the user.

33	**Sonic Screwdriver** A tool that uses sonic waves to manipulate and repair minor mechanical objects.
34	**Perpetual Motion Marbles** Marbles that never stop moving once they've been set in motion. However, they will stop if they encounter a barrier imbued with magic or if a command word is spoken by the person who last touched them.
35	**Mechanical Nightingale** A beautifully crafted mechanical bird that sings a soothing melody on the hour, every hour.
36	**Helical Spring Boots** Boots with springs that allow the wearer to jump twice as high as usual. However, they require an hour of winding after every three jumps to reset the springs.
37	**Elemental Engine** A device that can harness the power of the elemental planes to provide near limitless energy... but only on the last Tuesday of every month.
38	**Arcane Amplifier** A brass trumpet-like device that, when attached to a spellcasting focus, increases the range of spell effects by 10ft.
39	**Resonating Rod** A rod that vibrates at a frequency capable of shattering specific materials.
40	**Pocket-Sized Observatory** A small, handheld device that allows the user to view distant stars and celestial bodies with intricate detail.
41	**Quicksilver Quill** A quill that can write on any surface, even water or air, where it leaves glowing silver words.
42	**Spellclock** A clock that can store a spell and release it at a set time up to a maximum of 24 hours. After 24 hours, the spell is released.
43	**Reality Lens** A magnifying glass that reveals things as they truly are, dispelling illusions and revealing hidden items.
44	**Ring of Mechanus** A ring that synchronizes with the plane of Mechanus, granting the wearer advantage on timing (Dexterity checks) when trying to achieve things like jabbing a stick between the spokes of a spinning wheel etc.
45	**Gnomish Goggles of Gadgeteering** These goggles reveal the inner workings of any device the wearer examines up to a depth of 6 inches.
46	**Clockwork Leviathan** A tiny model of a gargantuan sea creature that comes to life when submerged in water. However all water within a 20ft cube is fully displaced as if a large creature inhabited the space.
47	**Transplanar Gear** A gear that exists in multiple planes at once.
48	**Microscopic Mending Needles** Tiny needles that mend torn cloth at a microscopic level, making the repair invisible.
49	**Gravity Modulator** A device that can increase or decrease the gravity within a small area.
50	**The Cognizant Cartographer's Ever-Scrolling Map** A map that continuously updates and scrolls to show the user's current location. Its detail, however, varies with the user's familiarity of the area. In known regions, it illustrates detailed topography; in unexplored areas, it displays mere approximations. Hidden paths and secrets remain concealed, revealing only what could be observed from a high vantage point.
51	**Planar Sextant** A sextant that grants +5 to navigation (Survival) through different planes of existence.
52	**Clockwork Dragonfly** A dragonfly that can deliver small messages or items quickly over short distances.
53	**Ironwood Seed** A seed that grows into a mechanical Oak tree over the course of 24 hours.
54	**Prism of the Eternal Moment** A prism that, when gazed through, seems to stretch a single moment into eternity. In truth, it serves as a single-use camera, capturing a snapshot of the observed scene for future viewing.
55	**Mechano-Mimic** A single-use mechanical mimic that can transform into any simple or mundane item observed.
56	**Aethereal Engine** A miniaturized engine that uses condensed aether as fuel.
57	**Gyroscopic Stabilizer** A device that grants near-perfect balance to the object (up to 60lb) it's attached to.
58	**Perpetual Periscope** A periscope that can see through time, showing the viewer what a location looked like in the past or might look in the future.
59	**Harmonic Resonator** A device that uses harmonic resonance to cause small brittle objects within 10ft to shatter.
60	**Conduit Compass** A brass and crystal compass that points towards the nearest source of electrical energy. This device is invaluable in tracking down hidden automata or traps.

SPY'S BRIEFCASE

As you unlatch the seemingly ordinary briefcase, you're drawn into a world of secrets and subterfuge. Within lies not only documents and disguises but gadgets and gizmos fit for a spymaster. Who knew that beneath the mundane exterior was a veritable toolkit for intrigue? Careful now, some of those items might be more than they seem...

d12	Tools of Treachery
1	**One dose of anti-poison** Under many other items, you find a flask of anti-poison... so that's what the Spy was searching for so desperately.
2	**Shady accounting books** You find accounting notebooks, with obvious forgeries in order to avoid taxes.
3	**Magic mustache hairpiece** A fake mustache, allowing anyone wearing it to be very hard to recognize and spot as long as they don't do anything too obvious.
4	**Earring of indiscretion** A simple earring, with a blue diamond shaped stone hanging from it. Its user can whisper the name of someone they have already spoken to : if they are in the same town, the user can hear what their target is saying like a distant murmur, for 1d20 minutes.
5	**Convenient scroll of the architect's apprentice** A very old blank scroll. Touching a building's wall with bare hands while holding the scroll fills it with a perfect map of this level only, in a 30-foot radius. It only shows walls, stairs, windows and doors, hidden or not. If the user stops holding the map or touching the building, the scroll goes blank again.
6	**Assassin's Quill** This elegant, innocuous quill is capable of holding a single dose of poison. When used to write a letter, it applies the poison to the paper. The poison takes effect after someone reads or says the last word from the letter.
7	**Vial of Voice Mimicry** Drinking this magical liquid grants the user the ability to mimic the voice of anyone they have heard before for 1d4 hours.
8	**Invisibility Tie Pin** This seemingly ordinary tie pin, when attached to any piece of clothing, can turn the wearer invisible for up to 15 minutes once per day.
9	A silver cigarette case, charmed to always produce perfectly rolled cigarettes that when lit, produce a thick, obscuring smoke.
10	**Perceptive Monocle** A stylish monocle that grants the wearer the ability to see hidden doors and traps. The monocle's power is activated by winking with the eye that's using it.
11	**Mind-Shielding Monocle** This discrete silver Monocle provides resistance to psychic damage and protects the wearer from being charmed. Also grants the wearer the ability to cast 'Detect Thoughts' once per day.
12	**Ring of Displaced Faces** A silver ring engraved with various faces. When turned on the finger, it allows the user to assume the appearance of anyone they have seen before for up to one hour. For the duration, the wearer assumes the other person's facial appearance, while the target person's face transforms to match that of the ring wearer's face. The swapped faces return to their rightful owners once the effect ends, or if the ring is removed. Note: the swap is purely physical, and does not include voices or mannerisms.



THE WARDED WAYFARER

This unassuming leather briefcase, embedded with complex illusory wards, remains locked unless the opener whispers a unique, predetermined passphrase into the keyhole. Any attempt to open it without the passphrase triggers a magic trap, releasing a disorienting puff of smoke, causing temporary blindness and confusion. Upon successful access, the briefcase opens to an extra-dimensional space, capable of holding a vast selection of items while always weighing a mere 2 pounds.

The caveat to this seemingly limitless storage is that items placed inside must be able to fit through the opening of the briefcase itself.

BANDIT'S CORPSE

You've bested the cunning bandit in a duel of wits and swords, and as his lifeless eyes stare blankly at the sky, you can't help but wonder what ill-gotten gains he might have on him. They say bandits have a knack for finding the shiniest of trinkets and the most peculiar of oddities. With a mix of anticipation and a dash of guilt, you begin to search his pockets and pouches, hoping that his life of crime might at least lead to some interesting finds for you.

d8	The Thief's Last Haul
1	**Executioner's Glass** An ornate sword with lethal, yet fragile power. Once per battle, on hit, the sword can deal full damage without needing to roll. This, however, causes the sword to shatter into 4 pieces. The pieces can be reassembled if at least one hour during a long rest is taken to do so and all pieces are present.
2	A sack containing 125 gp.
3	**Bow of Unexpected Hit** After firing a shot that misses, a bonus action can be used to have the arrow turn around and grant another attack roll. This can be done a number times equal the user's Dexterity score.
4	A stick that transforms into a fallen tree when the command word is issued. Used to block roads or create bridges.
5	**Tortle's Shield** This shield grants plus 3 to AC, with the only caveat being that it must remain on the back at all times to grant the bonus. As a reaction, the wielder can drop to all fours and cause the shield to expand, granting an additional plus 4 to AC until the start of their next turn.
6	An intimidating beard and matching scar that looks and feels real. Grants an advantage on Intimidation checks.
7	A bag of herbs used for the treatment of indigestion and other stomach issues
8	A severed hand with an expensive looking ring still attached. The ring contains the crest of a powerful family that might appreciate the rings return

NOBLE LADY'S PURSE

An accessory that's often more mystery than mere fashion statement. Care to peek inside? This particular purse once graced the arm of a woman of high society, and its contents are a delightful collection of refined tastes and curious oddities. But beware, for even the most innocent-looking lipstick might conceal a secret or two. Dive in, but with caution; who knows what a lady of intrigue might keep close at hand!

d10	Lipsticks & Lockpicks
1	A flirtatious letter written by a member of the Society of Gentlemen; the letter details a plan for a tryst later
2	A disguise kit enchanted with illusion magic; you gain advantage on checks to create a visual disguise
3	A silver hand mirror that reflects the outline of invisible creatures
4	An ivory hair brush that changes the texture, shape, and color of your hair to anything you want
5	A pair of gold earrings given as an inauguration gift to society members; when worn, you can hear and hone in on a conversation of a member of the Society of Noble Ladies within 60 feet that wears the same set of earrings
6	A gold ring with a luxurious diamond gemstone; when worn, other creatures are enchanted by the ring, regardless of their disposition; you can flaunt the ring to gain an advantage on Charisma (Persuasion) checks, but you gain a disadvantage on perception checks when other creatures try to steal the ring
7	A tiny jewelry box that transmutes any object put inside it to gold; the transmutation process takes 24 hours
8	A fancy quill that remembers any gossip it hears within the last hour and writes it on a blank piece of paper
9	A bracelet with 1d10 glamorous colored beads; each bead can be used as sling bullets; each bullet deals an additional 1d6 damage, and you can choose the damage type to be either fire, cold, lightning, acid, thunder, or poison
10	A whip handle without the whip; when the command word "summon thorn" is uttered, the handle transforms into a Whip that deals an additional 1d4 piercing damage

THE SOCIETY OF GENTLEMEN MEMBER'S POCKET

Known for their dapper attire and secretive gatherings, it's quite the intrigue to stumble upon a member's unattended pocket. One can't help but wonder what refined treasures and clandestine tools a gentleman of such stature might carry. Brace yourself for a blend of sophistication and subterfuge as you sift through the pocket's contents!

d10	Dapper Discoveries
1	A heart-wrenching letter written by a member of the Society of Noble Ladies; the letter reveals the reason why she rejected his proposal many years ago
2	A brass pocket watch whose second hand points to the nearest society member
3	Reading glasses that can see markings written in invisible ink
4	1d10 exploding cards disguised as a deck of playing cards; each card explodes when thrown; make a ranged attack roll to target the card, when hit, the explosion deals 1d4 fire damage and knocks the target prone
5	A beautifully-carved wooden stick that expands to a cane when the command word "expand cane" is uttered; the length of the cane is appropriate to its owner's height
6	A magnifying glass that can cast the Enlarge part of the Enlarge/Reduce spell on an object or a creature for 1 minute; you can use this ability only once per day
7	A fancy leather wallet with an inscription of a gold coin; it doubles the amount of coins inside it if unopened for 24 hours; however, the wallet can only hold up to 100 coins
8	A stylish handkerchief that can turn into a scarf, a necktie, a cape, or another similar piece of clothing
9	A small umbrella that can mechanically transform into a Hand crossbow; it also has a hidden compartment for five pieces of crossbow bolts
10	A notepad that can write down conversations held within 5 feet of it; it can be activated/deactivated by its owner tapping it three times

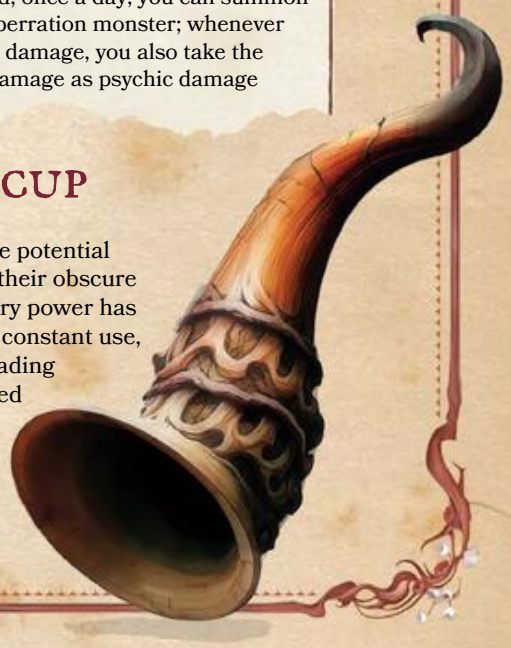
ELDRITCH CULT'S LOST & FOUND BOX

Tucked away in the shadowy recesses of a forgotten chamber, this box conceals treasures as baffling as they are bewitching. Approach with caution, adventurer, for these curiosities were misplaced by beings who dabble in mysteries best left unexplored!

d10	Forbidden Finds
1	**Tear of the Lost God** A reddish watery substance encased in transparent glass; the glass bubbles when there is an eldritch creature within 60 feet
2	**Goat Horn Cup** A cup fashioned from a goat's horn; drinking from the cup allows you to divine your future, how ghastly it might seem; for 24 hours after drinking from the cup, you may choose not to roll ability checks and roll a 15 instead; this value decreases by one for every time you use it; if you do choose to roll, you roll with disadvantage
3	**Niketamare's Journal** A wretched journal containing the adventure of Niketamare, an infamous eldritch cult fanatic; reading a page induces a nightmarish vision that reveals an important secret about the cult at the expense of reducing the reader's maximum hit points by 1d10 hit points
4	**Painting of Elders' Sacrifice** A painting detailing an occult sacrificial ritual performed by cult members; creatures looking at the painting must roll a DC 12 Wisdom saving throw; a failed save results in having a vision of being trapped inside the painting for one minute;
5	**Statuette of Orlinkund** A statue depicting a terrifying humanoid creature fused with a vulture and a squid; once a day, you can summon a CR 5 or lower aberration monster; whenever the creature takes damage, you also take the same amount of damage as psychic damage

GOAT HORN CUP

Used by the cult to foresee potential dangers and as a tool for their obscure rituals, the Cup's divinatory power has been dwindling due to its constant use, a subtle reminder of the fading influence of the once feared cult. Now, the Cup serves as a clandestine relic for intrepid adventurers, echoing the whispers of the cult's lost secrets.



6	**Bloodvein dagger** A dagger whose blade and handle is covered with veins; your blood powers the dagger when you wield it; you can deal an additional 1d10 necrotic damage if you take the same amount of necrotic damage
7	**Orb of Vallonsych** A dark blue orb that can fit the palm of your hand; you can see and detect a creature trying to hide within 120 feet of you; that creature gains an advantage on attack rolls against you
8	**The Old One's Seal Stamp** A seal stamp that portrays a horrifying, tentacular creature. Uninitiated creatures who receive a letter or missive bearing the Old One's seal must succeed a DC 10 Wisdom saving throw or be frightened of it
9	**The Old One's Tentacle** A small piece of tentacle placed inside a small semi-transparent jar; you can cast the Black Tentacles spell once per day
10	**Darksmear Sickle** A sickle said to be owned by a eldritch priest who used it in rituals; deals an additional 1d6 necrotic damage, and an additional 1d6 necrotic damage if you have hit the creature with the sickle for the last 24 hours

THE BOGGLE'S CACHE OF WHIMSICAL WONDERS

In a hidden nook, obscured by mischievous magic and whimsy, lies the boggle's cache of whimsical wonders. A collection so odd and enchanting, it could only belong to a creature with a taste for the peculiar.

d20	Magical Miscellany
1	**Stone of Translocation** When thrown, the user instantly switches places with the stone at its landing spot. Single use.
2	An enchanted acorn that, when planted, grows into a full-size oak in one minute.
3	A sea-glass amulet that allows the wearer to know tomorrow's weather.
4	A faded ticket for a trip on the Insinkabelle, which sunk on its maiden voyage more than 40 years ago.
5	Half of a broken trident that crackles with electricity one final time before going silent.
6	A tattered battle flag of the Marrowsucker orc clan.
7	A waterlogged diary, mostly illegible.
8	A tiny party hat that makes the wearer break out in lively dance for five minutes when worn.
9	A self-replenishing jar of bubble solution whose wand creates vibrant multi-colored bubbles.
10	A set of five juggling balls that float and juggle themselves when tossed in the air.
11	A dusty jar of pickled goblin toes.
12	An adorable piggy bank that emits a satisfied squeal whenever coins are deposited.
13	An intricate puzzle box that, if solved (INT vs DC 15), releases the small emerald within (150gp value).
14	**The Ace of Hearts** An enchanted playing card that will always be dealt to its owner, the card's back shifting to match any deck.
15	An ivory hand mirror that shows the wielder as a child.
16	A lightning rod that can absorb up to 30hp of lightning damage intended for its wielder. Once fully charged, it can unleash a single Lightning Bolt before needing recharging.
17	A small crystal ball that glows in the presence of traps.
18	**Wind Chimes of Detection** These chimes only make noise when someone other than their owner approaches.
19	A delicate bell that produces a mesmerizing tinkling sound when rung, granting a +5 advantage on Charisma-based checks.
20	**Kazoo of Dysentery** The inharmonious shrieks that emerge from this cursed instrument cause listeners to experience severe gastric distress (CON vs DC 12) for five minutes.

TINY OASIS

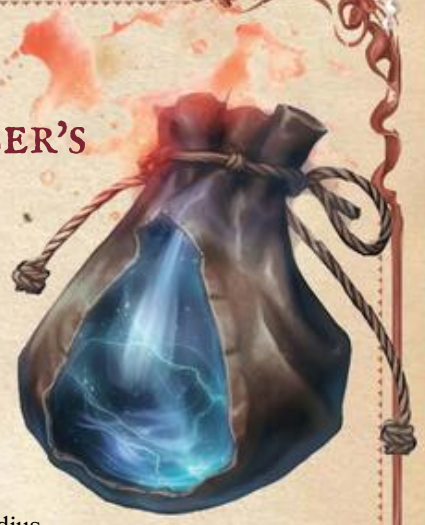
Encased within a smooth glass jar, a miniature city unfolds in a desert landscape. Buildings, streets, and even tiny citizens are visible, but unlike any ordinary model, they are alive and active. You can observe the inhabitants going about their daily routines, working, trading, and interacting with each other.

CRAZY OLD WIZARD'S POCKETS

Rummaging through the pockets of a Crazy Old Wizard is like taking a whimsical journey through a magical maze. Trinkets, potions, half-eaten sandwiches, and an alarming amount of lint - who knows what spellbinding oddities you might find? Be warned, some items may bite, explode, or serenade you in an ancient language. Happy hunting!

d30	Pocketed Paraphernalia of Peculiarity
1	**Sliver of a Star** A tiny celestial fragment that emits a soothing glow.
2	A peculiar hourglass whose sands flow upwards.
3	A glass marble containing a miniature galaxy, the stars rotating within.
4	An ornate red handkerchief that produces an illusory bunny when waved.
5	A half-empty ink quill that allows the user to write in any language, but can never be refilled.
6	A threadbare old pouch filled with monstrous teeth.
7	A swirling crystalline orb containing the wizard's most embarrassing memories.
8	A brittle skeleton key that will open any one lock before shattering.
9	An enchanted sea sponge that can soak up 125 cubic feet of water.
10	A sentient clump of pocket lint that grumbles about adventurers as it scuttles away.
11	A shopping list of spell components.
12	A tiny mechanical spider that obeys its owner's commands.
13	**Needle of Mending** Allows the wielder to cast the Mend spell once per day.
14	A dazzling prism capable of casting Color Spray once per day.
15	**Candelabra of the Deep** Candles placed in this ornate holder will continue to burn underwater.
16	A tattered belt pouch containing 3cp.
17	**End of the Rainbow** A vial of colorful smoke that releases a full-size rainbow the first time it's unstoppered each day.
18	A pocket-sized windmill that will continue spinning once started, generated a pleasant breeze.
19	A sentient deck of cards that will loudly declare if anyone at the table cheats.
20	A quill that writes in invisible ink visible only under moonlight.
21	A small loaf of bread that replenishes a slice every time one is cut off.
22	A tiny brass sundial that works perfectly, even indoors or at night.
23	A captured moth in a glass jar, its glow cycles with the phases of the moon.
24	A tiny bottle with a small, friendly ghost trapped inside. It can answer yes/no questions about the afterlife.
25	**Spoon of Sweetening** A silver spoon that makes any bitter drink sweet when stirred with it.
26	**Instant Trees** A small seed that grows into a full-sized tree when watered, but only lasts for an hour.
27	A sketch that keeps changing and moving around the page.
28	A seashell that sings sea shanties when held up to the ear.
29	**Egg of Scrambled Omelets** An egg that, when cracked, releases a fully-cooked scrambled omelet.
30	A small teapot that always has hot tea, regardless of when it was last boiled.

ELECTROMANCER'S PURSE



(Rare, requires attunement)

The Thunderpouch has 5 charges. As an action, you can reach into the pouch and throw a charge at a point you choose within 30 feet of you. When the charge reaches its destination, it explodes in a burst of thunder and lightning. Each creature within a 15 ft radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 3d6 thunder damage on a failed save, or half as much damage on a successful one.

The pouch regains 1d4 + 1 expended charges at dawn.

Elemental Absorption: Whenever you take fire, cold, lightning, acid, or poison damage while attuned to this Thunderpouch, it begins to glow and crackle with energy. The next time you throw a charge from the Thunderpouch, it deals an additional 1d6 of that damage type.

THE HERBALIST'S SATCHEL

d10	Pouch of Mystical Medicinals
1	A flower necklace with a fragrant smell; when worn, you become irresistible to being flirted on by the next person you encounter
2	A minty herb that is cool to the touch; when chewed, it freezes the body for one minute, knocking you prone and incapacitated but immune to fire damage
3	A garden knife with a leaf-covered handle; a plant cut with the knife will grow the cut part in 24 hours
4	A sentient satchel that lists the known properties of the harvested plants and herbs put inside it
5	A Darkberry potion that grants Darkvision but also makes any regular light become blinding.
6	A Firedrake Petal-derived cream that grants immunity to both fire and ice.
7	An Acorn Of The Pipemold Flower, treated with extract from Root Of The Adderwort. Upon being consumed, the person will go into a day-long coma but awaken fully healed and purified.
8	A faulty Spiderbulb potion that grants the drinker overly heightened senses (Wisdom check, DC 20).
9	A paste made from Sycamore Petals and Silver Garlic, highly effective against the undead and unholy but at the cost of excessive stench (-2 penalty for Dexterity-Stealth).
10	**Dragonroot Powder** Snorting this powder allows the user to breathe a small 5ft. cone of fire (1d6 damage), but also creates a strong burning sensation, causing 1d4 fire damage to the user per use.

BAGGED BIOMES:

The herbalist's satchel contains miniature ecosystems. Opening different pockets reveals different environments (desert, forest, swamp, etc.), each containing relevant plants and materials.

BARBARIAN'S COOK POT

A vessel of culinary battle, where flavors clash and aromas roar like war cries. This ancient cookware has seen more skirmishes than a seasoned warrior, turning the simplest ingredients into a feast fit for a conqueror. In its dented and battle-scarred surface lie tales of feasts and fights, a testament to the unbreakable connection between might and appetite. Inside, you may find the spoils of gastronomic triumphs, each with its own wild and untamed essence. Dare you taste what lies within?

d20	Barbarian's Cook Pot
1	A much-weathered stone that, when placed into boiling water, creates a fine chicken broth.
2	3 lbs of specially seasoned Gorgon meat. Upon being eaten, gain Immunity to all petrifying spells (including Flesh To Stone and Petrifying Breath) for two days.
3	10 lbs of undercooked Wyvern meat. Unless cooked further, must roll a Constitution check (DC 15) for any possible poisoning effects.
4	A brass ring that stays warm without actually burning. When worn, makes the wearer immune to being cold and gains +1 Fire Resistance.
5	**Uthgar's Tooth** A crudely fashioned flint knife with dull edges but a sharp point. When delivering a fatal blow to a creature, purifies the flesh of all possible poisons, diseases and enchantments.
6	5 lbs of cooked vegetables, a mixture of carrots, rhubarb, wild sage and cabbage.
7	A wooden spoon that turns black when touching any food that is dangerous to eat for humanoids.
8	A wooden ladle that can collect unpurified water from any liquid mixture
9	A brittle clay pot that turns water to a disgusting but edible broth
10	A metallic fork with two prongs that never lets go of the pronged object for 24 hours
11	A mortar and pestle carved from black basalt that can ground any solid object to dust
12	A knife with an ornate, ivory handle; you can chop ingredients as if you are a top-tier cook
13	An iron frying pan that easily heats up as long as there is a source of fire within 10 feet of it; it can be wielded like a club and it deals 1d4 bludgeoning damage, and an additional 1d4 fire damage if it is heated

14	1d6 dotted red mushrooms; when eaten, it paralyzes one limb for one hour
15	1d4 dubious power pellets designed for competitive use; when consumed, you gain advantage on Strength (Athletic) checks for 1 hour
16	1d4 slices of extremely chewy bear jerky; when consumed, you gain an advantage on your next Constitution saving throw
17	A mug of a hot, brewed beverage with an earthy and bitter taste; when consumed, you gain advantage on Perception checks for the next hour; afterwards, you feel groggy and incur disadvantage on your Perception checks for the next eight hours
18	A chunky wooden skewer that, when used to roast meat over an open flame, imbues it with an incredible flavor, restoring 1d6 hit points per serving.
19	A canister of Sea Hag Salt; sprinkling this on any food makes it taste surprisingly amazing, restoring 1d4 hit points.
20	A cook's apron of soft leather, stained with years of use. While wearing it, the user can produce a basic cooking utensil, like a knife, ladle, or whisk, from its pockets.

THE ORACLES OFFERINGS

You know what they say about Oracles - they're great at predicting your doom, not so hot on foreseeing their own. Once a proud seer who guided heroes and kings, this Oracle's body now lies still and cold. But fear not, their otherworldly spirit lives on through the remnants of their fascinating paraphernalia. Take a look and see, maybe there's a secret to their future-gazing powers... or at the very least, a novelty paperweight.

d20	The Oracles Offerings
1	**Coin of Foolish Greed** A bronze coin inscribed with complex runes. In the centre is square hole, which when looked through appears to show the location of buried treasure. Anyone who goes looking will search in vain.
2	A broach carved with the face of a long dead general. The wearer can ask the general a tactical question once per day. He will give the best answer he is able.
3	A message on a square of parchment that reads 'One mountain, two rivers, three giants rise.'
4	A golden statue of a stylized cat. Worth 50 gp to the right buyer.
5	A flat stone, oval in shape. One side has the rune for 'yes' the other side has the rune for 'no'. It seems to be vaguely magical.
6	A polished metal square as large as a human hand. It was once a powerful object but now merely reveals what's around the next corner without actually looking.
7	A collection of small, yellowed bones marked with runes. Those who have the skill might use them to predict the future.
8	A silver locket. Inside is the picture of a small child. It's precious to someone.
9	An iron rod with a glass bead at one end. When stood upright in the ground it glows faintly when Elementals approach within twenty yards.
10	A playing card showing a jester. When thrown on the ground it will begin to cry, stopping when it's picked up.
11	What looks like the dried heart of a small creature. A mage might pay a few gold for it.
12	Some thick blood in a glass vial. When smashed on the ground it will cause Fear in any creature within ten yards. Saving throw applies.
13	The dried skull of a snake, blackened with age. It appears to be a charm against venom, but is actually cursed and will negate any Remove Poison affect used on the wearer.
14	A small scroll tied with a silk thread. It reads 'Try Again'. Once per day, it can be used once to undo a minor event.
15	A glass sphere which shows an indication of the weather a few hours ahead.
16	A semi-precious stone disc that vibrates when held against a door to show you probably shouldn't open it.
17	A bottle of wine. It's an excellent vintage.
18	A thick silver ring inset with a pearl. It gives the wearer +1 to avoid being Surprised.
19	A small razor-sharp dagger. It has been used in many blood-lettings and contains a lot of dark energy.
20	**Seers' Cloudy Eye** A glass sphere looking somewhat like a human eyeball. When looked through, it shows nothing but a grey fog unless it is directed towards a secret door, which is revealed in perfect detail.

Scroll of Destiny's Dance

Scroll, legendary

This exquisite scroll, once the prized possession of the revered Oracle, is the last remnant of their prophetic power. Swathed in a silken casing that shimmers like stardust, the parchment itself is tinged with a shifting iridescence, as if containing a fragment of the cosmos. Unrolling the scroll reveals cryptic symbols and arcane glyphs dancing in an inky ballet, comprehensible only to those steeped in the magic arts.

Upon reading the scroll, it offers a glimpse into the hidden threads of time and destiny. The scroll contains a single use of the Foresight spell, which the reader can cast as an action, bypassing the need for a spell slot or material components.

After the use of this spell, the scroll crumbles into dust, leaving behind only the silken threads it was wrapped in.

Bartholomew's Bizarre Bazaar

A bumbling wizard who never quite got the hang of proper enchanting. He sells these items from a cart, each one a failed experiment, a magical mishap, or a lesson learned the hard way. Though his wares may seem dubious, they are often accompanied by an amusing anecdote or cautionary tale.

d30	Gadgets, Gizmos, and Goofs
1	**Amulet of Awkwardness** Any diplomacy checks with the opposite sex come with disadvantage.
2	**Belt of Overeating** Compels the wearer to eat twice as much as normal at each meal.
3	**Book of Boredom** Puts anyone who reads it to sleep within a minute.
4	**Candle of Darkness** This candle emits darkness instead of light when lit.
5	**Crystal Ball of Transparency** This crystal ball is perfectly transparent, making it useless for scrying.
6	**Cup of Sobriety** This cup makes any alcoholic drink poured into it become water.
7	**Dagger of Tickling** Anyone stabbed with this dagger breaks out in uncontrollable giggles.
8	**Earring of Understanding** Translates languages, but always includes amusingly incorrect colloquialisms.
9	**Feather of Heavy Weight** This feather weighs 100lbs upon contact of living skin.
10	**Flask of Endless Flasks** A perplexing flask that, when uncorked, pours an identical smaller flask. The process can be repeated ad infinitum, generating an unending supply of diminishing flasks.
11	**Gem of Weather Prediction** Changes color according to the next day's weather.
12	**Glasses of Illiteracy** The wearer becomes unable to read while wearing these glasses.
13	**Gloves of Clumsiness** These gloves give the wearer disadvantage on Sleight of Hand checks.
14	**Grappling Hook of Returning** Always returns to the thrower, even if it's attached to something weighing 5lbs or less.
15	**Hammer of Rebuilding** Fixes anything it hits as per the Mending spell, but with a shoddy, hastily-done appearance.
16	**Hat of Hair Growth** Causes the wearer's hair to grow an inch per hour.
17	**Key of Unluckiness** Fits any lock, but always breaks off in the lock after opening.
18	**Lantern of Bugs** Attracts every bug within a mile radius when lit.
19	**Necklace of Politeness** Gives the wearer an irresistible urge to use the most formal language.
20	**Pendant of Age** Makes the wearer appear ten years older.
21	**Quill of Complaint** A quill that, regardless of the writer's intent, imbues the text with an undertone that readers invariably interpret as annoyed and sarcastically tinged.
22	**Ring of Invisibility** When worn, the ring turns invisible.
23	**Rope of Tangling** This rope, no matter how carefully stored, is always tangled when you need it.
24	**Scroll of Forgetfulness** After reading the scroll, you instantly forget its contents.

25	**Scroll of Invisibility** The scroll becomes invisible when read.
26	**Slippers of Sneezing** Cause the wearer to sneeze uncontrollably when worn.
27	**Sphere of Gravity Detection** When dropped, it falls towards the source of the strongest gravity.
28	**Trumpet of Squeaking** Produces a comical squeaking sound instead of a trumpet sound when blown.
29	**Vest of Pockets** A vest adorned with a seemingly infinite number of pockets, each containing a progressively smaller vest, each in turn featuring its own multitude of pockets.
30	**Wand of Butterflies** An imposing wand that, when waved, conjures a harmless swarm of butterflies, regardless of its menacing appearance.

EXPLORER'S TROPHY ROOM

In a chamber filled with enigmatic treasures from distant lands, temptation lurks. That captivating headdress might seem like the perfect paperweight, but the previous admirer now sports a snake's tail and lifelong hissing habit. Happy hunting, and may you choose your keepsakes carefully, lest you become a trophy yourself!

d12	Cornucopia of Curios!
1	An ivory yuan-ti headdress, Ssetth's Embrace. The wearer can communicate with snakes, and has vulnerability to poison damage. If a creature would die from taking poison damage while wearing the headdress, they instead are incapacitated and reduced to zero hit points, and unable to regain hit points without the aid of a greater restoration or wish spell. After one week, that creature irreversibly transforms into a yuan-ti abomination.
2	A masterfully painted portrait depicting a mustachioed gentleman in ostentatious explorer's garb grinning beside his visibly exasperated family.
3	An ancient looking elven statue of a veiled priestess holding a large bowl. If the bowl is filled with water, a creature that gazes into the reflection at midnight sees a vision of their past, and must make a WIS saving throw with a DC determined by the DM. On a failure, the visions are twisted and horrifying.
4	A flamboyant decorative cavalry saber inlaid with gold and precious gems, worth 350 gp.
5	An intricately carved flat faced Orcish War club that looks as if it belonged to someone of great importance.
6	A pair of dragon teeth, each the length of a human's arm.
7	A three dimensional diagram of the planes of existence, made from rings of bronze, floating in space.
8	An unusual circular bladed polearm made from a hardened resin.
9	A plush lined box containing a pair of flintlock pistols. Two creatures may attune to one weapon each, binding them into a duel to the death that lasts until one of them kills the other. If a creature attuned to one of the pistols takes damage from the other, it dies. If one creature does not kill the other in twenty-four hours, both die.
10	A map of an unidentified volcanic island marked with the location of a treasure-filled ruin.
11	An ornate choker crafted from intricately braided kelp and adorned with what seems to be fish bones. The wearer gains the ability to breathe underwater.
12	A goblet carved from pure ice that never melts. Drinking from the chalice grants resistance to fire damage for 1d4 hours

HEART OF THE FROSTBOUND BEAST

This heart, forever encased in magical ice, was the final conquest of an intrepid explorer, now a trophy with hidden powers.

Chill of the Eternal Winter: As an action, the wielder can unleash a blast of freezing cold. Creatures within a 10-foot radius must make a DC 15 Constitution saving throw, taking 2d6 cold damage on a failed save, or half as much on a successful one.

Heart of Ice: The attuned wielder gains resistance to cold damage, and their own body temperature drops noticeably, rendering them immune to effects from extreme cold environments.

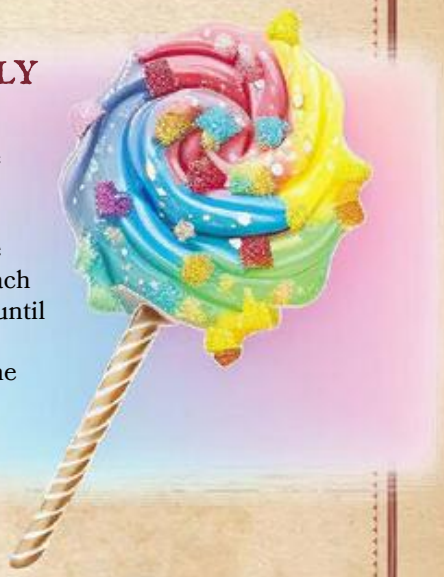
THE FAIRGROUND FOODCART

At the heart of the fair lies the enigmatic Foodcart. Its tantalizing scents promise otherworldly treats, but each bite carries a twist. Some may grant joy, others peculiar transformations. Choose wisely: in this game, you don't just taste the magic, you might become it.

d40	Enchanted Eats
1	A 1.6-foot-long piece of "Sherman's Strong-man Sausage." Whoever can manage to complete it, add 2 to their strength modifier for d6 hours. The eater will have bulging muscles and a strongman's mustache to match, too. Nobody is sure what the sausage is made of, unfortunately...
2	A "Tom's Turkey Leg"—a massive, pink-brined turkey leg. The eater will be able to fly for d6 hours. They may also occasionally gobble while speaking. The eater will not be allowed to enter Gail's Griffon Leg cart.
3	A "Gail's Griffon Leg." The eater will be able to fly for d20 hours and will want a pet griffon. The eater will not be allowed to enter Tom's Turkey Leg cart.
4	Naga on a Stick, which, when eaten, gives the eater a long, serpentine tail that lasts for d4 hours.
5	A plain hotdog—just the bun and wiener. When eaten, a hotdog shaped like a Dachs-hund will follow you. It acts as a normal dog and is sentient. (...and edible...)
6	A hotdog that is topped with supremely spicy chili. When eaten, you can gain the 'Fire Breath' ability for d20 minutes.
7	A hotdog that is topped with particularly pungent raw onions. The eater gain stinky breath that will repel other creatures in a 30-foot cone.
8	What first appears to be a fried candy bar, but is actually a deboned fried ogre's toe. The eater gains one size class for d4 hours, if they can eat the entire item.
9	A cool glass of fizzy soda. The drinker feels light, refreshed, and can levitate for d30 minutes.
10	A slightly rotten, apple that has already been bitten, presumably from a nearby apple bobbing stall. The apple will boost your jaw strength, doubling the damage hit dice for your 'Bite' action.
11	A slice of stale, hard pizza that can be used similarly to a +1 dagger when thrown. It has one use.
12	A slice of delicious plain pizza. It adds 2d20 health points.
13	A slice of Hawai'ian (or a similarly tropical island) pizza, which has ham and pineapple on it. When eaten, d4 people around the eater will activate and temporarily have the 'Rage' ability. They will begin to argue at length about the best types of pizza. The eater may or may not join in.
14	A plate of nachos. The chips can be used like +1 daggers. They may also cut your throat (for d4 damage) if eaten, but the queso is so delicious that it's generally worth the risk.
15	A set of mystery jellybeans. If eaten, each bean may randomly switch the eater's alignment, gender, sexuality, race, stats, or class. Eat at your own risk.
16	An ice cream bar that is molded into the fairground clown's face. The consumer will find everything hilarious and will laugh often for d4 hours. This may give the others around the consumer bardic inspiration die because their morale is boosted...or it may just piss them off.
17	A ruby-shelled candy apple that has an impenetrable shell. It cannot be broken into.
18	A ruby-shelled candy apple that has a poisoned apple inside. If eaten, it makes the eater appear as either a conventionally unattractive and older person or the "fairest of them all." They also become 'Poisoned.'
19	A very long, stale churro that can be wielded like a longstaff and used as a particularly cinnamon-y arcane focus.
20	Rainbow-colored cotton candy that gives the eater enhanced vision. They will be able to see in dim light, see invisible creatures, and see magic trains. Each school of magic has a different color. The eater will also have a major sugar rush.
21	Blue-colored cotton candy that makes the eater's mouth, and skin, bright blue.
22	A glass of refreshing lemonade. The drinker gains an optimistic mindset, where they can truly "make lemons into lemonade." Their alignment shifts once toward 'good.'
23	Unicorn-themed cotton candy that heals the eater 1d100 health points. Can be divided up to five ways.
24	Balls of deep-fried butter which makes the eater lethargic and slow. It will temporarily double their weight, although their appearance will be unchanged (aside from some slight bloating).

25	Fried balls of ogre's toe cheese curds. If eaten, the eater will temporarily grow two size categories and quadruple in weight. They may also be harshly judged by the rest of the party.
26	A piece of Fried Elves' Ear—while like an elephant ear (which is simply a piece of oblong fried dough), when eaten by a non-elf, the eater gains the 'Fey Ancestry' ability. They are unable to sleep for d6 hours, though, and cannot enter a trance like elves do. If eaten by an elf, they feel especially proud of their elven ancestry.
27	A bowl of donuts that are shaped like a variety of beholders. The eater's vision becomes triply powerful for d20 hours. Their enhanced vision may also give them a migraine.
28	A bowl of multicolor, tangy sorbet that changes flavor with each bite.
29	A bowl of hushpuppies that make the eater go mute for d6 hours. They gain 'Telepathy' for that duration instead.
30	A bowl of dog treats that are shaped like hushpuppies. When fed to a dog, that dog gains 'Telepathy' and can speak all languages to all creatures for d4 hours.
31	A container of "Hungry Helen's Meal in a Cup!" What is inside the cup is variable—generally gravy, potatoes, and some unknown meat sausage. The food is very heavy and filling, and will satiate the hunger of whoever eats it for d6 days.
32	A delectable, delicate chocolate whoopie pie that, when eaten, makes the eater irresistible to whoever has the potential to be attracted to them. The others will feel an intense lust toward the eater.
33	An elephant ear pastry that summons a magical elephant. If eaten indoors, hopefully the building's owners have magical incident insurance.
34	A beaver's tail dough that summons a beaver. If there are any rivers nearby, they will be immediately magically dammed by said beaver.
35	A barbequed bacon-wrapped fried cheesy pickle corndog on a stick that has peanut butter in the middle. The creature with...interesting...taste who finishes this meal can cast one wish (courtesy of a god), because somewhere out there, a god is impressed.
36	A sweet, crispy corndog that makes a creature spit corn kernels as a breath weapon for d60 minutes. Unfortunately, whenever the eater opens their mouth, corn kernels will uncontrollably shoot out as well.
37	A crispy, sweet funnel cake that is topped with so much powdered sugar that it can be used in a smoky escape. When used as an escape, the funnel cake can be used similarly to 'Misty Step' (only with powdered sugar as the mist).
38	A fried candy bar. It is so sweet that the eater's teeth will hurt...and fall out. Not to fret, though! They will grow back in d6 hours.
39	Melty fried cheese sticks that will melt the eater. Literally. They can melt into a puddle of water and reshape themself, similarly to the 'Shape Water' cantrip, for d20 minutes.
40	A "Selûne's Silver Snow Cone" that lets the eater cast 'Protection from Evil' up to 100 yards, or 90 meters. The eater will also be surrounded by motes of light.

Merrylick Lolly



This tantalizingly tasty lollipop bears a kaleidoscope of swirling colors and emanates a faintly magical aura. Just one lick can lift the spirits. **Flavor of Fantasy:** Each lollipop's flavor is a mystery until tasted, and it grants a minor, random sensory illusion to the user, such as seeing everything in a sepia tone or smelling flowers where there are none, lasting for 10 minutes.

The Beggar's Pockets

They say beggars can't be choosers, but perhaps we've got it all wrong. Beneath the tattered cloaks and weary eyes, these vagabonds might just be the keepers of forgotten tales and overlooked treasures. After all, it's in the unassuming pockets of the downtrodden where secrets often find refuge.

d20	Humble Treasures
1	A brown leather purse that converts buttons to copper coins
2	A puffy handkerchief that turns into a bedroll at night
3	A metal plate that is always warm; food placed on it lasts twice as long
4	A pristine porcelain mug for coins that transfers half of the collected coins to the local beggar king

5	A walking cane made from birchwood that returns back to its owner when lost
6	A drab fur coat that protects from any cold weather as long as its wearer is not moving
7	A pair of fingerless gloves that allow the wearer to play any musical instrument expertly
8	A threadbare scarf that can transform into a rope of up to 20 feet long
9	A tattered book with blank pages that fill with stories or poems when left open for 1d4 hrs
10	A single, worn boot with a hidden compartment in the heel, perfect for storing secret notes or small trinkets
11	A harmonica that, when played, attracts nearby dancing rodents.
12	An old, battered tin cup that purifies any water poured into it, making it safe to drink.
13	A simple compass that points to the nearest food source.
14	A worn leather wallet that, when a drawing is placed inside, turns the drawing into a small, tangible object.
15	A tiny vial of clear liquid; when a drop is applied to the eyes, one can see hidden messages on walls and doors for an hour.
16	A scrap of paper that, when written on and then burned, sends the message as a whisper to a person named on it.
17	A spool of thread that never runs out and, when used to sew, repairs even magical tears and wear.
18	An old coin; rubbing it thrice reveals the closest source of drinkable water.
19	A matchstick that, when struck, remains lit for an entire day without burning away.
20	A piece of chalk that can draw a door on any wall, but only the one who drew it can see and use it.

In the beggar's pocket, a trinket lies,
A token of hope 'neath the open skies.
Beneath worn cloth, by fortune kissed,
A secret treasure in a tight-clenched fist.

A copper penny, worn and old,
Speaks silent stories left untold.
Though pockets bare, this small find sings,
Of luck's odd gifts, and humble beginnings.

The Kobold's Mouth

Many dismiss Kobolds as mere pests, but to underestimate one is a rookie mistake. Deep inside the Kobold's mouth, a trove of curiosities awaits. Dive in if you're feeling bold, but just remember: some treasures may bite back!

d8	A Mouthful of Mysteries
1	A glass tooth that glows when touched to real gemstones.
2	A gold tooth marked with runes. It vibrates when ogres are within twenty yards.
3	A tooth. It's green and has a large cavity.
4	Seven gold coins. Worth about seven gp.
5	A silver key. It was obviously important to this kobold.
6	A square of canvas on which a map is drawn. It appears to show the location of the Kobolds' treasure, but is actually a cunning trap.
7	A silver chain with the tooth of a small canine hanging from it. It grants darkvision (60ft) to the wearer.
8	A black stone that will produce a cloud of thick poisonous gas that blocks normal vision when smashed. Five foot sphere. Saving throw applies.

Magical Trinkets from a Collector's Bag

In the winding alleys of Eloria, legends speak of Eldrin, the Curious Collector. A figure more myth than man, he spent lifetimes gathering relics, each imbued with tales and magic from worlds both known and hidden. His collection, not just items but whispers of curiosities from faraway places, and echoes of time-lost epochs. As you delve into this curated trove, bear in mind: every artifact is a window into Eldrin's vast journey, and each has its own enchanting tale to tell.

d8	Eldrin's Echoes
1	False Bottom Bag of Holding - This bag functions like a regular bag, able to hold a few items the adventurer might find important. It does, however, have one secret that makes it great for those with something to hide. The bottom can be peeled back to reveal a pocket dimension capable of holding any amount of items that can fit through the hole, provided their weight doesn't exceed 70 pounds.
2	A pair of earrings that are worth 150 gp to the right buyer

3	Book of Plagiarism - Once this book is placed next to an item with writing on or in it, the wielder may use an action to have the Book of Plagiarism copy all contents of the other item into itself. If the contents being copied would not fit in the book, it will shrink the writing to make it fit. Items that can be plagiarized include: Documents, manuscripts, books, journals, posters, and anything that has been written on. The process can take anywhere from a few seconds to 10 minutes depending on the item being plagiarized and can be left alone until said process is complete. It can also be rushed as a bonus action, but some of the writing might not be legible.
4	Transmutation Gloves - With these gloves on, the wielder can transmute one form of matter into another as an action. They could transmute the sand at their feet into a leather whip, or turn a branch into an iron mace. It can even reshape a log into a small canoe. The ways to use this are up to the wielder's creativity. However, a magical failsafe was built in to prevent turning matter into gold, silver, or any other type of currency. The wielder cannot transmute an item or area bigger than a 10 ft. by 10 ft. cube. The gloves can be used a number of times equal to the users Intelligence and then can't be used again until a long, uninterrupted rest is taken.
5	Book of Stomach Issues - This item requires attunement. As an action, the wielder of this book can write the name of any person who they have met at least once and that person will contract the runs after a minute passes unless they are immune to diseases. The writer can also give them any other sort of minor stomach issues as long as the details are written at the same time as the name. The stomach issues granted by the Book last for 24 hrs on and off, after which, the person whose name has been written will suddenly become cured and will be immune to any further attempts of having their name written. If a person unattunes from the Book of Stomach Issues, they will suffer the runs for 72 hrs.
6	Everclear bucket - A bucket that can hold a gallon of water. When the command word is spoken, it will fill with purified water that will never become dirty. Once water is removed from the bucket, it is no longer under the effects of the everclear magic and can become dirty. Can be used to drink, wash clothes, wash up a person, or even just to obtain water when no source is nearby. If a liquid is placed in the bucket and the command word is spoken, it will store that liquid inside until the command word is spoken again, at which time the liquid will fill the tub. It can only be used once in this way per long rest.
7	A highly detailed golden statue of a teacup poodle. It is rumored to be a pet that was turned to stone after passing and is worth 200 gp
8	Mugs of Perfect Vision - A pair of glass mugs tethered together by a string that's impossible to cut through. These mugs grant perfect vision and allow the wielder Advantage on Perception checks so long as they hold the mugs up to their eyes and peer through the bottom. They also double as great mugs for ale and other liquids but will require a cleaning before they grant the advantage bonus.

TAVERN'S TIP BOX

Taverns, the crossroads of tales and troubles. The local watering hole often holds more than just stories, especially in the clandestine corner where the tip box rests. They say a night at the tavern reveals more than a year on the road. Coins from distant lands, curious trinkets from mysterious patrons, and maybe, just maybe, a bit of forgotten magic. As you consider diving into this potpourri of contributions, remember - it's not just the value, but the voyage behind each piece. Drink up the stories, but don't let your greed make you the next tavern tale.

d40	Tip Box Bounty
1	A wooden spoon, that when struck, echoes any sound that takes place within 30" of it (roll D6 for clarity of the noise being played back)
2	A harp charm, in honor of Milil, that can be pinned to a cloak or shirt. The wearer receives a +2 boost in Charisma and Dexterity and can play 1D10 songs per day on a lute.
3	A patch of leather that, when slapped onto any surface, turns it into a drum, perfect for tavern tunes.
4	A pouch of silver shavings that, when blown, can lead the blower from their current location to the nearest exit (if indoors).
5	A small pouch holding 10 GPs. When playing a dice game, the pouch refills upon a loss. But if the player should walk away, the gold will disappear.
6	A round, brass earring that sings a haunting Elvish ballad in the ear of anyone who wears it.
7	A coin that, when flipped, gives advice with "drink more" on one side and "time to go home" on the other.

8	A silver string that can be used on a lute or a bow. Using it with a lute results in a proficiency bonus (if the player has none) while using it on a bow will cause a boost of 20” to the weapon’s normal range.
9	A feathered dart that always hits the bullseye, but only if the thrower genuinely believes they'll miss.
10	A cork that, when placed in an empty bottle, fills the bottle with water.
11	An incense stick that, when lit, releases a pleasant fragrance that calms aggressive behavior in a 10-foot radius.
12	A piece of pink chalk that draws a temporary door on any wall, leading directly to the home of the inebriated.
13	A whistle that, when blown, summons a local bard for an impromptu performance.
14	A tiny stage curtain brooch that, when worn and tapped, changes the wearer's clothes into performance attire.
15	A beer coaster that absorbs up to 30 pints of any spilled liquid and releases it when wrung out.
16	A velvet ribbon that, when tied around a drink, keeps it perfectly chilled or warmed.
17	A plain copper ring that vibrates in the presence of great wealth (500 GP or an item of similar worth).
18	A small wooden token; trading it with a bard earns one free song request.
19	A bracelet that, when worn, attracts the attention of the tavern's cat or dog for companionship.
20	A toothpick made from a rum cask splinter that can unlock any tavern door but snaps after one use.
21	A dwarven coin that sweats mead upon its owner becoming drunk, shortening the time it takes for them to sober up (Constitution check, DC 10).
22	A quill that, when written with, pens tales of the most memorable events of the tavern from that evening.
23	A dice that gives the user an incredible streak of luck, but after ten rolls, it vanishes.
24	A scarf that, when worn, makes the user blend in, making them unnoticeable to tavern patrons.
25	A coin-sized trinket in the shape of a snowflake, that chills a drink when dropped inside.

RING OF THE WIND’S WHISPER

This ring of patinated bronze with ethereal silver feathers is a testament to the lightness of air and the power of words carried on the wind.

Aerial Messenger: The ring has 1d6 charges. By whispering to a feather and releasing a charge, the wearer can send a message, as per the Sending spell, to anyone they have met before.

26	A folded note; when opened, it reveals a random tavern rumor or secret.
27	A vial of crystallized honey that, when stirred in any alcoholic drink, makes it taste like the finest mead.
28	A folded ticket stub that grants its holder a one-time entrance to an exclusive 'backroom performance'.
29	A midnight blue dried petal that, when added to a drink, creates a powerful sleeping draught.
30	A dice that always rolls in favor of the house.
31	An ivory comb that untangles any snarl or knot when brushed through hair.
32	A shard of colored glass that, when viewed through, reveals the true intentions of anyone in the tavern.
33	A folded origami dragon that, when unfolded, becomes a map to the nearest source of treasure.
34	A dried mushroom cap; when eaten, allows one to understand any language spoken for an hour.
35	A small bottle of liquid; one drop doubles the potency of any alcoholic beverage.
36	A musical crotchet carved from bone; when tapped, it replays the last song heard in the tavern.
37	A coin with the smiling face of the tavern owner; when shown, grants a one-time free drink of choice.
38	A silver drinking straw that, when used, filters out any unwanted components from a beverage, including poison.
39	A monocle that, when looked through, displays the world as if one were inebriated.
40	An antique snuff box filled with ghost pepper powder. A small sniff causes such a shock to the system that it instantly sobers the user.

THE CRATE IN THE SUPER SECRET GOVERNMENT WAREHOUSE FULL OF ANOMALOUS ITEMS.

Nestled between 'Edna's Antiques' and 'Dave's Discount Disco Balls' is the ultra-secret, mega-covert government warehouse chock-full of anomalies. As you pry open the crate labeled "100% Baked Beans" you can't help but wonder: Are these items really a threat to national security or just some local school canteen's supplies? Either way, it's time to sift through and see what the higher-ups deem 'top secret.' Maybe you'll find an artifact that rewrites history... or maybe just some really good baked beans.

d60	Spooky Supply Crates
1	**Item 17-Z** A perfect metal sphere that emits a high-pitched hum, which increases in volume depending on how fast the sphere is moved. The sound becomes deafening at a speed of 100ft/turn (1000 ft/min)
2	**Agent 7's Veritability Band** A wristband that emits a high-pitched tone whenever the wearer tells a lie, gradually increasing in volume until the truth is spoken.
3	**Standard Issue Spectre Glasses** A pair of mirrored sunglasses that reveal the true form of any creature seen through them, including illusions, shapeshifters, and hidden features.
4	**Item 240-B** A seemingly innocent steel ballpoint pen. However, when in close proximity to text the user doesn't speak, it automatically begins to write translations, as long as it is held in the user's hand. However,it has a tendency to add dramatic flair and over-the-top descriptions to the translations.
5	**Entity 7 - HIGHLY DANGEROUS** A floating gelatinous orb that follows the last person to touch it. While unnerving, despite the markings on the inside of the crate, it doesn't appear to have any ill intent or contain any dangerous substances.
6	**Item 485 - A** A small, unassuming stone that, when thrown, creates a bubble of silence with a radius of 10 feet around the impact point. The bubble lasts for 1 minute, muffling all sound within it.
7	**Item 348 - C** A transparent sphere that, when touched, absorbs ambient light and transforms it into a soft, bioluminescent glow. The glow fades over time but can be replenished by exposing the sphere to more light.
8	**Experimental Exosuit - Warning: Causes rashes** A skin-tight bodysuit that increases the wearer's movement speed by 10ft. Grants 1 extra AC.
9	**Item 3 - F** A backpack that consumes any inanimate item placed inside it. These items cannot be retrieved. The items must be smaller than an average humanoid
10	**Item 156 - R** While looking like an old flintlock pistol, this gun simply screams loudly when the trigger is pulled.
11	**Item 909 - T** A watch whose hands spin sporadically, seemingly without rhyme or reason. Upon a successful insight check, it can be determined that the watch hands point towards whatever object the wearer is thinking about, wherever it may be.
12	**Item 342 - B** A door that seems far too big to have fit in the crate. It is exceptionally heavy. Upon testing the door, it may be ascertained that it does 3d8 damage to any entity that passes through it.
13	**Item 789 - Q** A beautiful silver flute. It is accompanied by a note: The flute plays enchanting music, even when played by the most incompetent musician, however it also warps the player's mind, making them desire more and more instruments. Worth further study.
14	**Item 102 - S** A seemingly blank, small sheet of paper. However, it cannot be ripped, torn, burned, or otherwise destroyed.
15	**Item 675 - W** An oil lamp reminiscent of a certain children's tale... When rubbed, a grumpy voice comes out of it, refusing to grant wishes. Could it be a genie of some description?
16	**Item 238 - L** A loop of thick metal wire that is difficult to break and easy to tie.
17	**Item 816 - Z** An ornate door knocker. When affixed to a door and knocked on, the door leads to the home of the person the party most wants to avoid.

18	**Item 444 - M** A star chart, drawn on a white board. Upon a successful insight check, it can be determined that many of the stars are not visible in the night sky, and spell out the coordinates of a treasure.
19	**Item 610 - P** A bracelet that projects a holographic image of the user's current emotion, displayed as a vibrant aura around them. The aura changes color and intensity based on the user's feelings.
20	**Item 875 - X** A cylindrical device that emits a calming aroma when activated, soothing those within a 20-foot radius and granting advantage on saving throws against fear effects.
21	**Item 126 - G** A small, spherical robot that hovers around the user, capturing and projecting holographic recordings of their surroundings. It can create 3D reconstructions of areas it has observed. However, the details of these reconstructions are not 100% accurate and may hold some nefarious intent.
22	**Item 523 - V** An old, 19th century camera with strange, multicolored lenses. When used to take a photograph, the camera captures a moment from the future instead of the present. The photograph reveals a glimpse of an event that will occur within the next 24 hours.
23	**Item 941 - Z** A pocket-sized compass that always points toward the nearest source of gold, leading adventurers to hidden treasures and secret stashes.
24	**Item 278 - J** A crystal lens that, when looked through, reveals hidden magical auras and disturbances in the environment, even if they are otherwise imperceptible. However, it is fragile and may break after any use, at the DM's discretion.
25	**Item 503 - K** A note lies beside these boots, written in a messy hand: "These boots let me walk on water! Just keep a confident stride and uhh...don't listen to the taunts of the boots."
26	**Item 719 - D** A locket that displays a holographic image of a loved one of the holder. When opened, the locket releases a faint scent associated with that person, invoking feelings of nostalgia and warmth.
27	**Item 837 - Y** A painting that depicts a serene, idyllic scene. However, the longer one stares at it, the more they feel the urge to step into the painting and become part of its world, despite that being physically impossible. On the painting there is tape marking it for incineration.

28	**Special Issue Sound Manipulation Gauntlets** A pair of gloves that allow the wearer to manipulate sound waves, granting the ability to amplify or dampen sounds within a 20-foot radius, by a factor of 2
29	**Item 522 - H** A coin that always lands on heads.
30	**Item 768 - C** An old, tattered journal. The writings inside grant insight into the warehouse and the organization in charge of it. However, the writing is messy and contains many far-fetched stories. Perhaps it is inaccurate.
31	**Item 399 - E** A computer tablet with a single app on it: Angry Birds DM's note: Playing the game for long enough shows cryptic, creepy messages to appear suddenly, then vanish. These messages provide insight into the organization in charge of the warehouse and their goals.
32	**Item 236 - A** A cold, dead hand. Despite the date on the tag beside it reading almost 200 years earlier, it is perfectly preserved.
33	**Item 17 - I** A paper airplane that can act as an effective parachute for falls of greater than 100 feet, but only once.
34	**Item 298 - U** An old-fashioned hat, with a feather in it. Wearing the hat makes the wearer more charismatic and confident, giving them advantage on charisma checks, but prompting reckless behavior.
35	**Item 5 - O** An old megaphone that translates the user's voice into a terrifying alien language.
36	**Item 41 - Q** A rope that always has one more knot in it.
37	**Item 119 - R** A doll's house. Objects placed inside the dollhouse never seem to be quite where they were left, however there does seem to be some kind of pattern to their placement.
38	**Item 67 - E** A tablecloth decorated with purple eyes. The eyes are extremely distracting and give disadvantage on perception checks to any who can see them.
39	**Visitor's Book** A list of names and dates. Strange that it mentions the names of the party having visited only yesterday.
40	**Item 200 - Z** A cracked and dented flashlight that casts shadows of things not present in the immediate surroundings.
41	**Item 910 - J** A vintage radio that only picks up broadcasts from alternative universes.

42	**Item 928 - A10** An umbrella with cat and dog illustrations. When opened, it "rains" down cats and dogs from within the umbrella.
43	**Item 606 - B** A sealed glass jar filled with a swirling blue mist labelled "TIME".
44	**Item 1001 - J** A leather-bound book titled "The Unsaid Words". When opened, the book begins writing down the reader's unspoken thoughts, revealing their deepest secrets.
45	**Item 214 - R** A ceramic figurine. It always faces away from you, regardless of how it's placed.
46	**Item 787 - S** A wooden box with a hand crank. When cranked, it produces a haunting tune that no one can recognize.
47	**Item 380 - B** A lantern that, when lit, makes the user invisible to the naked eye, but casts their shadow vividly on walls.
48	**Item 447 - Q** - A small wooden box with a hand crank. When cranked, it produces a haunting tune that no one can recognize. After cranking the handle three times, a nearby box in the warehouse clicks open, revealing a light from within. Inside this nearby box, a solitary handwritten note reads: "For when the melody finds its partner."
49	**Item 468 - L** A single leather glove that, when worn, makes the wearer invisible, except for the glove.
50	**Item 282 - E** A bright red button with no discernible purpose. Pressing it elicits an ominous rumbling sound from an unknown distance away.
51	**Item 001 - C** A small, golden locket that can't be opened. Holding it close to one's ear, one can hear faint whispers in an unknown language.
52	**Item 118 - M** A stringless violin. When mimed playing, it emanates a haunting melody in the form of a distant echo.
53	**Item 303 - L** A jar filled with swirling fog. When opened, it releases a localized, random weather phenomenon.
54	**Standard Issue Nutrient Paste** A week's supply of nutrient paste. While not very appetizing, it can fit in a pocket.
55	**Item 222 - H** A glass eye that, when held, replays the last sight the original owner saw before losing it.
56	**Item 915 - V** A wind-up toy soldier. Setting it down and winding it causes it to reenact a random historic battle in miniature form.

TIMELESS CHARM

This broken pocket watch is a marvelously chaotic and unpredictable magical item. Once per day, the user can activate it. Creatures and objects within a 10ft radius may either age (1d10 years older) or rejuvenate (1d10 years younger), affecting only their physical form and not their memories or experiences.

57	**Item 720 - P²** A seemingly weightless coin with ever-shifting edges, morphing between solid and liquid states. When asked a question and flipped, instead of landing, it hovers momentarily, emanating a harmonious or discordant tone. The harmony indicates truth while discord points to a lie.
58	**Item 111 - F** A clock with thirteen hours.
59	**Item 888 - Q** A ceramic teapot that pours an inky black void.
60	**Entity 9 - PROCEED WITH CAUTION** A snow globe containing a perfect replica of the warehouse you're standing in.

THE WIZARD'S MANTLEPIECE

For someone known to twist the fabrics of reality and summon eldritch beings from beyond, you'd expect a less... kitschy collection of knick-knacks. Wait... is that a "World's #1 Wizard" mug?

d12	Mystical Mantlepiece Medley
1	A complete scale model of an ancient Planar Engine, used for interplanar travel.
2	A brightly colored head-wrap of luxurious elven cloth. Donning the wrap takes ten minutes, and grants the wearer a +1 bonus to intelligence based skill checks.
3	An expense ledger detailing the purchases of arcane components from a number of prominent trading houses and guilds, deeply in the red.
4	A clockwork hummingbird which, when wound, hovers around the user and illuminates with dim light in a ten foot radius for one hour.

5	A long legged silver tray filled with water, a scrying pool. When a spellcaster casts the scrying spell using this item as their focus, the caster always counts as having at least firsthand knowledge of their target. Additionally, creatures targeted by the scrying spell make their WIS saves with disadvantage.
6	A slim brass rod, the rod of impairment. The rod contains 1d4 charges, regaining 1d4-1 charges daily at dawn to a max of 4. Expending a charge while targeting a creature within 30 ft blasts the target with a shower of sparks, and they must make a CON save DC 14. On a failure, they suffer one of the following conditions for one minute, repeating the save at the end of their turn. If the target rolls a one on their save, they instead suffer two conditions. 1: Blinded 2: Deafened and muted 3: Stunned 4: Charmed 5: Poisoned 6: Prone and Restrained
7	An iron rod ending in an open hand, the rod of compliance. The rod contains 1d4 charges, regaining 1d4-1 charges each night at midnight to a max of 4. Charges can be expended by an attuned creature to cast the following spells. 1 charge: command, charm person, animal friendship 2 charges: calm emotions, suggestion 3 charges: fast friends
8	A gilded scroll case containing a rare spell scroll of ancient writ. The DM decides the spell, but its rarity gives it value beyond a normal scroll.
9	An inkwell of dragonsblood ink and a cockatrice feather quill.
10	A class portrait of a group of bright eyed, smiling young wizards-except one, who looks super evil.
11	A leather sheath long silver tuning fork attuned to the vibration of Mechanus, plane of law, and a scroll of plane shift.
12	A solid electrum trophy inscribed as the award for “best wizard.”

THE VIGILANTE CRIME FIGHTER’S TOOL BELT

Ever the strong, silent type, they patrolled the rooftops with fierce determination. But who would've thought that, in the end, it wouldn't be a cunning arch-nemesis or treacherous trap that brought them down, but an untied shoelace at the top of a staircase? With all that technology, you'd think they'd have invested in some Velcro.

d60	Night Watch Novelties
1	**Smoke Pellets** 2d6 smoke pellets, each of which can be thrown as an action towards one target, making them Heavily Obscured until the end of their turn.
2	**Expandable Baton** An expandable baton, all in black, with the symbol of the vigilante at its base. While small enough to fit in the palm of one's hand, a press of a button immediately expands it to full size. When properly charged, it does 1d8 Shock damage on every successful hit.
3	**Lockpicks** A set of sleek, specially crafted and super-durable lockpicks that are resistant to breakage, and add a +2 to all Thieves Tools rolls for picking locks.
4	**Shark Repellant** A bright red canister with the words 'Shark Repellant' written in all caps on it. When used as an action against a Shark, the Shark must succeed on a DC 15 CON save. On a failure, they must spend their actions moving away from the user, using the Dash action whenever possible.
5	**Explosive Gel** A small canister from which a silver, gel-llike material can be applied to a solid object. When a single spark is applied to this gel, it creates a violent but contained explosion, doing 8d8 fire damage to the object - in most cases, completely destroying it, or the section to which the gel was applied.
6	**Laser tool** A complicated metal device that can do 1 Fire damage to any target within 120 feet of the user that they can see as a thin red beam of concentrated energy shoots out from it.
7	**Tracking Devices** 1d4 small mechanical button-like objects that can be attached to a target to track their whereabouts. Unfortunately, it is unclear where these tracking devices are broadcasting their signal to.
8	**Tranquilizer** A single tranquilizer dose that can be coated onto a weapon, mixed into a consumable or shot as a dart at a single target. The target whose bloodstream it enters must make a CON save DC 14 or be rendered unconscious for an hour. A target who makes the save is still considered Poisoned for the next hour.

9	**The Vigilante's Keys** A stylized key whose head forms the symbol of the vigilante you looted this item from. It has unique circuitry built into it, and can be used to unlock the Vigilante's home base.
10	**Nightvision Lenses** A pair of lenses that can be put over one's eyes to grant them Darkvision - though everything that the user sees is tinted heavily in shades of green and gray.
11	**Case Files** A USB drive with the Vigilante's symbol emblazoned over it, containing audio logs, images, maps and case files related to the latest crime being investigated by the Vigilante.
12	**Grappling Hook Pistol** A small device with a collapsible hook. Once fired, it extends a strong 100-foot line capable of supporting the weight of an average humanoid, allowing them to swing or ascend structures with ease.
13	**Rebreather Mask** A sleek silver mask that allows the user to breathe normally in smoky or underwater environments for up to 30 minutes.
14	**Caltrop Dispenser** Releases 2d4 caltrops onto the ground. Any creature stepping on them takes 1d4 piercing damage and has its speed reduced by 10 feet until healed.
15	**Nightshade Capsules** When thrown, they shatter to release a quick-acting smoke screen, providing cover and concealment.
16	**Stun Rings** Worn like brass knuckles, they deliver a paralyzing shock upon contact. Targets must succeed on a DC 14 CON save or be stunned for one round.
17	**Nano-Camera** A tiny camera that can be discreetly placed to relay live footage to a specific receiver.
18	**Decoy Projector** Projects a holographic image of the vigilante, drawing enemy attention for one round.
19	**Ballistic Gel Pad** Can be applied to the body for temporary added protection, granting +2 AC for the next three hits received.
20	**Digital Decoder** A small device that can be used to hack and decode encrypted messages or computer systems, granting a +2 bonus on relevant checks.
21	**Voice Modulator** Changes the user's voice, allowing them to impersonate or obscure their identity.
22	**Flash-Bang Pouch** Contains 2d4 flash-bang grenades that blind and deafen enemies in a 20-foot radius for one round unless they pass a DC 15 CON save.
23	**Taser Whip** A retractable whip that delivers an electric shock on contact. Deals an additional 1d6 lightning damage on hit.
24	**Evidence Collection Kit** Contains tools for collecting and preserving evidence at crime scenes.
25	**Signal Jammer** Blocks radio frequencies and electronic signals within a 30-foot radius for 10 minutes.
26	**Anti-Tracer** A small device that, when activated, disrupts any tracking mechanisms targeting the user for an hour.
27	**Micro-Net Launcher** A small wrist-mounted device that fires a net to restrain a target. The target becomes grappled and must make a DC 15 STR saving throw to break free. The net has an effective range of 30 feet.
28	**Infrared Goggles** These goggles allow the wearer to see in complete darkness. Mechanically, they grant the user the ability to see in the dark out to 60 feet in black and white.
29	**Electromagnetic Pulse (EMP) Grenade** A small cylindrical device that, when thrown, sends out an EMP wave in a 20-foot radius. This disables any non-magical electronic device for 10 minutes.
30	**Wrist-Mounted Crossbow** A compact crossbow that attaches to the forearm. It deals 1d6 piercing damage and has a range of 30/120 feet. It's quick to draw, granting the user advantage on initiative rolls when this weapon is used as the initial attack.

AEGIS PULSE

This robust, palm-sized sphere, resilient to the elements, houses a core of vibrant blue energy, crisscrossed with lines that glow like the veins of the city it protects.

Stun Surge: The device can be used to emit a non-lethal stunning surge. Creatures within a 10-foot radius must make a DC 15 Constitution saving throw or be stunned until the end of the user's next turn. (3 charges. Requires an electrical connection to fully recharge overnight).

31	**Flashlight Baton** A heavy-duty flashlight that can also be used as a club. Deals 1d4 bludgeoning damage and can illuminate an area up to 30 feet ahead.
32	**Remote-Controlled Mini-Drones** Tiny drones with cameras. They provide aerial reconnaissance of up to 100 feet away. Mechanically, this can grant advantage on Perception checks in surveyed areas.
33	**Acid Capsules** Small vials containing potent acid. When thrown or applied, they deal 2d6 acid damage and can corrode through regular metals.
34	**Quick-Cuff Foam** A canister that, when sprayed, rapidly expands and hardens, potentially restraining a target. On a failed DC 15 DEX saving throw, a creature becomes restrained. A DC 18 STR check is required to break free.
35	**Retractable Zipline** A wrist-attached device that shoots a sturdy cord up to 120 feet. Allows rapid ascent or travel between two points.
36	**Combat Gauntlets** Armored gloves that enhance punching power. They deal 1d6 bludgeoning damage on a hit and provide a +1 bonus to hit.
37	**Lock Override Device** A handheld gadget that can be used to electronically bypass security systems. Grants a +3 bonus on checks to unlock electronic security.
38	**Concealed Blade** A small blade hidden in the sole of a boot or wristband. It deals 1d4 slashing damage and can be drawn as a bonus action.
39	**Auto-Injector** A single-use device filled with a combat stimulant. When used, it grants the user temporary hit points equal to 2d4 + 2 for one hour.
40	**Micro-Camouflage Screen** A small device that projects a holographic image around the user, effectively rendering them invisible. This lasts for 1 minute or until the user attacks. Creatures have disadvantage on Perception checks to detect the user during this time.
41	**Grapnel Tripwire** A pair of devices that, when set up across a path, creates an almost invisible wire. Creatures must succeed on a DC 16 DEX saving throw or be tripped, becoming prone.
42	**Sonic Burst Eardrums** A device that emits a high-pitched sound. All creatures within a 15-foot radius must make a DC 14 CON saving throw or be deafened for 1 minute.

BLACKOUT RESPIRATOR

Forged from advanced materials and imbued with arcane subtleties, this black mask marries the art of stealth with the science of survival.

Toxin Filtration:
The mask grants immunity to inhaled poisons and resistance to poison damage. It can also filter out any airborne diseases and pollutants, allowing the wearer to breathe normally in almost any environment.

43	**Thermal Charges** Small explosive devices that burn intensely hot. They deal 3d6 fire damage in a 5 inch radius and can melt through most common materials.
44	**Security Disabler Card** A card-like device that, when swiped or placed against a security panel, can disable alarms or locked doors. Offers a +4 bonus on checks to disable electronic security systems.
45	**Decoy Projector** A small device that can project a holographic duplicate of the user. The decoy stands still and lasts for 1 minute or until touched. It's often used for distraction.
46	**Nerve Disruptor** A handheld gadget that emits a pulse affecting a target's nervous system. On a failed DC 15 CON save, the target is stunned for 1 round.
47	**Adhesive Grenades** Grenades that explode in a sticky substance, designed to immobilize targets. Creatures within a 10-foot radius must succeed on a DC 16 STR saving throw or become restrained.
48	**Echo-Recon Device** A coin-sized gadget that emits subtle sound waves. It returns a detailed map of the immediate area (50-foot radius) to the user, though not through walls
49	**Personal Deflector Shield** A wrist device that, when activated, grants the user a +2 bonus to AC for 1 minute. It has a cooldown of 10 minutes between uses.
50	A handheld device that analyzes the air for toxins, granting a +5 bonus on checks related to detecting poisons or hazardous gases.

51	**Elastic Rope Coil** A 50-foot rope that can stretch up to 200 feet.
52	**Magnetic Climbing Pads** Gloves and shoes that allow the user to adhere to and climb ferrous metal surfaces at their normal movement rate.
53	**Flash Freeze Arcane Aerosol** A multifunctional canister that combines cryogenic technology with arcane energies. When sprayed on locks & metal mechanisms, it instantly freezes locks, hinges, and metal objects. A frozen lock or mechanism becomes brittle, and with a standard application of force (like a hammer or a kick), it can be easily shattered or broken open.
54	**Voice Modulator** A device worn around the neck or wrist that can mimic any voice the user has heard, granting a +5 bonus on Deception checks related to voice imitation.
55	**Quantum Pocket** A small pouch that's much larger on the inside. Can store up to 50 pounds of items, but always feels light.
56	**Vibration Detector** A device that sits upon a small tripod. It detects minute vibrations in the ground, alerting the user to any approaching creatures within a 30-foot radius.
57	**Taser Web** A net that delivers a powerful electric shock. On a hit, the target takes 2d4 lightning damage and must succeed on a DC 16 CON save or be paralyzed for 1 round.
58	**Bola Launcher** Fires a pair of weighted balls connected by a rope, designed to entangle the legs of a target. Requires a ranged attack roll and, on a hit, the target is restrained until it makes a DC 15 STR check to free itself.
59	**Panic Button** A small button that, when pressed, emits a loud, ear-piercing alarm audible up to 300 feet away.
60	**Gas Mask Filter Capsules** When inserted into a gas mask, these grant immunity to inhaled poisons and toxins for up to 6 hours.

THE SPACE MARINE'S FOOTLOCKER

Brace yourselves, cadets; this ain't your grandma's old steamer trunk. Let's crack this bad boy open and see what universe-saving, and occasionally absurd, oddities lie within!

d8	Soldier's Safehold
1	**Stim Pack** A blue, black and gray camo-patterend Stim Pack that heals 2d6+6 damage
2	**Star Map Card** A transparent crystal card with copper circuitry that, when activated, extends into a holographic representation of the start system you're in and your location within that system.
3	**Steel Alloy Gel** A silver and white tube that contains a steel-gray gel that, when applied to your armor, increases your AC by 1
4	**Paired Dog Tag** One half of a linked pair of dog tags; each has a digital tracker that shows how far away the other one is as long as it is on the same plane of existence. This one indicates that its pair is 3.7 parsec away.
5	**Sparkbot Applicator** A bright blue glass tube full of nanobots that, when poured over a weapon, applies 1d4 lightning damage to any damage taken from that weapon.
6	**Pulsar Grenade** A palm-sized orb that pulses with a blue light. When thrown, it releases a shockwave of kinetic energy, knocking back objects 10 feet within in a 20-foot radius.
7	**Astromancer's Lantern** A lantern that contains a miniature black hole. It can be used to suck up and store light sources, plunging areas into darkness, or to pull smaller objects towards the user.
8	A glass vial containing spores from an ancient alien plant. When shattered, the spores explode in a brilliant flash of light and heat, similar to a tiny supernova, scorching everything in a small radius.
9	**Comms Unit** A communication device that can intercept and decode enemy transmissions. When activated, grants advantage on Investigation and Perception checks related to gathering information for one hour.
10	**Intergalactic Cuisine Guide** This tasteful book offers advice on galactic gastronomy. Tips include: "Just because it's wriggling doesn't mean it's fresh. Sometimes, it's just trying to escape."

SHUTTLE POD'S CARGO BAY

It's not the size of the shuttle pod, but what's in its cargo bay that counts! And who would've thought this unassuming interstellar tin can was hauling more than just freeze-dried coffee and space socks?

d6	Stellar Cargo Finds
1	**Food Renderer** A device that can turn any solid inorganic material into a day's worth of food rations. When using this device, roll 1d20. On a 1, this device instead malfunctions and spawns a hostile energy creature that has the same stats as a Will-o'-Wisp.
2	**Smuggler's Star Chart** A star chart showing the major smuggling routes in the current star system.
3	**Oxygen Mask** A single-use mask that allows one to breathe in any environment for upto eight hours.
4	**Intelligence Enhancers** A stash of 2d6 doses of a drug that provides a disadvantage to all dexterity checks, but a +4 bonus to all Intelligence checks. This effect lasts for an hour. If it has been more than 24 hours since your last dose of this drug, you are considered Poisoned until you take a long rest.
5	**Shock Grenade** A grenade that has the same effect as a Fireball cast at Level 5, but does Lightning Damage instead of Fire.
6	**SOS Beacon** A device that sends out a distress signal across the stars. Effective range of several light years, but attracts both friends and foes. Roll a 1d6; on a 1-2, pirates arrive within 3 hours, on 3-4, traders appear offering assistance for a price, and on a 5-6, a friendly ship comes to the rescue.

THE ASTRONAUT'S SPACESUIT

Once worn by a brave soul gallivanting amongst the stars, this astronaut's spacesuit has seen better days... and galaxies. Let's see what space oddities our intrepid traveler might have left behind!

d8	Spacesuit Secret Stash
1	**Scanning Lenses** A pair of lens that highlights movement and significant material, granting the user advantage on all Perception checks.
2	**A Picture of Home** A picture of the astronaut and his family in a grassy field, under a blue-green sky with two suns.
3	**Eldritch Energy Scanner** A device that scans the material within a 5x5 Cube and displays any unique energy readings it finds within that space.
4	**Alien Currency** A pouch full of strange, green, coin-like items, constructed of an unknown alloy from a civilization you've never heard of.
5	**Oxygen Capsule** A capsule that, when ingested, provides the body with all the oxygen it needs for up to an hour.
6	**Anti-Radiation Fabric** Material that, when stitched into the user's clothes, provides that user with resistance to Radiation/Fire Damage.
7	**Holographic Pet** A device projecting a small, animated animal that provides comfort, can fetch small objects, and emits soft light.
8	**Galactic Mariner's Compass** This ornate compass doesn't point north; it points towards the most significant celestial event currently happening within a 10-light-year radius.

THE SUPERHERO'S COWL

Ah, the legendary Superhero's Cowl! It's seen more rooftops than a chimney sweep and experienced more close calls than a barber's razor. As you lift it, you can't help but wonder... did it come with built-in Bluetooth or just an uncanny ability to mess up hairstyles?

d20	Caped Keepsakes
1	**Anti-Psychic Circuitry** A green cap filled with foldable circuitry that, when placed over one's head, grants them an advantage on all magical effects that would affect their mind, and makes them resistant to psychic damage.
2	**Starlight Lenses** A pair of lenses that compensate for bright flashes, making the targed immune to being Blinded by non-magical means, and granting them darkvision.
3	**Memory Loss Protection** A QR code that, once scanned, opens up an online folder that contains instructions for the Superhero to follow if they ever experience severe memory loss.
4	**AI-connected Earpiece** An earpiece that is directly connected to the superhero's supercomputer and the AI that answers any questions asked of it if the superhero's voice can be properly mimicked.

5	**Aspirin Injector** A tiny device that can be pressed against a target's forehead that, when activated, releases a small dose of aspirin that cures minor headaches.
6	**Affirmation Whisperer** A miniature audio device that, when activated, repeats phrases of affirmation on a loop until deactivated, such as "There is no problem to big for you to solve," "You ARE the hero this city deserves," or "There's a lot of responsibility that comes with great power."
7	**Decafinator Ray** A small device that, when aimed at a creature, instantly nullifies the effects of their last coffee, turning even the most caffeinated villain lethargic.
8	**Confetti Grenades** When thrown, they don't explode in a fiery burst but rather in a burst of celebratory confetti. Effective for momentarily blinding and confusing enemies, and also setting a festive mood.
9	**The 3-in-1 Utility Spork** Perfect for any on-the-go meal, whether it's soup or spaghetti. It's not a weapon; our hero just likes to be prepared for unexpected meal breaks.
10	**Wig of Disguise** Despite only being a neon-green mullet wig, for some inexplicable reason, no one recognizes the superhero when they're wearing it. The jury's still out on why this works so well.
11	**Cape of Dramatic Flapping** Even in the absence of wind, this cape will majestically flap behind the superhero.
12	**I'm With Stupid Arrow Projector** Projects an arrow pointing to the side, always angling towards the nearest villain.
13	**Portable Quicksand** It's just a bag of very loose sand, but with a dramatic name.
14	**Literal Firefighting Gloves** Gloves that are perpetually on fire but don't burn the wearer. They don't really do anything else.
15	**Swiss Army Toothpick** Has all sorts of tiny, utterly unhelpful tools attached.
16	**Thinking Cap** Just a hat with a lightbulb on it. It lights up when the superhero has an idea!
17	**Reality TV Remote** Pauses, mutes, or fast-forwards any conversation the superhero is having, but doesn't actually affect time.
18	**Awkward Silence Amplifier** Amplifies uncomfortable silences so they become literally unbearable, forcing people to spill the beans just to make it stop.
19	**Get out of Jail Free Card** Literally a Monopoly card that somehow convinces guards to let the superhero out if captured, but only once.
20	**Mundane Multi-tool** Contains a nail clipper, a toothpick, and a spork; nothing else. Oddly never useful in heroic scenarios.

VIGILANTE'S VEIL

Grants the wearer 120-foot darkvision and the ability to see through illusions and magical darkness up to 60 feet.

Aura of Authority: When dealing with law enforcement or those who respect heroic symbols, the wearer gains advantage on all Charisma-based checks.

THE HYPERDIMENSIONAL FANNY PACK LEFT BEHIND BY A CHRONOHOBO

Whispers in the wind say they've surfed solar flares, tasted tomorrow's toast, and been both the first and last to leave at every historical party.

d12	Temporal Trinkets
1	**Localized Chronometer** A metallic chronometer that absorbs ambient tachyon particles to determine what the local time and year the chronometer is in, and adjusts its dials accordingly.
2	A polaroid photograph of you and your companions at some point of time that is yet to come, in a tavern talking to a large man in a green coat. On the back of the photo are scrawled the words "PREVENT THIS MEETING AT ALL COSTS!!"
3	A metallic hip flask that contains a liquid that refreshes one memory; if the timeline has been changed by a factor of at least 2.5 Bradbury's, the imbiber's memories are restored, granting them the memories of both timelines. Too many sips of this drink leads the imbiber to find it difficult to identify reality; every time the drink is imbibed after a timeline change, the imbiber must make a DC 12 Wisdom save or be affected by Madness, make a roll on the Indefinite Madness table. The DC increases by 2 each time the timeline is changed.

4	**Defunct Ray Gun** A futuristic ray gun that shoots out glowing red sparks erratically every time the trigger is pulled, but fires no shots. The device explodes on its own after 1d10 hours, rolled secretly by the GM, doing 5d6 Fire damage to everyone within a 30 foot radius.
5	**Chronoshifting Front Page** The front page of a newspaper from a year in the future whose headlines changes with every major decision made by the player until the that future date is caught up with.
6	**Chronodice** A set of gambling dice that disappear when rolled, each one being sent 1d6 minutes into the past. The dice come with a small booklet containing a set of rules for a four-dimensional dice game that are far too complicated for anyone but an experienced time traveller to figure out.
7	**Identity Tracking Currency** A set of coins from the future, all of a steel blue alloy and of different sizes. One side of each of the coins denotes a numerical value, while the other side shows the face of whoever the coins are in possession of. The history of those faces can be hacked with an Intelligence roll (DC 18).
8	**Era-Specific Medication** A set of pills that ward off symptoms from diseases that have either been cured in the past, or are yet to manifest in the future.
9	**History Map** A sheet of paper that unfolds into a three-dimensional map containing directions to major historical moments, some set in the past, some set in the future, some happening in the present. The directions are through both time and space, such as “Four years, three days and two months Pastwards from FP 0000, and three miles East.”
10	**Weltschmerz Diary** A small book of history from an alternate timeline, describing a brighter world brought about by events in the past that never came to pass.
11	**Health Tracking e-Cigarette** An electronic cigarette that induces feelings of bliss and multi-hued hallucinations while tracking how many years off a person’s life its fumes are taking with every puff. When looted from the Chronohobo, the settings read “0047”, though the device resets to “0000” the moment it is picked up.
12	**Tomorrownotes** These notes contain advice from your future self, but frustratingly, they're often vague like: Whatever happens, don't sneeze at 3:33 PM. and "If offered pie, decline. But ask for the recipe."

HARBINGER OF CONFUSION

Ah, the Harbinger of Confusion! The guy who couldn't decide if he was a villain, a hero, or an abstract concept. Ransacking his lair is like going through a maze designed by a schizophrenic cartographer. Just remember, if you find a compass that points in seven directions simultaneously or a map where X marks every spot, you're probably onto something good—or horrendously bad. Either way, happy looting!

d6	Confounded Collectibles
1	**Mirrors trick** When opening the box, a door appears in the room. Opening it reveals the exact same room the party's standing in, with them opening the box, going to the new door, opening it, and suddenly the perspective shifts, like they are sucked in their "clone" point of view, and they witness in endless loop the opening of the box, the door, the shifting point of view, etc... Each time the box is open, they have to make an Intelligence saving throw, if at least half of the party succeed, they all snap out of the loop and find themselves looking at the closed box, hands on the lid.
2	**Corridor of travel** The whole party is teleported somewhere REALLY random, with the box still in hand. Opening the box again will teleport back to where they came from.
3	**Weird dead animals** A bunch of dead animals the party have never seen in any shape or form, all of them missing their right eye and the empty eye-socket stitched back.
4	**Tentacle's knitted copy** An exact copy of the armor from the person who searched the box. Upon further inspection, the armor is laced with very tiny tentacles and lacks any magical effect. This copy will always harbor the same wear and tear as the original, no matter where its distance from the original.
5	**Memory whip** A whip with the handle carved into a screaming man, the rest of the whip coming through the top of its cracked skull. On a successful hit, the target forgets something minor about their life, aware that something was stolen from them but unable to point out what it was exactly.
6	**Cake or Death** Inside a box labelled "Cake or Death" there's a tiny, delicious-looking cake next to a small, edible reaper figurine. After consuming the edible reaper, your shadow becomes independent for 1d4 hours. It sneaks off without your notice, attempting to strangle or trip unsuspecting victims. Rumors might spread of your "murderous" shadow, causing panic or distrust among locals.

CORPSE OF THE ARCHANGEL

In the realm of celestial bureaucracy, archangels are the A-listers, the VIPs... the Very Important Paradigms. And now, one lies defeated before you. It's not every day you find a celestial being taking a dirt nap, but here we are.

d12	Harp, Halo, and Beyond
1	A scroll sealed with a golden celestial wax. When unrolled, it reveals an unknown prophecy that hints at events yet to come. Reading it aloud might provide guidance, or foretell doom.
2	A majestic six foot greatsword with beautiful curves that shine like the sun. It weighs nothing, but it does instil a powerful desire to kill the murderer of this great angel. It deals 1d6 slashing damage and 1d4 radiant damage.
3	A single drop of golden blood. It is an extremely potent alchemical ingredient and is worth vast sums to the correct buyer
4	A pearl eye that always faces in one direction. I wonder what it's looking at?
5	This cloth is stained with the blood of a man, blessed by an angel. Can be used to cast a single level 7 spell without learning the spell nor expending a spell slot.
6	Beautiful gold dust worth 3 gp
7	A red fungus that seemed to be decomposing the angel. If you listen closely, you can hear screams coming from it. Touching it deals 1d4 damage every turn until a DC 16 constituion saving throw is made, or a healing spell is used.
8	A scrap of paper with a single name and a single location written on it.
9	A beautiful glowing halo. When underground, it will always try to find a path to sunlight, flying at walking pace without the strength to move anything heavier than a rat.
10	The robes of a truly devoted cleric. Wearing the robes allows you to channel the spirit of the cleric once per long rest, for a total of three times.
11	A pair of hauntingly beautiful platinum wind-chimes. Worth 10 gp
12	A ring that holds the power of a dead angel. The ring charges during each sunrise and sunset that it sees, gaining a single charge that can be expended by the wearer to deal an extra 1d6 radiant damage in their next attack.

SHATTERED HALO CHAKRAM

Once a symbol of an archangel's grace, this chakram is a halo fractured, its edges now sharpened into a weapon. It shines with a light torn between sanctity and shadow.

Damage: 1d6 slashing + 1d6 radiant or necrotic (depending on the target's alignment)
Properties: Finesse, Light, Thrown (range 20/60)
Special: The chakram returns to your hand immediately after a thrown attack, unless you roll a natural 1 on the attack roll, in which case it falls to the ground at the feet of the target.

OCCASIONALLY PUNNY FRY COOK'S TOOL DRAWER

In the world of fast-food fantasy, the fry cook reigns supreme, master of the golden, crispy domain. And this one? Well, he had a penchant for puns almost as strong as his love for lard. When you pry open that drawer, brace yourself: you might find more than just spatulas and seasonings. Prepare... for a pun-derful adventure!

d20	Fryer Tuck's Punny Paraphernalia
1	A shiny, stainless-steel spatula that can flip anything or anyone. When the flipped object or creature lands, they make a "splat-ula" noise.
2	A particularly sharp cleaver that makes the wearer sharp and clever. +2 to intelligence checks, and +2 for food-related checks.
3	A knife that cuts things down to size... truly. When used, the wearer shrinks 1 size category.
4	A paring knife that exclusively cuts pears. When used on any food-related object, it makes that food taste pear-infused in some way.
5	A mug that changes the user's mug. The user's face randomly transforms with each sip. Once the user is done drinking, they return to normal.
6	A can opener that can open anything... except cans.
7	A wire mesh strainer that helps a party mesh with each other. Their moods are brightened, and they all get along better when communally eating the meal made with the mesh.

8	A peeler that makes the user very appealing. +2 to charisma checks.
9	A bottle opener that can open locks. How? Don't question it. (Answer: it breaks most locks that it encounters.) Must have proficiency with thieves' tools to use.
10	A greater that makes the user greater at (almost) everything they do. +1 to all skill checks. -1 for humor and pun skill checks.
11	An ice cream scooper that makes a creature's eyes scream. Metaphorically, of course. When used, they see a series of disturbing, potentially plot-relevant visions.
12	An old, worn-down strainer that permanently removes any strain or tension from a creature's life. Can be used once for one particular strain before it breaks.
13	A nutcracker that cracks everything but nuts.
14	A bronze zester that adds a little zest into a creature's life. Their alignment becomes chaotic.
15	A scoop that gives its user the scoop. The user is telepathically informed of the biggest news and gossip while using this tool.
16	A blender that truly blends things together. When used, the party's skills, actions, and spells begin to exchange and intermingle with each other. The effects will fade in d4 hours, and the more blended that the item is (chunky vs smooth), the more blended everyone's effects will be.
17	A random appliance or kitchen tool that ends in -er (toaster, steamer, fryer, bottle opener_. When a non-female identifying creature attempts to use it, the appliance or kitchen tool makes the pun "[Blank] her? I hardly know her!" (For example, steamer and "Steam her? I hardly know her!") When a female-identifying creature attempts to use them, they can be used normally.
18	A wok that walks. It sprouts little metal legs and follows its chef around like an obedient pet.
19	A whisk that can literally whisk you away. The user can be transported quickly, similarly to the spell 'Far Step,' with each spin of the whisk. While disorienting, it is very effective at whisking mixtures.
20	A tablespoon-sized measuring spoon. It can only be on or around tables, or else it will magnetically snap back in place, on the table. The effect is impossible to disenchant.

THE CRAFTY COOK'S OLD SPICE RACK

In the culinary corners of creation, it's said that an adventurous appetite is seasoned with a dash of daring and a sprinkle of surprise. Enter the crafty cook's old spice rack! Each jar and vial carries flavors from forgotten feasts and mystical meals. But beware, for among the paprika and thyme, there might just be a dusting of deception and a grain of guile.

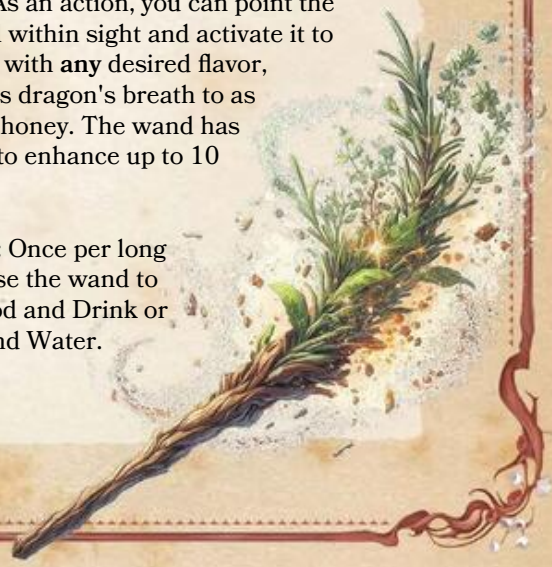
d60	Flavors from the Crafty Cabinet
1	A map theorizing the location of a legendary cookbook - The Omnomnomicon.
2	A vial of Peller Salt- containing 2d6 measures. Sprinkle a measure of Peller Salt over food for up to five creatures, nullifying any poison or risk of foodborne illness.
3	A jar of Rankreed Powder, containing 1d10 measures. A measure of rankreed added to a portion of food makes the food taste awful but grants the eater 2d4+2 temporary hit points, lasting 24 hours.
4	A ceramic jar of Red Ranthan Paste. Sometimes used in cookery, Red Ranthan Paste is also a country wound remedy. Applying Red Ranthan Paste to a wounded creature requires a DC 8 medicine check. On a success, the creature regains 1d4+1 hit points.
5	A cloth wrapped wheel of unassuming Gnomish cheese, actually worth 100 gp.

GASTROMANCER'S WAND OF INSTANT FLAVOR

This gnarled wooden wand carries the faint scent of a thousand feasts.

Flavor Burst: As an action, you can point the wand at a meal within sight and activate it to infuse the food with **any** desired flavor, from as spicy as dragon's breath to as sweet as elven honey. The wand has enough magic to enhance up to 10 meals per day.

Chef's Delight: Once per long rest, you can use the wand to cast Purify Food and Drink or Create Food and Water.



6	A sack full of violet tubers called Stalwart Taters. These sought after ingredients have magical properties, but are poisonous if not prepared correctly. To prepare Stalwart Taters, make a DC 10 check with cooking supplies. On a success, the resulting taters grant eaters advantage on CON saves for 8 hours. On a failure, they impose disadvantage instead.
7	A ring with a refillable false gem containing 1 measure of poison.
8	A blue hued potion vial filled with swirling mist- Rovuul's Warning. The vial's contents may be imbued with a whispered message of up to 15 words, and then poured into food or drink. Any creature that partakes hears the imbued message in their mind. If no message is imbued, the contents will not pour.
9	A jar of enchanted fresh holy (Thai) basil. When cooked, the food has a rich, aromatic flavor. Any creature who eats too much holy basil will be directly messaged by a potentially plot-relevant god. The creature will feel a deep sense of faith, and they will change to the 'Paladin' class. This cannot be undone.
10	A jar of enchanted fresh basil. Beyond their rich flavor, consumption grants the eater the ability to see invisible creatures for d6 days, making it prized among those wary of hidden threats.
11	A jar of enchanted, moldy oregano. Its bitter, musty flavor reminds the eaters of the past. The oregano, when consumed, will warp the eater's memory in a way similar to the 'Modify Memory.' The DM decides how the memory is warped.
12	A jar of enchanted dried rosemary. The floral notes lend themselves to flowers and plant vines, allowing any spellcasters to cast 'Grasping Vine' for d6 hours.
13	A jar of enchanted fresh parsley. Its grassy flavor connects the eaters with the local plant life, allowing any spellcasters to cast 'Plant Growth' for d6 hours.
14	A jar of enchanted fresh cilantro. The sharp flavor cuts through rich food, and grants the eater immunity from piercing damage for d6 hours.
15	A jar of enchanted fresh mint that grants clarity and calm to whoever eats it. The eaters will gain a bardic inspiration die and will have natural magic sight.

HEARTHMOTHER'S CAULDRON OF COMFORT

This well-seasoned clay cauldron has seen many years of use. Its worn handle and the patina of countless meals add to its charm.

When cooking any non-magical food, the cauldron doubles the portions, ensuring that no one goes hungry and the food is especially satisfying.

The cauldron has 3 charges. It regains 1 expended charge daily at dawn.

16	A jar of enchanted ginger slices. The consumer will be cured of any ailments, will be fully healed, and will be unable to be nauseous for d20 days. Their breath will occasionally sting of astringent, fresh ginger for quite some time, however.
17	A jar of garlic cloves. The consumer will be immune to necrotic damage for d6 hours. If they kiss anyone in those d6 hours, the other person will be repulsed from their garlic breath.
18	A jar of enchanted smoked paprika that gives the eaters fire immunity and the inability to feel hot for d6 hours. Too much paprika consumption will burn their tongues, however.
19	A jar of enchanted cumin. Its nutty, savory flavor makes the consumer's mind run quickly, giving them advantage on all intelligence checks for d6 hours. They have disadvantage on wisdom checks at the same time, however.
20	A jar of enchanted cardamom. Its warming spice warms the soul and enlightens the eater, shifting their alignment once toward good for d20 hours.
21	A jar of enchanted cinnamon sticks that can stretch into delicious, autumnal-smelling staffs. They can be used as arcane focuses.
22	A jar of enchanted licorice root that is as controversial as it is strongly flavored. The licorice will send people into a 'Rage,' and they will argue at length about its flavor.

23	A bottle of enchanted vanilla extract. The floral, mild flavor will have the effect of a vanilla-scented 'Calm Emotions' spell.
24	A jar of enchanted mustard seed. The small, tangy pieces pop—and will make the eater want to make every moment exciting. Their energy will be ramped up, and they will have an experience similar to a sugar rush. Their movement speed will be doubled.
25	A jar of enchanted turmeric. The bright orange color will make every object that the eater touches turn orange-colored for d6 hours.
26	A jar of enchanted fenugreek. The bittersweet pods make the eater nostalgic for their past, and make every moment feel bittersweet. They will be emotional and especially loving for d6 hours.
27	A jar of enchanted sesame seeds that have a nutty, fine texture. When multiple enchanted seeds are consumed, the consumer will feel light on their feet. Their movement speed is tripled for d20 hours.
28	A jar of enchanted dried lavender that calms whoever smells or eats it. They will be enlightened and their health points will return to full. They will also smell wonderful.
29	A jar of enchanted dried dill that connects the eater back to the earth. They can cast the 'Mold Earth' spell for d6 hours.
30	A jar of enchanted gingerbread spice. When baked into a gingerbread person, that pastry will expand and become a gingerbread golem, wordlessly following their new master.
31	A jar of enchanted dried poppy seeds. When eaten, the consumer will be in a lazy, sleepy state. They will enter the first level of exhaustion, and if they repeatedly consume poppy, the effects will progress to the next level every two consumptions.
32	A jar of enchanted dried butter pea flower. When steeped in tea, the eater will temporarily become a chameleon lizardfolk who can change color, though exclusively from blue to purple.
33	A jar of enchanted annatto powder that will dye the eater's eye color and make their vision red for d6 hours.
34	A jar of enchanted black peppercorns. Their fiery flavor gives the eater the ability to conjure a pepper spray of their own by magic, which will temporarily blind any enemies.
35	A jar of enchanted pink peppercorns that have a bright, citrusy flavor. They set off a colorful fire on the eater's tongue, and give the eater the ability to cast 'Faerie Fire' at will for d4 hours.
36	A jar of enchanted Szechuan peppercorns. The consumer's mouth, then their entire body, will become tingly and numb. They will be immune to all non-magical physical damage for d20 mins.
37	A jar of enchanted, onyx-black wolfsbane. Instead of its standard effects, it cures any were-creature's curse, or bestows a were-creature curse onto a non-were creature.
38	A vial of enchanted pure capsaicin, which was extracted from the dragon's fire scorpion pepper. Coming in contact with a drop of this liquid will set a creature or object ablaze for d20 uncomfortable minutes. Milk is the only cure.
39	A jar of enchanted whole cloves. The rich flavor will boost the eater's wisdom, giving them +2 on wisdom ability checks for d6 hours. However, the cloves are a choking hazard, roll d20 when consuming. If rolling a d1, the eater chokes.
40	A jar of enchanted saffron. When consumed, the consumer's on-hand currency triples.
41	A jar of enchanted, citrusy sumac. The pungent flavor will reinvigorate whoever eats a small pinch of it, giving them the effect of a short rest. Too much sumac consumption will leave them 'Paralyzed.'
42	A jar of enchanted catnip. When thrown onto the ground, a clowder of d20 cats will arrive. They will request pets, play, and food.
43	A jar of enchanted ground earthy achiote. A pinch of this herb can grant the eaters the 'Mold Earth' cantrip for d6 days, so long as they can cast spells otherwise.
44	A jar of enchanted epazote (or 'skunk weed'). When cooked with, the eaters will gain proficiency with nature and medicine checks, and will gain the 'Ethereal Sight' trait.
45	A jar of enchanted, cursed epazote (or 'skunk weed'). When cooked with, this herb will give off a delicious aroma. Once eaten, the fowl aroma will be revealed—and a 'Stinking Cloud' spell will be innately cast around whatever the epazote will be cooked in...and whoever ate that food.
46	A cask filled with Ghostwine. This ethereal liquid allows anyone who drinks it to phase through objects for 10 minutes.

47	A jar of enchanted dried curry leaves. Its complex, balanced flavor adds a lot of nuance to a dish—and when eaten, the eater will recognize nuance and complexity in daily life. +2 to their wisdom modifier, permanently.
48	A jar of enchanted dried bay leaves. When cooked in a stew or similar dish, whoever finds the bay leaf in their food can grant a 'Wish.'
49	An edible mind flayer's tentacle (which is deeply reminiscent of an octopus tentacle, food-wise). When eaten by a creature, that creature's alignment will become 'Lawful.'
50	Thin strips of cinnamon bark that, when snapped, release a tiny constellation of stars. When ingested, they grant the user brief glimpses of distant galaxies when dreaming.
51	A vial with fiery chili flakes that spark tiny flames when shaken. Adding them to a dish not only spices it up but also warms it instantly.
52	An hourglass filled with thyme instead of sand.
53	A jar of enchanted crystallized honey. When consumed, it bolsters the consumer's immune system, granting resistance to all diseases for d6 days.
54	A jar of enchanted pickled ghost peppers. Eating one grants the ability to become intangible like a ghost for d4 hours.
55	A jar of enchanted freeze-dried blueberries. Consuming them sharpens the senses, granting the consumer darkvision up to 60 feet for d6 days.
56	An ornate flask of Duskhaven Honey, which contains 1d8 servings. Drizzling it over a dish grants the consumer the ability to see in the dark for 4 hours.
57	A crystalline container filled with Gorgon Oil. When used in cooking, it petrifies food to preserve it indefinitely. However, once petrified, the food remains inedible as the method to revert it back to its original state remains a mystery.
58	A tattered scroll detailing the method to brew Phoenix's Fiery Fondue.
59	A basket containing enchanted Berries of Bravado. Consuming one grants the eater courage, making them immune to being frightened for the next hour.
60	A sack containing aromatic leaves of Lullaby Lavender. Brewing and drinking tea made from these leaves puts the drinker into a deep, restorative sleep for 8 hours, during which they cannot be awakened by non-magical means.

THE SKELETON OF THE DRAGONBORN ADVENTURER

In a forgotten chamber of an ancient, crumbled ruin lies the skeletal remains of a dragonborn adventurer. Ah, the stories these bones could tell! Each scorch mark a badge of honor, every chink in the bone a snippet of saga.

d6	Bony Bounty
1	**A decaying note:** "My beloved son, may you honor our clan as your ancestors did. PS. Your mother cooked your favorite pie and hid it in your backpack. Don't forget to eat it!"
2	A belt holding small vials, each filled with varied spices. If used for cooking, the user has to make an Intelligence (Nature) check. On a success, the food restores 1 additional HP.
3	A chain shirt, one side is blue and resistant to lightning damage, the other red and resistant to fire.
4	Amber necklace, with small bits of eggshell trapped inside. If broken, a violent frozen wind bursts out from the necklace.
5	A glass bottle, filled with thick pink foam, which if thrown or poured on fire extinguishes the flames in a 9 ft radius for 1d3 rounds.
6	**Adaptive Dragonfang Dagger** A dagger fashioned from a dragon's fang that deals additional damage of the energy type matching your Dragonborn ancestry.

HELM OF THE OLD WYRMGUARD

This exquisite face guard is a masterpiece of metallurgy, combining silver, gold, and deep red enameling to depict draconic majesty. Small, wing-like appendages at its sides are articulated, subtly flaring when the wearer speaks.

Majestic Influence:
The wearer gains advantage on Charisma (Intimidation) and Charisma (Persuasion) checks when interacting with dragons or dragonkin.

THE ASSASSIN'S SECRET POCKET

In the shadows, every assassin has secrets, and the deadliest are often hidden in the smallest pockets. What lethal lore does this subtle seam safeguard?

d10	Secrets Sewn in Silk
1	A broad silver coin faced with a skull on one side, and a sun on the other. It has an oddly shaped opening in the center.
2	A black pearl ring, Nameless Band. An attuned wearer gains advantage on stealth checks, casts no shadow, and leaves no footprints. Anyone that looks at the wearer's face remembers it only as that of an indistinct stranger. (rare)
3	A bundle of silvery light bolts or arrows, deathmark bolts. Striking a target with a ranged attack using a deathmark bolt marks the target for death for one hour. Attacks you make against the target deal an extra 1d6 points of damage, and critically strike on a roll of 19 or 20. The target has disadvantage on stealth checks against you, and you have advantage on investigation or perception checks to find the target. The effect ends after one hour or if removed by a greater restoration spell, or if the creature that fired the bolt dies.
4	A death contract for a person known to the PCs, or one of the PCs themselves.
5	A pair of tickets to a high profile opera opening in a nearby city.
6	A long throwing dagger, death's nimbus. This item contains 4 charges, regaining 1d4 charges daily at midnight. If the user is within 60 ft of the dagger, they can spend one charge as a bonus action to teleport to a space adjacent to it. (very rare)
7	A large golden key to a hidden emergency supply cache.
8	A rare gnomish platinum pocket watch. Worth a pretty penny for the metal alone, it's worth even more as a collectors item to the right buyer.
9	A silver medallion, a keepsafe token. A creature that attunes to the medallion always knows its exact location, as long as they're on the same plane of existence. (rare)
10	A vial of ghaststrike oil. If a creature is damaged by a blade coated in the oil, they cannot regain hit points from magical healing for one hour. (very rare)

MASQUE OF THE SILENT DEATH

This armored mask, crafted from a black material that seems to drink the surrounding light, is a masterpiece of deadly artistry. With a subtle Venetian elegance, it conceals the wearer's identity while enhancing their deadly skills.

Shroud of Shadows:

While wearing the mask, gain advantage on Dexterity (Stealth) checks and save DCs for spells and abilities that cause the frightened condition.

YE DISCOUNT POTION BIN MARKED: USE AT OWN RISK

In the back corner of the magical marketplace, where savvy shoppers and risk-takers converge, sits a bin with potions at prices too good to be true. As you glance at the hastily scrawled sign, "Use at Own Risk," you ponder: is this the deal of a lifetime, or quite possibly... the last deal of your life?

d20	Questionable Quaffs
1	**Exhausting Potion of Speed** A silvery potion that swirls in the vial, speckled with fuzzy spots of blackness. When consumed, permanently grants the user the Hasted condition for 2d10 days. While Hasted in this manner, the target is immune to the sleep spell. In addition, while attempting a short or long rest, the imbiber must make a Wisdom Save (DC 14) or be unable to gain the benefits of a short or long rest.
2	**Potion of Harmful Healing** A frothy red potion that smells of cinnamon and rust. When ingested, completely heals the user. However, the user immediately begins to lose 2 hit points every round, until they are unconscious or take a long rest.
3	**Potion of Unseeing** A bright blue potion that tastes of lemons and soap. When ingested, grants the imbiber both the Invisible condition as well as the Blinded condition.

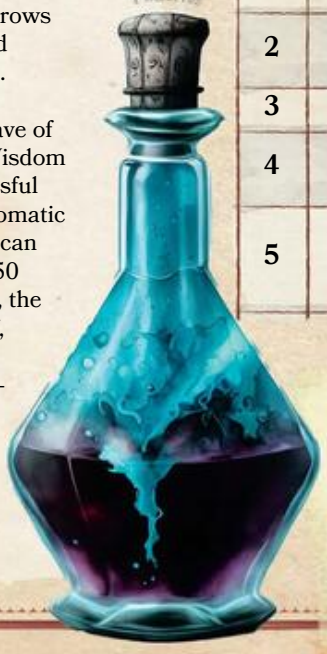
4	**Potion of Troll** A gray, viscous potion that has several white chunks floating within it. When ingested, it transforms the user into a troll for 1d6 hours. However, the nearest troll turns into the imbiber of the potion for the duration as well. Both the troll and the imbiber retain their own memories, as well as Intelligence and Wisdom scores.
5	**Potion of Sloth** A golden, syrupy potion that tastes of honey. When imbibed, the user is permanently Slowed for 2d6 days. However, during this time period, the user gains the benefit of a long rest whenever they take a short rest.
6	**Potion of Spice Breath** A salty, peppery dark green potion that leaves a spicy sensation on the tongue. When ingested, for the nex hour, the imbiber may make a spice breath attack, doing 2d6 fire damage and 2d6 acid damage to all targets in a 10 foot cone - including the imbiber themselves.
7	**Unstable Potion of Greater Healing** A bright red potion speckled with spots of yellow. When imbibed, the user must roll a d6. On a 2 or higher, the potion heals for 4d4+4 damage. On a 1, it deals that much damage to the user instead.
8	**Potion of Time Travel** A silvery blue potion through which runs flashes of bright blue electicity that tastes sweet but leaves a tingly sensation on the tongue. When ingested, the user must roll a d4. On a 1, the user is sent 10 minutes into the future. On a 2, the user is sent ten days into the future. On a 3, the user is sent 10 weeks into the future. On a 4, the user is sent 10 months into the future.
9	**Potion of Light Absorption** A potion of pure blackness. When imbibed, the user immediately absorbs all light in the vicinity for the next hour, taking 2d6 fire damage per turn in normal light, and 1d4 fire damage per turn in dim light. The target takes no damage in pure darkness, but still feels uncomfortably warm. All creatures within 30 feet of the potion drinker are considered Blinded, even those with darkvision, as there is no light to reach their eyes.
10	**Anti-Invisibility Potion** An odorless, colourless potion that is nearly impossible to see, but can be felt within the potion bottle if swished around. Upon drinking this potion, all creatures within visual range must make a Wisdom Saving throw (DC 18) or be unable to look away from the potion drinker for the next hour.
11	**Potion of Glass Cannon** A frosty white potion that, when drunk, feels like swallowing shards of glass. Once drunk, the target is turned into living glass for eight hours; the target has a weakness against all bludgeoning, piercing and slashing attacks. However, the damage made from all of the target's attacks are magically doubled. If the target reaches 0 hit points, they shatter, and cannot be revived unless all their pieces are reassembled before the effects of the potion fade. Reassembling the target is a DC 16 Intelligence check - on a failure, when the effects of the potion fade, the target's maximum hit points are permanently reduced by 30 unless a spell of Greater Restoration or Regeneration is cast on them.
12	**Potion of Ultimate Tank** A muddy brown-green potion inside which floats a giant's toe. Upon drinking this potion, the target triples grows to a Gargantuan size indefinitely. While in this form, the target cannot move, and they automatically fail at any Dexterity check that involves movement. However, the target's AC is increased to 25, and they gain temporary hit points equal to twice their maximum HP. This temporary HP regenerates on a long rest. Additionally, they take half damage from all sources except for psychic damage, which bypasses their temporary HP. The spell lasts until all of the targets temporary HP have been lost.
13	**Potion of Boots of Haste** A black, shiny potion held in a vial that's in the shape of a boot. When drunk, the target turns into a pair of Boots of Haste for 8 hours. From that point on, after every long rest, the target must roll 1d100. On a 1, the target turns into a pair of Boots of Haste for another 8 hours. While a pair of Boots of Haste, the target cannot take any actions, though they are aware of everything that's happening. This effect can be removed with a Remove Curse spell.
14	**Potion of Ceaseless Divine Intervention** A potion comprised of blinding light. This potion is attuned to a certain deity, any non-followers of that Deity within visual range of the potion must make a DC 12 Religion save or be Blinded while within visual range of the potion, or until the potion is tucked away. Upon drinking this potion, the target is able to cast Divine Intervention with immediate success. However, from that point on, the target's god will intervene in every action done by the follower, remain by their side at all hours, commanding them to do several onerous actions in line with their faith and punishing them harshly if the target refuses. The effect can only be removed with a Bestow Curse spell.

15	**Potion of Heat Immunity** An ice cold, pale blue potion. Upon ingesting this potion, the target becomes immune to all Fire damage. However, they begin to reject all sources of heat, including their own body warmth, taking 2d10 Cold damage every 10 minutes unless targeted by at least 10 fire damage. The effects of this potion last an hour, after which the target suffers 1 point of Exhaustion.
16	**Ultimate Love Potion** A bright pink potion in a heart-shaped vial, with the words 'Love Potion' painted on the front in cursive red letters. Upon contact with this vial, the potion immediately dissolves, and anyone within five feet of it is subject to its effects for up to 4 hours. Targets of this potion immediately fall in love with every creature within visual range for the next hour, and are willing to do whatever they're told. If given conflicting orders, the targets must make a Wisdom save (DC 12) or take 1d6 psychic damage.
17	**Ultra Potion of Flying** A gray-blue potion that is cool upon the tongue and seems to whirl about inside the vial. Upon drinking this potion, for the next five minutes, the user is granted a Flight speed of 120 feet. However, they are unable to control it. Every round, the GM must roll a d8 to determine what direction the user flies in, moving their full 120 feet of movement unless impeded.
18	**Potion of Living Fireball** A bright, glowing potion that blinks red, orange and yellow in rapid succession. On drinking this potion, the target turns into a living Fireball for the next hour. As an action, they may release these energies as if casting the Fireball spell, centered on themselves. The target takes damage as well, and automatically fails the Dexterity saving throw. If, by the end of the hour, the target has not chosen to explode, they explode anyway.
19	**Potion of Having People at a Disadvantage** A red wine-coloured potion filled with little black specks that, upon closer inspection, appear to be letters. Upon drinking this potion, for the next hour, the target has a supernatural knowledge of people's names before they tell them theirs.
20	**Potion of Hasty Retreat** When running from danger, this pink fizzy potion doulbes the user's running speed for a minute, but their shoes or boots will loudly fart with each step.

POTION ULTIMATE TRUTH

An iridiscent, frothy potion that does not stop bubbling. Upon imbibing this potion, the target is unable to speak any falsehoods for the next hour. However, the potion allows them insight into deeper truths. After the first half hour, the target must make progressive Wisdom saving throws every ten minutes thereafter or be crushed beneath the weight of those cosmic truths.

At 30 minutes, on a successful Wisdom save of 16, the target gains an advantage on all Wisdom saving throws. At 40 minutes, on a successful Wisdom save of 20, the target gets an automatic critical success on all Insight checks, and can cast Detect Thoughts as a free action. At 50 minutes, on a Wisdom saving throw of 24, the target sees the fabric of the universe itself, and is able to cast spells from any class at any level, but must take 1 point of Exhaustion for each spell cast this way. At 60 minutes, the target loses all knowledge they gained and suffers 2 points of Exhaustion.



COCOONS IN THE GIANT SPIDER LAIR

Deep within the dark recesses of the forest, countless cocoons hang like eerie ornaments. Each one encapsulates a story, a moment frozen in silk. As you approach, you're faced with a decision: to unravel the cocoon's contents and reveal its mysteries or heed the sticky warnings and leave the past entwined.

d10	Silken Secrets
1	A silk cloak emblazoned with spiderwebs and providing +5 to saves vs Poison.
2	A dagger that glows in the presence of Spiders and inflicts +2 damage against them.
3	The desiccated remains of a fairy.
4	Thousands of tiny spiders pour out and skitter away in all directions.
5	A pair of silken gloves that allow the wearer to move freely across sticky surfaces like spiderwebs.

The Giant Spiders of Silkwood Forest have an annual 'Best Cocoon' competition. The categories? Most Wraps, Tidiest Knot, and 'Best Preserved Adventurer'. Last year, the winner was a cocoon with a knight who still had a shocked expression on his face!

6	A partial map of the location or dungeon where it was found.
7	**Spider-Silk Bowstring:** Provides 50' additional range when equipped on a bow.
8	A bone flute carved with spider motifs. Once per day, playing it will summon a small swarm of spiders to do the user's bidding.
9	**Spider-Fang Dagger:** Targets struck with the dagger must make a saving throw (CON vs DC 15) or take an additional 1d4 poison damage.
10	A cobweb-adorned hair comb that allows the wearer to change their hair color once per day.

THE MIND OF A MINDFLAYER

In the eldritch abyss of a mindflayer's psyche, thought threads weave a tantalizing tapestry of forbidden knowledge and dark desires. To attempt to loot such a consciousness is to dance on the precipice of madness. As you dive into the cerebral depths, will you emerge with eldritch epiphanies, or will the tangled tendrils of its thoughts consume you?

d10	Eldritch Echoes
1	A memory of an old, curled-over mind flayer muttering angry messages and sketching a map with it's mind. The memory materializes into a crystal, that when breached with psychic magic, will expand into the caster's mind of a telepathic, mental map.
2	A memory of an Illithid band, called "Brain Rot," playing harsh music. After the memory fades, the creature who experienced the memory receives a Bonethriven that is audibly silent when played but is listened to telepathically. It can reach others' minds within 100 ft.
3	A memory of an ancient aboleth's final cry as it dies of disease. After the memory fades, the creature who saw the memory will receive a pile of gray aboleth slime in a jar. The slime will let someone gain gills, but they will become an aboleth's slave (or an aboleth servitor).
4	A memory of a sharply dressed, tall mind flayer who is piloting a spelljammer. Once the memory fades, the memory's viewer is able to pilot ships with ease.
5	A memory of an older, gnarled mind flayer who is knitting a tapestry. After the memory fades, the memory's viewer is able to weave tapestries and other crafts with ease.
6	A memory of a shorter, stout mind flayer who is preparing a brain feast for a crowd. After the memory fades, the memory's viewer permanently has -1 to intelligence and has advantage on all food-related checks.
7	A memory of a mind flayer jeweller, who is carving tessellations into a long golden ring for another mind flayer's tendril. Once the memory fades, the memory's viewer is able to identify most gemstones and precious metals, and the memory's viewer has an interest in jewelry.
8	A memory of terrible darkness. Of screaming. Of sorrow. Of lives lost too soon, of lives lost too long, of lives lost in every way. The viewer will wake up screaming and will have +2 to insight.
9	A memory of a mind flayer slowly placing her fallen comrade's brain into a funerary jar. The viewer shares the flayer's sorrow and pain. When the memory fades, the viewer has +1 charisma, and advantage with discussing death and other heavy topics.
10	A memory that is overwhelming in all senses except scent. When the viewer leaves the memory, they have no sense of smell for d6 hours, and instead have darkvision and enhanced mental acuity.

d100	Squid Pro Quo
1	An edible mind flayer's tentacle (which is deeply reminiscent of an octopus tentacle, food-wise). When eaten by a creature, that creature will become megalomaniacal and believe that they are the center of the universe. They will have a deep, unceasing hunger for universal domination, though their stats and abilities do not change. These effects will last for d6 hours.
2	An edible mind flayer's tentacle (which is deeply reminiscent of an octopus tentacle, food-wise). When eaten by a creature, that creature's limbs will become tentacles for d20 hours.
3	An edible mind flayer's brain. When eaten by a creature, that creature will hallucinate visions of octopodes swimming around them.

4	An edible mind flayer's brain. When eaten by a creature, that creature will lose any magic for d6 hours. They will also have a deep urge to grow their dominion over the rest of the world. They will try to control the minds of those around them to make them obedient thralls—but because they lack magic, there is no way for them to see their new urge through. These effects will last for d6 hours.
5	An edible mind flayer's brain. When eaten by a creature, that creature will permanently have +3 intelligence. They may feel megalomaniacal if their alignment is already lawful evil.
6	A staff shaped like an onyx tentacle wrapped around a stalactite. The tentacle can be used as an extra-long limb to grapple and grab items. The suction pads can also stick to walls.
7	A whip shaped like a curled onyx tentacle. It can be used as an extra-long limb to grapple and grab items. The suction pads can also stick to walls.
8	A tentacle-shaped rope. The suction pads can stick to walls, but climbing the rope may be a challenge—the creature who climbs it may be stuck to the rope itself, too.
9	A circlet adorned with gems that look like octopus eyes, horizontal pupils and all. When worn, the wearer has advantage on Arcana and provides resistance to psychic attacks. The wearer's pupils also become horizontal.
10	A set of contacts that have silver horizontal-slit pupils. When worn, the wearer is granted darkvision. They are especially sensitive to bright light.
11	A set of contacts that have purple horizontal-slit pupils. When worn, the wearer sees into the Underdark from a bird's eye view. Daylight will temporarily blind them for d3 hours.
12	A mind flayer tentacled mouthpiece that lets the user speak Undercommon, Deep Speech, and Qualith.
13	A vial of mind flayer's silver blood, which can boost the effects of psychic abilities and magic when consumed or applied to an object.
14	A silver headscarf that nullifies any psychic or mind control abilities, giving the wearer psychic immunity.
15	A resonance stone, which is a psionic item that lets a creature imprint an emotion upon someone else.
16	A sleek, thin tessadyle robe, which adjusts to the wearer's physiology. It has innate psionic energy and boosts reaction time. It can also speed cell growth, healing wounds in a third of the usual time. This can be used once daily
17	A thick yet lightweight tessadyle robe, which adjusts to the wearer's physiology. It has innate psionic energy and can extend itself, vines knotting and winding together, to form the wearer's choice of melee weaponry. This can be used once daily.
18	A tessadyle robe made of variable strands of fungus, which adjusts to the wearer's physiology. It has innate psionic energy and can puff like a balloon to slow the wearer's fall and prevent fall damage. This can be used once daily.
19	A set of steel, arrow-tipped illithid tentacle extenders, which can also psionically attach to a creature's non-tentacle limbs and extend their limbs by up to 3.2 feet.
20	A cursed ring that boosts arcane magic—at a price. The wearer feels the need to sleep during the daytime and will feel wide awake during nighttime.
21	Tendril rings that, when attached to a mind flayer's mouth tentacles, will automatically teleport the mind flayer to a pre-determined safe location once their HP drops below 33%. However, when applied to a non-mind flayer, they will immediately teleport the wearer to a random location once per day and cannot be removed unless attuned with psionic power.
22	Slightly slimy gauntlets that allow the wearer to extract memories from a target's mind. The gauntlet must be pressed against the target's skull (or near their brain).

Sanity's Dirge

This bone flute, adorned with grotesque writhing tentacles, resonates with the alien discordance of the illithid mind.

As an action, you can play the flute to unleash a psychic attack on one creature you can see within 60 feet. The target must make an Intelligence saving throw (DC 15) or take 2d10 psychic damage and be stunned until the end of their next turn. After using this ability, the player must roll a d20. On a 1, they are afflicted by disturbing hallucinations, suffering disadvantage on all Wisdom checks and saving throws for the next hour.

23	A +1 crossbow that is fitted with all-metal bolts. The bolts are infused with psychic energy.
24	A mind shield, or a large, mirror-like shield, that bounces psychic magic to the caster.
25	A mind flayer mosaic that is made of a metallic tessellation. Staring at it is hypnotic, and will send the viewer into a deep calm. Their health points will be restored, and they will feel at peace. The mosaic s positive effects can only be used once per creature.
26	Mauve carapace armor that adjusts to the wearer's body and grants immunity to arcane magic.
27	A mini nautiloid ship in a bottle. If the bottle is broken, the ship becomes full-sized. However, it can only be driven by a mind flayer.
28	A miniature conch-shaped spelljammer that can fly around when psionically attuned to. It can carry up to 2 pounds or just under 1 kilogram of weight, and is 1 foot, or .3 meters, long.
29	A sharp, silver +1 longsword that deals psychic damage and can be lifted by any psionic or telekinetic magic ability (like Mage Hand), even if it surpasses the weight limit of that spell.
30	A set of suction pads that can be applied to creatures' heads. When applied, they gain 'Telepathy' and can wordlessly communicate with one another.
31	A powder of ground-up mind flayer skin that can erase the last 10 minutes of memories from a creature's mind.
32	A complex machine that hums with psionic magic. It has two tubes, that when connected to two creatures' skulls, swaps their brains—and lets them inhabit the other's body until switched back.
33	A set of leather boots that are designed with illithid holy geometry. They allow the wearer to walk on walls and non-flat surfaces through psychic energy.
34	A giant beholder eye that is sometimes used in mind flayer home décor like home cameras.
35	A bottle of "Brian's Bottled Brains: brains in a jar!" Drinking it temporarily adds +5 to a creature's intelligence stat for d6 hours. If their intelligence is not already 16 or higher, they will also suffer from an awful migraine. The brains are blended from unknown, but likely humanoid, creatures.
36	A bottle of "Betty's Brain Drain Elixir," which reduces a creature's intelligence by 10 for d20 minutes. Effects the user through contact.
37	A small, jeweled box that is full of psionic magic. It can store and protect brains, keeping them intact for an infinite amount of time.
38	Steel-tipped arrows that give amnesia to whoever they hit for d6 hours.
39	Rusted steel-tipped arrows that deeply confuse whoever they hit, giving them the 'Dazed' condition for at least 1 turn.
40	A deceptively small vial that contains a richly colored ruby jelly. If uncapped, it expands to an adult oblex, and will try to attack those around it.
41	A deceptively small vial that contains a richly colored emerald jelly. If uncapped, it expands into an oblex spawn, which may be tamed and made docile.
42	A vial that is scrawled with "DO NOT OPEN." Inside is an elder oblex, and it is hungry.
43	A bottle of at least 50 small nerve swimmers. When opened, they will attack the nearest creature to burrow into.
44	A jar containing an amorphous, ever-shifting, and fleshy brain blob. If released, the blob will expand into a brain golem. It may serve any strong psionics or creatures who have telepathic orders. If not, or if the attempt to link with the brain golem fails, it will attack everything in sight.
45	A very, very small mind worm (that is roughly the size of an earthworm). It can do everything a large mind worm can, only significantly smaller and weaker.
46	A taxidermized cranium rat. If its brain is poked, light shines out of its eyes.
47	A desiccated young brainstealer dragon's skull with a leather strap behind it. When worn as a mask, it blinds (gives 'Blindsight') to its wearer, and allows the wearer to use a 'Mind Blast' once while wearing. The skull adds +1 to AC.
48	A bag of baby beholder eyes, which can be used like marbles (and have been used in mind flayer games). When attuned to, a person can see through all of the eyes, having multiply-compounded vision. It is dizzying, but effective for spying.
49	A jar full of clear fluid and a mind flayer's eye that has a flap attached, similar to a tadpole. Once the jar is opened, the eye exits and shows its true form—a mindwitness.

Voidskull

This band, made from an unnknown eldritch metal, holds the visage of a mindflayer's skull, a grim trophy that whispers to those who dare wear it.

Psionic Insight: The wearer gains advantage on Intelligence (Arcana) checks and can communicate telepathically with any creature within 30 feet that has a language.

Mind Shield: The wearer has advantage on saving throws against spells and abilities that would read their thoughts, control their actions, or affect their emotions.

50	A small, squirming intellect devourer. It will automatically follow any mind flayers nearby, serving them. If there are no mind flayers around, and if a psionic caster can telepathically connect to the intellect devourer, the creature will become friendly and very dog-like in personality.
51	A shoddily-made intellect devourer figurine with a name underneath—"Spot." It was made from a mind flayer child to memorialize their favorite pet. The figurine grants mental clarity and +1 intelligence when on hand.
52	An alhoon cloak. +2 to arcane magic casting ability. Any nearby illithids will dislike and shun the wearer.
53	An alhoon wand. Spells do not need any verbal components to be cast with this wand.
54	A vampiric illithid tooth. When the tooth pierces a creature, they gain telepathy, but lose 2 intelligence. They will also have a slight hankering for blood.
55	An oortling helmet. It forms a giant, veiny bubble around a person's skull (similar to a giant bald cap), and can be used to help people levitate above the ground for d10 minutes at a time. The wearer is unable to fight while the helmet is on.
56	A miniature giant space hamster, which was once the pet of a cruel mind flayer. It will immediately bond with whoever finds it, and it can telepathically communicate to others with whispers.
57	A troglodyte brain in a vat. If opened, the brain's stench is so strong that it will 'Paralyze' anyone who is within 20 feet of it.
58	An illithid tadpole in a jar. If uncorked, the tadpole will want to implant into the nearest creature to itself—or the most intelligent creature if there is a group close by.
59	A strangely fleshy mask that is shaped like a beholder. When affixed to a person's head (there is no strap), it suctions to their skin. The person's head will permanently become a beholder's, only still attached to their body—their head will be circular, with one central eye and ten other eyes attached to stalks. The creature's alignment shifts once toward lawful evil, and they are able to also speak Beholder, Undercommon, and Deep Speech. They can cast Eye Rays.
60	A small golden pill that, when consumed, provides the body with the same benefits as a full day's exposure to sunlight. Its effects, though magical in description, are grounded in science; offering Vitamin D production and mood enhancement.
61	A dark, coiled necklace that pulsates with a cruel energy. When worn, it unknowingly begins the early stages of Ceremorphosis on the wearer, granting them temporary insight into the memories of a mind flayer's retained host. However, if worn for more than d6 hours, the transformation starts becoming irreversible.
62	A small pendant contains a dormant illithid larva. When broken open, it awakens the larva which attempts to attach to the nearest humanoid. Those with knowledge of the Underdark recognize this as a deadly weapon.
63	Made from the wrinkled and preserved tentacle of a mature illithid tadpole, this whip has several prehensile appendages. On a hit, the tentacles have a chance to pull memories from the target, revealing their last thoughts.
64	A moist leather dampsuit that provides complete protection against heat and dry conditions. Its exterior is adorned with intricate, shifting patterns.
65	An insidious chalice, that when filled with liquid and drank from, allows one to access retained host memories of a particular illithid's past victims, but at the risk of having their own memories cannibalized.
66	A blade covered in writhing tentacles. On a hit, the dagger releases a mind flayer spawn onto the target. The spawn attempts to attach and start the early stages of Ceremorphosis.

67	An enchanted mask resembling the tentacled mouth of Sarkt, the outcast illithid sorcerer. When worn, the wearer can cast a verbal spell once per day that causes madness and confusion in its victims.
68	Not just any dampsuit, but one blessed by the deity Ilsensine. This moist leather bodysuit not only protects from deadly heat but also grants the wearer psychic abilities and protection against psychic attacks.
69	A blackened chain, etched with ancient runes in Undercommon. This chain can bind any single gith, be it githyanki or githzerai, rendering them powerless.
70	A deep purple amulet that writhes with the insidious presence of an elder brain. When attuned, the wearer can communicate telepathically with any creature, but prolonged use risks the elder brain trying to dominate the wearer's mind.
71	A fragile parchment containing verses from the Sargonne Prophecies. These prophecies hint at future events in the Underdark and the rise and fall of powerful illithid colonies.
72	A thick tome, bound in an unknown hide, contains knowledge from the ancient text known as The Astromundi Chronicles. Anyone studying it can gain forbidden knowledge about the multiverse, but at the cost of their sanity.
73	A polished silver orb with no reflections. Belonging to the legendary Qorik el-Slurrk, this orb enhances psionic abilities and allows the user to temporarily dominate other creatures, turning them into obedient thralls.
74	A silver ring which is shaped like a tentacled mouth. When worn, it grants the wearer a prehensile tentacle which can be used to grapple or manipulate small objects within 5ft of the user.
75	A journal from a githyanki captive detailing their experiences and tortures under the cruel rule of the illithids. It contains hints on illithid weaknesses and the politics of the Underdark.
76	A vial containing a drop of essence from an elder brain pool. When consumed, it provides a temporary boost to psychic abilities but may also induce horrifying visions of the hive's cruel intentions.
77	A small statue representing Ilsensine, the god of the mind flayers. It's said that praying to this statue can grant psionic protection, but at a mysterious cost.
78	A tattered scroll that contains dark spells once penned by Sarkt, the outcast illithid sorcerer. Using them can grant immense power, but each spell requires a grim sacrifice.
79	A brooch which contains a dormant illithid larva. When pinned to a victim, it awakens and starts the Ceremorphosis process, making it a weapon of cruel fate.
80	An intricate spectral map showing pathways through the multiverse, blessed by the deity Ilsensine. Those who understand its patterns can travel between dimensions, but not without attracting the attention of powerful beings.
81	An intricate necklace made from the interwoven neural strands of ancient mind flayers, preserved and petrified over millennia. When worn, it allows the user to tap into the collective memories of those illithids. Once per long rest, the wearer can tap into the Neural Nexus to gain advantage on any History, Arcana, or Insight check. However, prolonged use risks gaining temporary or even permanent madness.
82	A small glass jar, sealed with strange runes. It contains a minuscule fragment of an elder brain suspended in an unknown liquid. When held to the ear, the bearer can gain insight from eerie whispers, granting a bonus to Intelligence saving throws for the next hour, but there's a small chance the elder brain fragment might attempt to dominate or deceive the listener.
83	**Psionic Amplification Circlet:** Fashioned from rare Underdark minerals and inlaid with encapsulated elder brain tissue, this circlet boosts the psionic powers of its wearer. Psionic attacks deal additional psychic damage, and the wearer can cast the Detect Thoughts spell once per short rest without expending a spell slot. Wearing the circlet for prolonged periods, though, might lead to migraines or vulnerability to psychic damage.
84	A cloak woven with darkened tendrils found in the deepest parts of the Underdark and imbued with illithid magic, this cloak grants the user the ability to physically meld with shadows. Once per long rest, the user can become ethereal, passing through walls and obstacles, for a short period.
85	A flask filled with a silvery ichor, the distilled essence of a mind flayer's predatory nature. Drinking it bestows the drinker with the mind flayer's Mind Blast ability for a short duration. Over-reliance or frequent consumption can lead to aggressive tendencies or an insatiable hunger for brains.

86	A thick, heavy book, bound in a skin that looks suspiciously like a mind flayer's, is filled with esoteric symbols and arcane rituals. Studying it grants the user knowledge of forbidden spells, primarily revolving around mind control, psychic damage, and telepathy. However, each spell cast from the grimoire comes at a cost, ageing the caster or drawing from their life force.
87	A rod adorned with strange engravings that seem to shift and move, almost alive. This scepter allows the wielder to inscribe messages in Qualith, the tactile illithid script, onto surfaces. Those who touch these inscriptions can have their minds influenced or even controlled if they fail a Wisdom saving throw.
88	**The Nautiloid Compass:** This artifact, shaped like a miniature nautiloid ship, always points to the nearest colony of mind flayers. It's an invaluable tool for those hunting illithids but is equally treacherous as there is a 10% chance it might give away the user's position if they come too close to a colony.
89	**Illithid Dreamcatcher:** Crafted from the tendrils of a mind flayer's tentacles and the strands of an elder brain's thoughts, this eerie ornament traps nightmares and dark thoughts. Hanging it above one's resting place ensures a peaceful sleep, free from psychic intrusions. But every dream caught feeds the lingering essence of the mind flayer, potentially leading to its resurrection.
90	**Aboleth's Eye Amulet:** Though not directly related to illithids, this amulet, containing a preserved eye of an aboleth, provides a shield against psychic intrusions and defenses against mind-controlling effects. Legends say that using it too frequently might draw the attention of lurking aboleths, curious about who wields the remnants of their kin.
91	An obsidian helm set with eerie, luminescent gemstones representing the myriad planes of existence. Once belonging to the Inthar, a legendary illithid historian, it allows the wearer to relive significant moments of the Gith rebellions. It provides the wearer with proficiency in History checks and can, once a day, cast Legend Lore without consuming a spell slot.
92	A splinter of an astral dreadnought tooth, this dagger radiates a strange, unnerving energy. It can tear rifts into the Astral Plane, allowing brief glimpses or travel for those daring enough.
93	**Foulspawn Phylactery:** A shimmering container that holds a fragment of the Plane of Madness within. When opened, the immediate area is shrouded in chaotic magic, causing wild and unpredictable magical effects reminiscent of a Wild Magic Surge.
94	A helmet made from the hardened carapace of a Thoon Hulk, can absorb psionic energy. It provides resistance to psychic damage and can, as a reaction, reflect a Mind Blast back at its caster once per long rest.
95	A translucent crystal that originated from the legendary Infinity Spire of Oryndoll. It can store vast amounts of knowledge. Once per long rest, users attuned to it can tap into its reserves for advantage on one Intelligence-based check.
96	**Psilencer Rod:** A sleek, dark rod capped with a Cognizance crystal. Activating the rod silences all psionic abilities within a 30-ft radius, acting as an anti-magic field specifically for psionic abilities.
97	**Cephalopod Cloak:** A cloak crafted from the silky textures of Underdark cephalopods, it allows the user to effortlessly glide through water, granting a swim speed equal to their walking speed and the ability to breathe underwater.
98	An amulet set with an amethyst carved into the shape of a brain. When worn, it boosts the bearer's Intelligence by 4 and grants the power to cast Detect Thoughts once per day. However, with each use the wearer's mind becomes more illithid-like, developing a hunger for sapient brains. If used more than 1d4 times, the wearer must roll a saving throw or become a thrall to the nearest elder brain.
99	A cloak lined with woven fibers from the astral plane. When worn, it allows the wearer to cast Plane Shift to the Astral Plane once per day. However, each use strains the weave of reality around the wearer. After the 3rd use, any attempt to teleport has a 25% chance of catastrophic failure.
100	A wand made by twisting the ossified tentacles of an undead alhoon. It allows the wielder to cast Dominate Monster once per week.

THE SQUIRREL'S TREE

Deep within the grove, a robust oak stands sentinel, its branches a maze of secret stashes and squirrelly shenanigans. This isn't just any tree; it's the ultimate squirrel fortress, housing generations of nutty tales and treasures. Are you nuts enough to challenge the woodland warriors and unshell their secrets?

d10	Treetop Treasures
1	1d6 beans that can grow into a thick, scalable beanstalk within a day; the beanstalk can reach up to 50 feet in height
2	1d6 Goodberries that do not lose their effectiveness; eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day
3	1d6 Badberries that look and taste similar to goodberries; when consumed, you receive 1d6 poison damage and become incapacitated for one hour
4	1d6 Goldmarsh berries; when consumed, you become more confident in yourself; for one hour, you gain advantage on Charisma checks, but you also receive disadvantage on your Wisdom saving throws
5	A short, yew wand that can summon 1d6 squirrels from nearby trees; each squirrel deals 1 piercing damage to a target creature before they scatter away
6	1d6 extremely rare Ioun nuts; when you eat one, increase one of your ability scores by 2, to a maximum of 20, for one hour; you can only benefit from the effect of an Ioun nut at a time
7	An acorn that transforms into an oak tree within a single day even if not planted
8	A collection of 1d10 draconuts; eating it allows you to use the Breath Weapon ability for 1 minute (damage type corresponds to the color of the nut; see draconic ancestry table)
9	A fluffy squirrel tail that you can attach to your clothes; allows you to nimbly traverse the treetops
10	A packet of magical trail mix that has treats for every animal; you gain advantage on Wisdom (Animal handling) checks when you offer it as a treat

THE FRESHLY DUG GRAVE

In a secluded corner of the graveyard, still untouched by the mournful songs of grieving kin, lies a freshly dug grave. Its unsettled earth tells tales not of who rests within, but of the haste and mystery behind its creation. Do you dare to unearth the story the grave seeks to hide, or will you let sleeping secrets lie?

d12	The Puzzle of the Fresh Plot
1	A heart the size of a grown man's head. After inspecting for a while, you will notice it's beating, just extremely slowly. Stabbing the heart will cease its beating and increase the attacker's constitution by 2. However, it also prompts a powerful scream from within the earth. A scream of pure hatred. Kill the heart at your own risk
2	A golden locket wrapped in the rags of a corpse. Within there is a faded portrait of someone vaguely familiar. Worth 2gp.
3	A fine silver locket wrapped in the rags of a corpse. The portrait looks hastily removed. Worth 5sp.
4	A poor man's wedding ring. Appears to be made of copper. There's an inscription on the inside, reading "I will love you as long as the stars hang in the sky". You would be lucky to get 4cp for the ring.
5	A fine, golden wedding ring, with a single diamond encrusted in the metal. The outside is dirty, but the inside is clean and polished, as though it was often removed. Worth 4gp.

DEATHSPEAKER'S CHARM

This jet-black amulet bears the symbol of Nerull, the god of death. Made from obsidian and gilded with silver, it has an unsettling chill to the touch.

When worn, it grants the ability to cast 'Speak with Dead' once per day without using a spell slot. The amulet can only be used by someone who respects the natural cycle of life and death, as per Nerull's doctrine. Any attempt to use the amulet to disrupt this cycle, such as to gain information to prevent a destined death, may incur Nerull's displeasure.

6	It appears this corpse was buried so hastily the murder weapon wasn't even removed. The blood on the blade resists any attempts at cleaning, and glows slightly. It appears the blood has strengthened the blade. Deals 1d6 piercing damage.
7	An eyepatch with a constellation patterned on the front. Wearing the eyepatch grants a wider perspective, and adds a cosmic haze to the wearer's vision. The eyepatch gives advantage on all insight checks and disadvantage on all perception checks. The eyepatch cannot be removed for one hour, once put on.
8	A strangely fine bottle of rum, found in a dead man's coat. There does not appear to be anything wrong about it. It is possible to drink it. It is unlikely it would sell for much, given all the dirt stains that resist cleaning.
9	A fine leather coin pouch that is nearly empty. Only 1d12 coppers remain.
10	A hefty coin pouch, containing change as well as gold. Contains 1d12 gp, 1d12 sp, and 2d10 cp.
11	A letter of credit. The like are often carried by noblemen, allowing them to access their accounts. It could be difficult to use, however, unless you could appear as the noble.
12	An old, cracked seashell. Holding it up to your ear, you can hear the sea...and something else. A whispering, telling you about an ancient weapon buried beneath the nearby town.

THE CREEPY CULTISTS' CLOAK ROOM

Beyond the unholy altar, the creepy cloak room awaits. Are you ready to unravel the threads of forbidden tales and hidden heresies?

d12	Vestments of the Vile
1	**Unseen Servile Cloak** This simple grey cloak can turn invisible, and follow a target for up to 24 hours autonomously, after which it returns to its owner and relays all significant information back to them from its observations, with its limited intelligence.
2	**Cloak of Whispers** A cloak that whispers to you, daring you, begging you, screaming at you to examine it more closely. Investigating the cloak reveals that its insides are lined with dozens and dozens of humanoid lips from several different races, all whispering pleas to be put out of their misery.

RAVENFEAST SHROUD

Whispered to be sewn with the feathers of ravens that were fed on the flesh of the executed, the Ravenfeast Shroud seeks a master whose heart is as dark as the feathers that adorn it.

Once per long rest, you may temporarily bury the cloak in earth where the dead are laid to rest. Doing so at night, you call forth up to 1d4 specters from graves within 60 feet. The specters are under your control, following your verbal commands to the best of their ability. The specters remain until dawn, or until you are incapacitated, or if the cloak is removed.

3	**Cursed Mask of Influence** A cursed mask that, once attuned to, cannot be removed except with a Remove Curse spell. While wearing the mask, the wearer automatically fails against any Charm, Domination or Possession rolls.
4	**Cursed Mask of Release** A cursed mask that represents a dark god who was long ago imprisoned by the other gods. Once attuned to, the mask cannot be removed except with a Remove Curse spell. The mask completely surpresses the wearer's identity, instead allowing the chained god to act through their body on the Mortal Plane.
5	**Murderous Chains** A set of chains that wrap around the first person to come across them. Without the pass phrase, the chains wrap tighter and tighter around their victim, doing 3d6 crush damage every turn. A DC 17 Strength save is required to remove the chains.
6	**Dagger Display** A hidden display case filled with 11 blood-drenched daggers, each denoting the name of the person it has killed. There is a blank twelfth space, which contains your name.
7	**Ring of the Parasite** A cursed ring that, once worn, presses barbs into the wearer's finger for 1d4 piercing damage. While wearing the ring, the wearer thirsts for humanoid blood and cannot consume anything else - including potions. For every day that the wearer does not consume humanoid blood, they suffer one point of Exhaustion.

8	**Cult Leader's Head** The head of the cult's former leader on a pedestal, magically enchanted so that Speak With Dead can be cast on it an infinite number of times.
9	**Cloak of Cursing** A cloak stitched from human skin, always uncannily warm to the touch, that contains a maximum 5 charges, and recharges 1d4 charges every dawn. Each charge can be used to cast the Bestow Curse spell as an action. Wearing the cloak fills the wearer's mind with maddened voices, each demanding a Curse be cast. When the cloak has 5 charges, the wearer must make a Wisdom save (DC 14) or cast the Bestow Curse spell on the first person they see. As long as the cloak has at least 1 charge, the whispering never abates, giving the wearer a disadvantage on all Concentration rolls, and Perception rolls that require hearing.
10	**Ghost Prison** A crystal ball which contains the captured essences of 13 ghosts. If the ball is destroyed, the ghosts are released, and are immediately hostile to all living creatures.
11	**Choker of Living Flesh:** This disturbingly gruesome choker has the texture of living flesh, complete with warts and tufts of hair. While wearing the choker, your voice changes, gaining +4 to Intimidation checks. However, the choker occasionally tightens, forcing a DC 15 Constitution saving throw. On a failure you start suffocating as the choker begins to strangle you. It continues to tighten every round until you pass the save.
12	A dark onyx stone ornament etched with countless faces that contort in agony.

Mask of Morose Mockery

Curse of the Twisted Smile: Once donned, even for a moment, the wearer's mouth gradually transforms into a mimicry of the mask's smile, and they find laughter in even the most horrific events. This macabre grin is imperceptible to the cursed individual, undetectable by touch or reflection, revealing itself only through the reactions of others.

Only a Remove Curse spell or similar magic can undo this haunting transformation and silence the inappropriate laughter.

The "Abandoned" Nest

High above, nestled in the boughs of ancient whispers, lies a nest that the world believes to be abandoned. But oh, how appearances deceive in the great green wild! Each twisted twig holds tales of wings that once soared and eyes that once beheld the earth from the heavens. Dare you scale the branches to unveil the nest's concealed chronicles, or will you remain earthbound, never to flutter in the face of mystery?

d30	Riddles of the Roost
1	A glistening black feather that grants the user the ability to make an Acrobatics check with an additional d4 when attempting a leap or fall from a great height.
2	**Bracers of Talongrip** These thick keratin bracers add a d4 to Athletics checks. Engraved with an intricate feather motif.
3	**Tattered Liar's Cloak** A cloak belonging to a deceitful bard swallowed whole by the giant bird. Grants the wearer a bonus to Deception checks, adding an additional d4.
4	**Tome of Avian Lore** This tattered book grants a d4 bonus to Nature checks related to birds. It was penned by an ornithologist who met his end in the nest and is filled with detailed illustrations and insights.
5	**Eyrie Watcher's Telescope** This item provides a d4 bonus to Perception checks over long distances, allowing the wearer to spot even the most hidden details. It belonged to a scout who once spied on the giant bird's nest.
6	**Medicinal Pouch** A small bag containing ancient healing herbs and tools. Gives an additional d4 to a single Medicine check.
7	**Wind-Dancer's Slippers** These feathery slippers add a d4 to Performance checks, specifically for dance. They belonged to a famous performer, Avielle Featherfoot, who used to mimic the flight of birds on stage.
8	**Eagle-eyed Monocle** This monocle sharpens the user's sight, granting a bonus d4 to Perception checks at close range.
9	**Silvered Lyre** A beautifully crafted lyre that, when played, captivates an audience. Grants a bonus d4 to Performance checks.
10	**Tongue of the Diplomat** A preserved tongue in a jar, said to have belonged to a legendary diplomat. Adds a d4 to Persuasion checks when a piece is consumed.

11	**Medallion of Thunder Resistance** This talon-shaped medallion grants resistance to thunder damage. It's said to contain the essence of a storm that the great bird once soared through triumphantly.
12	A semi-transparent ring with a tiny ice elemental in the stone. This ring grants resistance to cold damage. It's made from the ice of a glacier where the bird once roosted.
13	**Amulet of Charmed Resilience** This amulet surrounds the wearer with small ethereal hearts and makes them immune to being charmed. It belonged to a bard who serenaded the giant bird but was not lucky enough to escape its hunger.
14	**Nomad's Compass** An ornate compass aiding in survival. Adds a d4 to Survival checks.
15	**The Flask of Serpent's Cure** This pewter flask is attached to a leather strap. A full swig will heal 2d4 + 2 hit points and cure 1 regular poison or disease. A small signature on the base reveals it belonged to an alchemist who tried to study the bird's poisonous diet.
16	**Tome of Nest History** This tome grants a d4 bonus to local History checks, containing the entire lineage and habits of giant birds. It was found alongside the skeletal remains of a scholar in the nest.
17	**Phantom's Quiver** This quiver seems to endlessly produce ghostly arrows, but only for the attuned user.
18	**Charm of Unyielding Terror** When adorned, a small ethereal bird skull hovers above the user's head, granting immunity to being frightened. It's rumoured to be the manifestation of the giant bird's terrifying presence.
19	**Aerie's Healing Charm** Once per day, the wearer can reroll a saving throw, taking the higher result. Crafted by a well-known cleric who tried to heal an injured chick but was eaten by the mother bird.
20	**Bracelet of Flame's Dance** A bracelet that allows the caster to cast Fireball at third level once per day. It's adorned with feathers from a young phoenix once devoured by the giant bird.
21	**Charm of the Fallen Angel** A small silver charm granting resistance to necrotic damage, with a tiny skeleton accompanying the attuned.
22	**Boots of the Silent Approach** These boots allow the wearer to cast Pass Without Trace once per day. It is rumoured that they belonged to a rogue who attempted to steal eggs from the nest.
23	**Pendant of the Icewing** This pendant adds 1 additional cold damage to attacks and an additional 2d10 cold damage to critical hits. Chill to the touch, it contains a fragment of bone from the Giant Icewing.
24	**Sword of Thunderous Impact** A sword that deals 1 additional thunder damage on all attacks, and an additional 2d10 thunder damage on critical hits. The blade rings with the echoes of ancient imbued thunderstorms.
25	**Cloak of Ethereal Wings** While attuned to this item, a critical hit causes the wearer to grow ethereal wings, allowing a short burst of flight for 1 minute.
26	**Elemental Prism** A multi-faceted crystal that changes color based on the nearest element, granting resistance to that element's damage type.
27	**Shaman's Totem** A small carved totem that allows the user to cast Animal Friendship twice a day and adds a d4 to Nature checks.
28	**Ancient Map** This map has a magical property showing hidden paths towards safety, granting a d4 bonus to Survival checks when returning from the nest.
29	Among the griffin's eggs is a smaller brown egg, spotted with white. A successful Intelligence (Nature) check will reveal it is the egg of an Impostor bird: this bird finds nests and hides its own egg among the others, in hope its babies are fed by others. Hearing the singing of the Impostor bird is supposed to bring luck, making it a prized and cute companion among entrepreneurs.
30	A brown amphora, with claw marks around the handles, depicting a funeral procession and various burying processes. The last step depicted is the corpse rotting in the ground while people weep above their graves. The amphora always smells like fresh dirt and its bottom is always full of worms.

Did you know the "abandoned" nest has a five-star rating on "FairyBnB"? Guests rave about the rustic ambiance and the chirp-filled morning alarms!

THE OPULENT ENCHANTER'S JEWELLERY VAULT

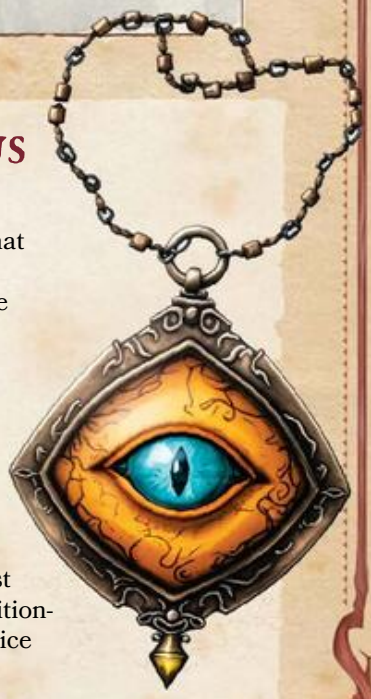
Ah, the Opulent Enchanter! You'd think someone with such impeccable taste in gemstones and gold would've chosen a sturdier lock for their vault. Fingers crossed their enchantments outshine their choice in security. A treasure trove of 100 glittering goodies awaits!

d100	Spellbound Selections
1	A silver band with three small gems embedded within. Two glow with a faint red and yellow light while the third emanates a brilliant white aura. While wearing the ring, you gain resistance to fire damage. In dim light, the ring sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
2	Veteran's Silver Signet: This tarnished and worn silver ring bears the nicks and scrapes of heavy use. It feels lighter than it should. A veteran soldier's memento, it grants its wearer proficiency with martial weapons and shields.
3	Ring of the Heavy Handed: Enchanted to feel deceptively light to the wearer, this copper ring physically weighs as much as a longsword. Your unarmed strikes deal an additional 2d4 bludgeoning damage while wearing it. Inscribed with a flowing script: "Physics be damned!"
4	A copper ring causes its wearer's fingers to emanate a faint green glowing patina. The light shed is equivalent to that of a candle.
5	Knight's Signet: This copper ring bears a shield crest polished to a mirror finish that never tarnishes. While wearing it, you have advantage on Charisma (Persuasion) checks made to influence soldiers and knights.
6	Carved from the heart of a treant, this ring can absorb up to 21 points of damage per day that would normally affect its wearer, shielding them from harm. If the damage absorbed exceeds 21 points, the ring bursts into splinters dealing 2d10+1 thunder damage to any creature within a 10ft. radius. Recharges at dawn.
7	When dawn's light crests the horizon, this gold band vibrates, ensuring you never oversleep.
8	Ring of the Autumn Breeze: Swirling leaves of gold-leaf adorn this band's surface, while Elvish runes of protection adorn the inner curve. While wearing the ring, you have resistance to bludgeoning, piercing, and slashing damage dealt by natural, non-magical weapons such as claws, bites, horns, etc. (DMs discretion).
9	Ouroboros Ring: This cold obsidian band is crafted in the shape of a serpent devouring its own tail. The exquisite details reveal each scale and fang. You gain advantage on saving throws against being charmed or frightened. If you fail a saving throw against being charmed or frightened, you can repeat the save at the start of your next turn with advantage.
10	Ring of the Rotten Catch: While wearing this bone ring, you exude the stench of rotting fish. Creatures with the keen smell trait have disadvantage on Wisdom (Perception) checks that rely on scent if you are within 30 feet of them, however you do suffer disadvantage on all Charisma checks.
11	A golden wedding band bears the inscription "So close, yet so far" along the inner curve. If your spouse dies by the hand of an enemy, you gain advantage on all attack rolls, ability checks, and saving throws made to avenge their death.
12	A clear crystal amulet which hovers an inch from your skin or clothing, suspended by magic. It counts as a crystal arcane focus and adds +1 to spell attack rolls while attuned.
13	Ring of Fission and Fusion: These two interlocked steel rings occasionally fuse into one or separate into two at random intervals. When fused, your Athletics score increases by 2. When separate, your Dexterity score increases by 2.
14	A heavy ring carved from granite flecked with crystalline inclusions. You have advantage on Strength checks to move or break objects made of stone.

ARCANE OCULUS

Encased in a golden setting, this amulet features an eye that shifts unnervingly, its gaze piercing beyond the veil of the mundane.

Curse of the Prying Eye: The wearer's dreams are haunted by visions seen by the amulet, and they may wake up with knowledge they wish they did not have, leading to disturbed rest and unsettling paranoia. Additionally, powerful beings may notice their secrets being observed.



15	Ring of the Guiding Mist: This milky white stone glows brightly when immersed in fog or mist. While glowing, you cannot become lost in mist and fog effects except by magical means.
16	A large human eye preserved in fluid floats within this pendant's crystal chamber. While wearing the pendant, you can see in almost all directions and have advantage on Wisdom (Perception) checks relying on sight.
17	A seemingly mundane ring which conceals a tiny poisoned blade and hollowed reservoir. As an action, you can coat the blade in poison. Make a melee attack using your Dexterity modifier. On a hit, the target takes 1 poison damage and must make a DC 12 Constitution save or become poisoned until your next turn.
18	Delicate golden earrings depict two shooting stars plummeting downwards. The star tails glisten with a brilliant silver arcane energy. While wearing these earrings under a starlit sky, you gain a +1 bonus to spell attack rolls.
19	Amulet of Arcane Symbols: Strange magical sigils adorn the surface of this ornate silver amulet. To the right buyer, this would be worth upwards of 1000gp.
20	An Electrum ring with the name "Cornelius" finely engraved on the inside.
21	A polished silver ring with esoteric symbols of significance etched deeply. You gain a +1 bonus to Arcana checks while wearing this ring.
22	Ring of Slipperiness: The band of this silver ring feels preternaturally smooth, as if perpetually coated in oil.
23	When spun, this small copper ring turns rapidly on its edge for exactly 1 minute before falling flat.
24	Ring of Nonsense: This small iron ring compels the wearer to speak in complete gibberish, though they remain unaware of the effect. To the wearer, their words are clear, but to others, they sound like utter nonsense. Removing the ring ends the effect immediately.
25	Cufflinks of the Night Flyer: These small silver cufflinks bear the relief image of a bat. You have advantage on Wisdom (Perception) checks relying on hearing while wearing these cufflinks.
26	Ring of the Scholar: An engraved platinum ring with a faceted sapphire. Doubles your proficiency bonus for Arcana, History and Religion checks while worn. There is a 10% chance that your thoughts manifest as magical floating ink blots that others can see. These abstract shapes give hints to your line of thinking.
27	Ring of Numbness: The smooth stone band of this ring partially dulls your sense of touch. You have resistance to poison damage and advantage on saving throws against being paralyzed. However, you have disadvantage on ability checks relying on touch while wearing the ring.
28	Puzzle Ring: This ornately worked mithril ring has dozens of shifting geometric patterns across its band. You gain a +2 bonus to Intelligence (Investigation) checks to deduce hidden meanings and solve puzzles... great for characters that hate puzzles!
29	Living Vine Necklace: Writing vines circle this verdant necklace. When exposed to water, tiny leaves sprout from the ring briefly. You can cast entangle (save DC 13) once per day when exposed to water. It regains this ability at dawn.
30	Ring of Remembrance: This nondescript silver ring feels teasingly familiar, as if reminding you of a forgotten love. You gain a +2 bonus to Intelligence (History) checks relating to your past/backstory while wearing the ring.
31	A rusty iron ring that bears a crude seam repair that somehow saved it from destruction. An intricate skull hallmark has been freshly punched on the inner curve.
32	Though rusted in patches, this iron band maintains a brilliant polished shine along the inside. The ring emanates bright light in a 10-foot radius and dim light for 10 feet beyond that.

THE EMBERLOOP

This exquisite ring seems forged from living flame, its ever-moving gold band cool despite its appearance. The gemstone centerpiece roils with the essence of the Plane of Fire itself.

Flameheart: The wearer gains resistance to fire damage, and any fire-based spells cast while wearing the ring deal additional damage equal to the wearer's spellcasting modifier.
Elemental Gateway: Once per long rest, the wearer can use the ring to open a small, temporary portal to the Plane of Fire, allowing them to summon a fire elemental (as per the Conjure Elemental spell). The elemental remains for 1 minute or until dismissed.

33	Ring of Serenity: An aura of calm surrounds the wearer of this plain silver-toned ring. You have advantage on saving throws against being charmed or frightened while wearing the ring.
34	Ring of Subtle Poisons: This inconspicuous black ring conceals a tiny poison reservoir within. As an action, you can release a drop of poison inconspicuously, poisoning the target if ingested (DC 12 Con save). While wearing this ring you gain +1 to Sleight of Hand checks.
35	Ring of Unbreakable Glass: Though seemingly mundane, the glass band of this ring is impervious to damage. While wearing the ring, you gain a +1 bonus to AC.
36	A semi-transparent gemstone that glows any colour the wearer desires, reflecting their mood.
37	Ring of the Mystic Eye: This bone ring hosts a shrunken, preserved eye. While wearing the ring, you gain truesight out to a range of 30 feet, but are blind beyond this.
38	Ring of the Frozen Touch: The black stone flecks on this iron band make it perpetually icy cold. You gain resistance to cold damage while wearing the ring, but ordinary fires deal double damage to you.
39	Ring of the Living Wood: Appearing to be made of fresh bark and sap, this ring smells of pine forests, you always smell fresh while wearing this ring.
40	A pair of tiny eyes glow from this black steel ring's inner band. While wearing the ring, you can see normally in darkness, both magical and non-magical.
41	Ring of Many-Colored Clown Rags: This ring appears crudely made from twisted scraps of cloth. If untied, a seemingly endless string of coloured rags can be unfurled.
42	Spinning Signet Ring: A slowly rotating gold band is inset into this pewter ring's face. The spinning metal makes a faint rhythmic clicking.
43	Usurper's Ring: This gilded brass ring is etched with the crest of the realm's royal line. While wearing the ring, you gain advantage on Charisma (Deception) checks to impersonate nobility.
44	A bracelet of smoke that randomly shifts between each write as you wear it. As a bonus action while wearing the bracelet, you can cast misty step without expending a spell slot. Once used, this property can't be used again until the next dawn.

SIGIL OF THE STORMWARDEN

Wondrous item, legendary (requires attunement by a spellcaster)

This ring, with its craggy, meteoric metal and a striking star emblem, houses the heart of a relentless storm, its electric blue energy crackling with primordial fury.

Eye of the Maelstrom: The wearer is granted resistance to lightning and thunder damage.
Stormbringer: Once per long rest, the wearer can invoke the ring to summon a storm in a 1-mile radius centered on their location. The storm creates heavy rain, strong winds, and frequent lightning. As an action, the wearer can unleash a Chain Lightning spell (save DC 18) from anywhere within the storm's area.

45	Ring of Potential Signets: This silver signet ring bears an unidentified coat of arms. The GM determines it belongs to an ancestor of one of the characters. While wearing the ring, you can cast detect thoughts (save DC 15) once without using a spell slot.
46	Prism Band: An oversized crystal dominates this exquisitely forged gold ring, glowing with faint red, blue, and yellow light. You gain a +2 bonus to spell attack rolls for evocation spells while wearing the ring.
47	Fanged Band: This pale ring sports a viper's fang emblazoned on the crest. It occasionally emits soft hisses.
48	Leafy Signet: Shaped like leaves, green enamel covers this gold signet ring's face. While wearing the ring, you gain a +1 bonus to AC against attacks from beasts and plants.
49	Poet's Memento: A verse from an incredibly rude poem is etched inside this gold and silver ring. Once per short rest, you can cast vicious mockery (DC 13) without using a spell slot.
50	Bracelet of Arcane Runes: An emerald etched with an arcane rune dangles from this gold bracelet, shedding dim light. While wearing the bracelet, you gain a +1 bonus to spell attack rolls.

51	Amulet of the Hidden Jewel: The mithral wizard figure dangling from a chain hides a tiny compartment containing a small diamond, revealed when its hat is turned.
52	Bangle of Endless Cycles: Images on this platinum bangle depict the unending mortal cycles of life. You are immune to magical aging effects. If you die while wearing the bangle, your soul enters it. One year later you return to life as if true resurrection was cast, after which the bangle becomes nonmagical. This can only happen once per century.
53	Jade Ring of the Tiger: A carved jade tiger wraps around your finger when you wear this ring, biting its own tail. While wearing the ring, you have advantage on saving throws against being frightened.
54	Ring of the Endless Tide: Encased in this hollow glass band, water eternally flows clockwise, carrying flecks of gold in its currents. You gain a swimming speed of 30 feet and can breathe underwater while wearing the ring.
55	Ring of Scales: This copper ring is embossed with dragon-like scales. You have advantage on Charisma checks when interacting with dragons while wearing the ring.
56	Halfmoon Band: A gold crescent moon sits inset into the outer edge of this ornate silver ring. Once per long rest, you can cast moon-beam using the ring.
57	A steel ring with several cogs built into it. These cogs are interlocking, and spin freely but have no obvious mechanical purpose.
58	A gold ring which splits into two bands at the crest, with a darkly tinted lens mounted between them.
59	Ring of the Dual Helix: One silver and one gold band twist together to form this unique ring. You have advantage on saves against being charmed while wearing the ring.
60	A red copper ring, masterfully crafted to look like a fox wrapped around the bearer's finger. It has emeralds for eyes and a tail which extends back along the bearer's finger. You gain a +2 bonus to Dexterity (Stealth) checks while wearing the ring.
61	Ruby Ring of Power: Four rubies adorn the square gold band of this ring. Each ruby allows you to cast a spell once per day: bull's strength, cat's grace, owl's wisdom, or eagle's splendor.
62	A ring formed from an arm of gold, clasping an arm of silver, clasping an arm of copper, which in turn clasps the arm of gold. You have advantage on grapple checks while wearing the ring.
63	Ring of the Cyclopean Eye: Carved like an eyeball encircling your finger, this ivory ring grants advantage on Wisdom (Perception) checks relying on sight.
64	Ring of Planar Forces: A speckled gemstone sits amid iron bands. You have resistance to force damage while wearing the ring.
65	Jester's Ring: A ring constructed of intricately curving strands of silver, supporting a flat skull of jade, painted with bright colors and wearing a large grin. You have advantage on saves against mind-affecting effects while wearing the ring.
66	Antique Signet Ring: An engraved gold coin from an ancient empire adorns this gilded ring. Once per short rest, you can cast identify by touching an object with the ring.
67	Arrowband: This simple steel ring is cleverly twisted into an arrow shape. Your ranged attacks score a critical hit on a 19-20 while wearing the ring.
68	A mithril ring, the exterior of which is covered in dozens of tiny spikes. In the center is a small, ocean blue sapphire, at the center of which is a tiny white sphere. It,Äôs unclear what the sphere is and how is was placed within the gem. You gain a +1 bonus to AC while wearing the ring.
69	This platinum bracelet is engraved with images depicting the stages of life, forming an eternal cycle. While wearing this bracelet, you are immune to magical aging. If you die while attuned to it, your soul enters the ring and you are resurrected in 1d12 months. This resurrection ability can only be used once per century.
70	Flowering Signet: Emerald, amethyst, and amber petals decorate the elaborate flower engraving on this jade ring. You are immune to poison damage and the poisoned condition while wearing the ring.
71	A white gold ring bent into a delicate feather shape. You can cast feather fall on yourself at will while wearing the ring.
72	Ring of the Predator: Your finger slips through the etched dragon skull on this carved ivory ring. You have advantage on Intimidation checks while wearing the ring.
73	Diadem Band: Carved to resemble a tiny platinum crown, this delicate ring grants you advantage on Charisma (Persuasion) checks when interacting with nobility.
74	Mossy Ring: Thick bark covers the outside of this wooden ring. A pad of soft moss grows atop its crest. You gain a +2 bonus to Nature checks related to plants while wearing the ring.

75	Jade Ring of Balance: Two jade arms balance a glass orb between their grasp on this smooth ring. You have advantage on ability checks and saving throws to avoid falling prone.
76	Sapphire Songbird: A tiny sapphire songbird perches atop the red stone crest of this gold ring. The ring grants you advantage on Performance checks that rely on singing.
77	Duet Rings: A pair of simple iron rings that connect via an unbreakable mithril chain. They are designed to be worn on adjacent fingers. While wearing them, you have advantage on saves to avoid effects that would move you against your will.
78	Silverwave Band: Intricate braid patterns adorn this shining silver ring's edges. It grants you a +1 bonus to AC.
79	Stonesight Ring: Tiny obsidian stones decorate the inner curve of this ring. They blink intermittently. You can see normally in nonmagical darkness while wearing the ring.
80	Malachite Ring of Resolve: Carved from malachite, this ring depicts icons of power along with the phrase "Never back down, never surrender!" in its inner band. You have advantage on saves against being charmed or frightened while wearing the ring.
81	Insectile Oculus: Two large stalks studded with diamonds give this gold ring the appearance of insectoid eyes. You have advantage on Wisdom (Perception) checks while wearing the ring.
82	Tiger's Eye Tiger Band: A carved tiger's eye tiger bites its tail, coiling around your finger on this ornate ring. You have advantage on saves against fear effects while wearing the ring.
83	Sapphire Sailor's Ring: A tiny ship sails atop a sapphire sea on the face of this carved sapphire ring. You gain a swimming speed of 30 feet while wearing the ring.
84	A black steel ring is shaped like a spider clasping a pearl in its curled legs. As an action, you can command the spider to emerge and bite one target you can see within 15 feet of you. The target must make a DC 15 Constitution saving throw, taking 2d6 poison damage on a failed save, or half as much on a successful one. Once used, this power recharges at the next dawn.
85	A dirty black ring which features a grinning goblin face with perfectly straight, polished steel teeth.
86	Dragonclaw Ring: An articulated dragon's claw arches over your finger when you wear this ornate silver ring. Your unarmed strikes do an extra 1d6 slashing damage while wearing the ring.
87	Amulet of Planar Insight: This pendant hosts a shimmering opal wrapped in delicate mithral filigree. The opal's colors shift hypnotically. While wearing the amulet, you can cast plane shift once per long rest without using a spell slot. The amulet also grants advantage on Arcana checks related to the planes.

THE RING OF DOMINATION

Legend has it that the Ring of Domination was created by a powerful dungeon master who had grown tired of dealing with unruly players. Spending years in his quest to create the ultimate tool for controlling players' every move.

The ring's true danger lies not in its ability to bend the will of others, but in its ability to corrupt the mind of the user. Once donned, it becomes difficult to resist the urge to abuse its power, to force players to act in a way that suits the dungeon master's twisted whims.

88	Warrior's Defense: A steel shield motif tops this silver ring's band. You gain a +1 bonus to AC while wearing this ring.
89	Choker of Second Chances: Made of blackened silver, this choker has three small hourglass charms along its length. When you drop to 0 hit points while wearing the choker, one hourglass turns over as you stabilize. Once all hourglasses have been expended, you immediately fail your next death saving throw.
90	Ring of the Forgotten City: Arcane maps cover the inner and outer bands of this polished mithril ring. Once per day you may cast legend lore to learn about the forgotten city it depicts, without using a spell slot.
91	Candlestick Ring: This brass ring bears a tiny candlestick able to hold a diminutive candle. While lit, the candle sheds dim light in a 5-foot radius.

92	Concealed Treasure Ring: Bands of gold, silver, brass and platinum wrap concentrically to form this ring's layers, with the most precious metals innermost. You gain a +1 bonus to Dexterity (Sleight of Hand) checks to conceal small objects in the rings while wearing it.
93	Chromatic Coronet of Elemental Warding: Encrusted with two dozen gemstones, each representing a different element, this mithril ring grants its wearer resistance to a chosen elemental damage type (fire, cold, lightning, acid, or thunder) for 1 hour. This property can be used once per long rest.
94	Bangles of Arcane Potential: Intricate patterns of copper and platinum adorn these elegant bangles. They store magical energy, allowing an arcane caster attuned to the bracers to hold up to 2 spell slots. The bracers recharge expended slots each dawn.
95	Moonstone Pendant: This teardrop pendant contains a captivating moonstone that shifts in luster during the phases of the moon. While wearing it under moonlight, you are affected as if by a blur spell due to your obscured, indistinct visage.
96	Scarf of Smothering: A gossamer silk scarf patterned with images of embracing lovers. As an action, you can command the scarf to animate and smother one creature you can see within 30 feet of you. The target must make a DC 15 Con saving throw or suffocate each round until it escapes or succeeds on the save.
97	Torc of Majesty: A thick golden collar etched with celestial symbols. While wearing the torc, you can cast command as a bonus action without using a spell slot. In addition, celestials have disadvantage on attack rolls against you unless you attack them first.
98	Ring of the Vengeful Storm: Crackling lightning constantly surrounds this electrum band. You have immunity to lightning damage and your unarmed strikes deal an extra 1d6 lightning damage.
99	This morbid ring, crafted from a skeletal finger bone, binds your soul as if it were a lich's phylactery. If you die while attuned, you resurrect 1d10 days later at your death's location, fully restoring hit points and spell slots. Each resurrection, however, permanently reduces your maximum hit points by 1d6.
100	The Crisscross Ring: Two bands of platinum that cross and rotate around your finger. You can cast blink and dimension door once each while wearing the ring, which recharges daily under moonlight.

THE BOSUN'S BUNK

In the creaking belly of the great galleon, 'The Briny Behemoth', obscured by shadows and sailor's secrets, you'll find the bosun's bunk. More than just a resting spot for weary sea legs, it's an alcove of anecdotes and a hammock of histories.

d6	Mariner's Mysteries
1	A whistle that generates a soft shrill sound; if you blow it while you are on a ship, the sound can be heard by all individuals on the ship
2	A blanket that forms an outline of a sleeping humanoid when placed on any flat surface
3	A deck of playing cards where the face cards talk to the card's holder; the face cards argue about which card or cards should be played
4	A necklace with an anchor-shaped pendant; the necklace turns into a chained anchor when its pendant is submerged under seawater
5	A compass that points to its mysterious owner; its owner is a pirate notorious for leaving treasures
6	A spyglass that is fixated on the first person it spots; it only lets go once 24 hours have passed

THE BLIND BEGGAR'S COLLECTION TIN

In the bustling byways of Bumblebrook town, there's old Blinny, the blind beggar, with his ever-present tin cup. Now, it might just seem like a place where kindness drops its change, but rumor has it, amidst the pennies lie richer mysteries. Oh, feeling sneaky, are we? About to peek into a blind man's payday? Well, grab that moral compass and let's plunge into the guiltiest loot dive ever!

d8	Guilt Trip Treasures
1	A pair of copper coins that turn into gold when dropped in ale. After three hours of drying out, will revert back to copper.
2	A quill that can only write when dipped in human blood. The words written cannot be erased by any magical or non-magical means.
3	**Ring Of Fading Twilight** When worn, can cast Invisibility (three charges) at cost of temporary blindness. The blindness is removed upon the end of the spell.

4	Torn pieces of paper that, when assembled, reveal a message written in Celestial. The pieces only reveal the words when put together.
5	A white feather that, when thrown, guides the user back to their current heart's desire.
6	An iron nail that can be driven through anything, including metal that is tougher than it is.
7	A button which affixes itself to the collar of its current owner. When worn, can tell the owner whether the person they are speaking to can be trusted.
8	Wrapped in a small scrap of blood-stained cloth is a severed finger. A silver ring with an unknown emblem is attached.

THE UNICORN'S GOLDEN SADDLE

In the ultra-exclusive world of mythical creature couture, the unicorn stands out, not just for its dazzling horn, but for that drop-dead-gorgeous golden saddle. Tailor-made by faerie designers, it's the envy of every centaur and griffin in town.

d12	Equestrian Elegance
1	A bag containing d10 large seed kernels, with a unique swirling shape. Placing a seed on the ground and speaking the command word causes the seed to grow into a temporary shelter just large enough for eight creatures, which lasts for 1d10 days before turning to dust.
2	A set of three golden bells of beautiful tone, attuned to the vibration of the celestial plane.
3	A broach of antler and holly that allows the wearer to speak with animals.
4	A long horn of bone and wood. The horn's sound calls non-evil birds from within a one mile radius.
5	An oblong Eladrin flute made from porcelain, adorned with sapphires.
6	An unassuming bag of seeds, enough for 50 uses. Sprinkling a pinch of seeds upon the ground instantly grows enough fresh vegetables to sustain 5 creatures for a single day.
7	A wooden container filled with sticky sap, which is pliable when heated and sets strong enough to bond steel together.
8	A leather collar with a large silver buckle, the Owlbear Friendship Collar. Placing this collar around an owlbears neck will cause them to become friendly. A halfling inscription on the buckle translates to good luck.
9	A diminutive statue of a silver bird, barely the size of a thumbnail, a Whisperlark. Once per day the user can whisper a message of 25 words or less to the statue, who will animate and flit through the ethereal plane to reach a target on the same plane of existence who is known to the sender. The Whisperlark will relay the message, and can carry a reply back to the sender. If there is no reply, the Whisperlark disappears, reappearing in the sender's possession.
10	A pair of high quality dwarven socks.
11	A bottle containing a white lotion-like salve, emblazoned with the image of a sun. Applying the salve to the skin provides resistance to fire damage for one hour.
12	A dwarven vest of slightly outdated fashion but of outstanding make.

THE CRAZY CAT LADY'S JEWELRY BOX

In the quirkiest corner of the town, behind the cobweb curtains and piles of purring pals, resides the notorious crazy cat lady. But there's more to her than feline friends and fur-covered cardigans; there's her legendary jewelry box.

d30	Kitty Couture
1	A ring made of tightly wound cat whiskers. The wearer gains extra sensitivity to movement and can sense any creatures around them (including invisible creatures), so long as they are moving.
2	A tiger's eye gemstone pendant shaped like a cat pawprint. +10 to walking speed.
3	Earrings shaped like orange tabby cats' tails. They help align the wearer and give +2 to acrobatics checks.
4	A cat collar. When worn by a creature (that isn't a cat), they have a cat familiar appear (design is of the creature's choice). The cat finds humor in the fact that their master wears the collar.
5	A tiara made of purrrrfectly plumped pearls. A boosted ego, +2 charisma, +5 to gaudy fashion sense.

NIGHTWHISKER AMULET

Feline Grace: The wearer gains a +2 bonus to Dexterity (Acrobatics) checks and Dexterity saving throws, reflecting a cat's extraordinary balance and agility.

Prowler's Sight: In conditions of dim light or darkness, the wearer gains darkvision up to 60 feet.

Nine Lives Charm: Once per long rest, if the wearer would take damage that would reduce them to 0 hit points, they instead reduce the damage by half, reflecting a cat's uncanny luck in avoiding harm.

6	An amulet that is inset with a catnap concealed crystal. It can activate the 'Sleep' spell once daily.
7	A hairpin shaped like a cat's whisker. It can double as a wand or arcane focus and adds +2 to a creature's spellcasting ability.
8	An amulet that regenerates dried catnip once every seven days. When smoked, it makes any creature—not just cats—satisfied and slow, letting them sleep better. It does give them the munchies for cat treats, regardless of their race or species.
9	A bracelet that is shaped like a cat's tail. The bracelet can be used as a +1 whip.
10	A golden ring that contains a strange green stone that looks like a parasite. It can curse enemies with toxoplasmosis once a day.
11	A necklace that has a cat paw design. It radiates warm, pawsitive energy, and grants the wearer immunity to necrotic damage.
12	A necklace that has a skeleton of a cat paw design. It radiates nostalgic, faintly warm energy, and grants the wearer immunity to radiant damage.
13	A necklace that is made of a very long...furball? If one can get past the gross factor and wear it, the wearer feels their voice and hair become smooth and silken. +2 to charisma.
14	A watch whose hands are made of mini cat paws. The watch always tells the time of the local region.
15	A pin shaped like a... litter scooper? The wearer is unable to get dirty while the pin is worn—though over time, they may start to smell like cat litter.
16	A hair clip that has the word "CATTITUDE" on it. When worn, the wearer has more confidence—but also more attitude. Er, cattitude.
17	A dainty bowtie, perfect for feline fashionistas.
18	An onyx ring with a cat's head design that meows when poked. The cat's head loves to eat cat treats.
19	A cat-shaped pin that fades into the background of whatever clothes it is pinned to. It grants +2 to stealth.
20	A bangle bracelet that has the same pattern as a Bengal cat. +2 to nature checks.
21	A fluffy feather appliqué that looks like a Maine Coon's massive tail. When attached, the wearer becomes the main character for d6 minutes. They become sassy, loud, and their clothes will fluff up.
22	A tongue ring that is the same shade as an Abyssinian cat. The wearer can speak Abyssal.
23	A Sphynx cat-shaped pin. If the wearer has fur or feathers or hair, they go completely bald. (Once the ring is removed, their hair/feathers/fur returns).
24	A Sphynx cat in the shape of a sphynx monster-shaped pin. +2 to the wearer's intelligence, but they will incessantly ask others to solve their riddles.
25	Fluffy earrings that are reminiscent of a Ragamuffin cat. When worn, two fluffy, yeasty muffins will appear and are consumable.
26	A cool bluish-gray bracelet that is reminiscent of a Russian Blue cat. The wearer will feel anything but blue! They'll feel cheery and excited. The bracelet will break in d3 days.
27	A mini-Munchkin cat pin. The wearer shrinks one size category while wearing the pin.
28	A Norwegian forest cat pin. The wearer can navigate forests with ease and has +1 to nature checks.
29	A Ragdoll cat pin. The wearer becomes extremely light and easy to lift (a quarter of their regular weight)—and when they do get lifted into the air, they slump, unable to move.
30	A Scottish Fold cat pin. The wearer becomes 'Lucky,' and can force an opponent to fold during card games once a month.

THE ANCIENT TEMPLE

Deep within the shadows of the enigmatic ancient temple, the enigmatic High Priest Es Ekra Tol holds court. Clad in robes that seem to shimmer with secrets, this temple is more than just ancient stones and sacred altars; it's a stage for Es Ekra Tol's cryptic sermons and enigmatic rituals.

d20	Mysteries of the Old Gods
1	A small glass bottle of perfumed oil.
2	The skull of a small woodland creature.
3	A pure silver bowl with what looks like a residue of dried blood.
4	A spell scroll: Cure Wounds.
5	The High Priest's secret stash of homebrew.
6	A matched pair of ornate golden candlesticks. Second age but might be worth a few gp.
7	A slim dagger with a black metal blade. It shimmers with dark magic.
8	A trident-like altarpiece with three shrivelled hearts impaled upon it. It almost drips with cruel magic.
9	A small piece of polished metal, flat like a crude mirror. Anyone who looks directly at it will be stunned for one round. Saving Throw applies.
10	A clay scrying bowl. It's currently focused on a figure creeping through an ancient temple.
11	Two gold earrings with small emeralds. When worn by two people they can communicate when up to a mile apart.
12	A spell scroll: It appears to be Cure Wounds but will have the opposite effect and cause 1d8 damage.
13	A simple gold necklace with two cloudy grey beads on it. When smashed on the ground, each bead will create a smoky phantasm that can choke a target for one round.
14	An incense burner in the shape of a wingless dragon. Any incense burned on it will emit a pulse of fire three feet long after exactly one minute.
15	An old illustration picturing a high waterfall. In the margin is a pair of spiral symbols.
16	A semi-precious stone with a face carved into it. The words 'ask me' are inscribed on the back. The face will answer one question then crumble to dust. It will answer any question it hears.
17	A trifold made of three brass plates, each inscribed with a single symbol on each side. The symbols are unfamiliar but it reeks of magic.
18	**High Priest Es Ekra Tol's ring.** Gives any cleric +1 of healing to all healing spells and effects.
19	**High Priest Es Ekra Tol's sash.** Gives any cleric an extra +2 to their AC while helping others.
20	**High Priest Es Ekra Tol's lens.** Gives any cleric the ability to see inside wounds.

THE FALLEN DRAGON

In the charred aftermath of an epic battle, where heroes clashed with scales and fire, lies the fallen dragon. Once a terror of the skies, it now rests in eternal repose, its colossal form a testament to a bygone era of myth and mayhem. But beware, for even in death, a dragon's hoard may guard more than just gold.

d12	Beneath Ashen Wings
1	**Dragon's Nail** This claw will give a +2 bonus to all attack rolls and damage rolls if taken to a competent blacksmith and made into a weapon.
2	A pocket watch that seems to be made out of an unknown metal.
3	A vile of the dragon's spit that is rumored to increase charisma by 2 for an hour if consumed.
4	The heart of a dragon that is worth a lot of gold to the right people.
5	**Dragon's Adrenal Gland** Once per long rest, this item can produce a juice that strengthens the one who drinks it. It adds 4 damage to every attack made and increases AC by 2. This effect lasts for an hour before it wears off.
6	Draconic Translator Wondrous item, uncommon This small sphere allows you to understand and verbally communicate with dragons. Rolls made to influence dragons have advantage while attuned to this item.
7	Dragon Scale Shield Armor (shield), rare While holding this shield made of dragon scales, you have resistance to the damage type associated with the dragon that shed the scales.

8	**Dragon's Bane Arrow** An arrow tipped with a shard of dragon slaying stone. If fired from a longbow, it deals an additional 3d6 damage against dragon type creatures. Otherwise, it functions as a normal arrow.
9	A dragon egg as large as a human head, its shell shimmering with swirls of shifting color. If incubated for 1 year, it hatches into a wyrmling that imprints on the first creature it sees as its master.
10	A whip, created using the severed tail of a young dragon. You gain a +1 bonus to attack and damage rolls made with this magic weapon. On a critical hit, the target takes an additional 1d6 damage of the dragon's type.
11	A cloak, made of dragon wing membrane. While wearing it, you have a flying speed equal to your walking speed. It can be used for up to 1 hour, after which it loses its magic until the next dawn.
12	A vial of blood from an ancient dragon that can be used as ink to tattoo a creature. The tattoo confers an effect based on the dragon's type (DM's choice). The ink is sufficient for one tattoo covering up to 1 square foot.

Dragon's Final Tears

These crystalline teardrop shards were shed by a mighty dragon in its final moments. When affixed to a weapon, the Dragon's Final Tears allow that weapon to deal an additional 1d4 damage of an elemental type determined by the dragon's breed.

A weapon can only have one Dragon's Final Tear attached at a time. As an action, a creature can detach or attach a Dragon's Final Tear to alter the elemental damage dealt. The tears crumble to dust after being attached to a total of 10 weapons.

Black dragon - **Acid**
Blue dragon - **Lightning**
Brass dragon - **Fire**
Bronze - **Lightning**
Copper - **Acid**
Gold - **Fire**
Green - **Poison**
Red - **Fire**
Silver - **Cold**

Chamber of the Wizard's Apprentice

In the hidden chamber of the wizard's apprentice, where the air is thick with magical mishaps and books filled with spells teeter on precarious stacks, you'll find the curious remnants of a fledgling mage's journey. It's more than just dust and cobwebs; it's a treasure trove of enchanted experiments and beautifully botched brews.

d20	Mysteries of the Mage in Training
1	A leather-bound journal filled with the scribbles and ramblings of the wizard's apprentice. The pages are full of botched casting attempts, margin notes, and mundane observations about daily life in the tower.
2	A slightly frayed robe worn by a wizard's apprentice, useful as a disguise or conversation starter.
3	A slender wand that, when held, whispers sarcastic commentary to the user. The commentary is amusing and occasionally contains useful advice.
4	This multifaceted crystal can be used to magnify distant objects or texts, granting advantage on Investigation checks related to examining small details.
5	A small compass that can be used to cast the "Message" cantrip, allowing the user to send a brief message to a creature within sight.
6	A small bell that, when rung, produces a sharp, discordant note. Creatures within 15 feet of the bell must succeed on a Wisdom saving throw or be stunned. The bell breaks after five rings, but according to etchings on the side, two have already been used.
7	This leather satchel magically organizes any written or drawn materials placed within it, making it easier to retrieve specific documents or notes.
8	A small vial that, when emptied, creates a harmless, illusory image of the user within a 20-foot radius for 10 minutes, potentially distracting or confusing enemies. Due to the illusion being emptied from the vial, the magic cannot be reused.
9	A vial of herbal liquid that, when ingested, grants advantage on saving throws against being frightened for 6 turns. A note on it says: "For the exams"

HAT OF THE GLOOMWEAVER

This grimy leather hat is as dark as a new moon sky. It is rumored to have been crafted by the Eclipse Coven, known for their mastery over the night.

Shroud of Shadows: While wearing the hat, the user can cast Darkness once per day without expending a spell slot.

Curse of the Darkened Soul: Each time the hat's Darkness spell is used, there is a chance that the wearer's shadow detaches and becomes a hostile Shadow (as per the Monster Manual) under the DM's control. The shadow returns to the wearer after one hour or if dispelled.

10	A shimmering vial of magical bubbles that, when blown, release colorful bubbles that make anyone who pops them burst into laughter. It does not impair their abilities or prowess, but could be useful as a distraction or amusement.
11	A note, written in Gnomish, about a distressing secret of the Apprentice's master.
12	A purple kazoo that emits the user's choice of comical sound effect when blown. The perfect addition to any comic's repetoire.
13	A music box that, when wound, allows the user to cast "Feather Fall" once per long rest.
14	An ethereal blanket that, when wrapped around the user, grants the benefits of a long rest as if they had slept for a full night, before vanishing like mist in the morning sun.
15	A pair of well-worn shoes that, when tapped together, grants the user a brief burst of speed, allowing them to Dash as a bonus action.
16	A pouch of invisible dust; when you sprinkle the dust on you or any creature, the target creature can see invisible creatures for one minute but you gain disadvantage on your attack rolls due to the distracting light
17	A coal-like stone that can be used as a substitute for another gemstone as long as you pay the gemstone's value; the stone consumes the payment
18	A rabbit's foot that can only bring good charm; you can add a d4 to your first ability check made after dawn
19	A bizarre collection of notes, cheat sheets, and scribbles which grants +2 to any Intelligence check you make within a day of studying it for at least 1 hour. Once used, the tome erases itself until you study it again.
20	**Ring of Whispers (pair)** Two silver rings that can be worn seperately. One ring has tiny etched ears along the band. The other ring has tiny etched mouths. While wearing the ring with ears, you can speak into it to cast Message. The whispered message is relayed through the ring with mouths to the other attuned wearer, even if they are on another plane of existence.

THE POSTAL CARRIAGE

Amidst the rumbling roads and echoing hoofbeats, you spot a seemingly innocent abandoned postal carriage. However, rumors abound that not all packages within are quite as mundane as they appear. It's said that beneath the stacks of letters and parcels lie secret missives, confidential contracts, and the occasional enchanted scroll!

d30	Parcel Plunder
1	A cracked appraisal monocle that allows the wearer to instantly discern the value of non-magical items. However, there is a 25% chance it will drastically over or under value an item.
2	**Foxhide Traveling Boots** These boots muffle sound and hide tracks. The soles are coated in fox fur that magically masks prints.
3	A pair of red leather riding gloves that grant advantage on Animal Handling checks made to control horses or similar beasts of burden.
4	A weathered leather whip. When cracking this whip, the wagon or carriage being driven moves an additional 10 feet that round. It can be used 3 times per day.
5	**Bridle Bell of Sending (pair)** Removed from a horse's bridle, this silver bell can send a short 25 word message to another bridle bell up to 5 miles away.
6	A pewter flask never runs out of mediocre red wine.
7	A shattered crystal vial, exuding a faint aroma of crushed lavender—a potion maker's prized elixir, now tainted by the wreckage.
8	A simple rabbit's foot charm. Grants the owner advantage on initiative rolls twice per day.

9	**Oilcloth Map** This map depicts the surrounding region. If the owner travels off the map, it updates with crude drawings of new areas. When scrutinized under moonlight, the map displays hidden pathways not visible before.
10	A lantern with a haunting magical flame that never goes out and burns without fuel. The shutters are stuck open.
11	A letter, addressed to a home in the village nearby. There is a strand of purple long hairs, with some perfume on it, and the letter's ink has bled due to some tears. The letter is brief : "I am sorry Draene, the priest says we have to move now. Hope the gods will make our paths cross again."
12	**Inkwell of Messages** Dip any object in this inkwell to hide an invisible written message on it. The ink appears with heat or magic.
13	A pair of cracked spectacles that allow the wearer to read any written language, but does not confer understanding of spoken words.
14	A small purse that magically returns to the owner's belt after 1d4 hours if stolen. It jingles as it flies through the air.
15	A very realistic pencil drawing of an undetermined cliff and its quiet surrounding. However, far in the distance of the drawing, in the middle of the ocean and shrouded in mists, is a black cube floating in the air. At the back of the drawing is written: "This is the First Monument, the Resolute Paradox..."
16	A flask that holds a potent fluid with a strong metallic scent. Consuming it clears the effects of inebriation.

The Cipher Satchel

This sturdy messenger's bag is crafted from thick, enchanted leather and embossed with glyphs that constantly rearrange themselves in a silent ballet of arcane encryption.

Glyphs of Guarding: Any written material placed inside the satchel becomes encoded with a magical cipher. The content is indecipherable to anyone except those who know the satchel's command word or can break the arcane encryption (DC 20 Arcana check).

17	**Unlucky Rabbit's Foot** Actually the mummified paw of a shapechanging witch. Unknown properties.
18	A box made of exotic wood, addressed to a mob boss of the region. Inside it are 3d4 cigars, worth 4 sp each. No doubt the boss would be happy to finally receive them!
19	A magical paper cutter, which only needs to touch the paper to make a clean cut and, if passed on the cut again, mends the paper without a visible trace, even though it leaves a tiny magic imprint on the envelope.
20	A torn and scratchy traveling scarf, which gives a +1 to any saving throws against bad and cold weather.
21	A pristine silk glove, marred only by a lone spot of blood on a fingertip—seemingly belonging to a high-born lady, it radiates a subtle enchantment that seems to obscure a deeper truth—a truth soaked in blood.
22	A collection of marbles, polished to perfection—a curious assortment of colors, each bearing a minuscule rune for a mysterious game.
23	A sealed letter pleading for help, addressed to "The One Who Finds This".
24	A perfume vial, giving off an intoxicating scent of night-blooming flowers.
25	An odd-looking compass that doesn't point north, but toward: (roll to pick one of the player characters).
26	A petite brass bell. When struck, its resonance emanates not from its origin, but as a distant echo.
27	A tiny, clockwork songbird with a broken wing. When wound, it chirps a mysterious rhythmical code.
28	A crystal vial filled with silvery liquid that moves of its own accord. When opened, the fluid seeks out the nearest creature, moving determinedly toward their mouth, nose, or eyes.
29	A small package wrapped in brown paper. Inside is a handcrafted wooden toy soldier, exquisitely detailed and painted. The label is addressed to Cornelius Periwinkle Esq.
30	A sealed package containing a severed finger and a blood-stained ransom letter: "We have them, and unless you wish to receive more pieces, you will do exactly as instructed. Deliver 500 gp to the abandoned watchtower by the river at midnight, three days hence. Come alone. No tricks, no guards, no magic."

THE MESSENGER'S BAG

In the bustling streets of the metropolis, among the crowds and cacophony, a messenger's bag slung casually over a shoulder can be easily overlooked. Yet within that unassuming bag may rest secrets of great import or contraband that eludes the eye of the law. Will you, in the midst of the urban hustle, choose to investigate the messenger's bag, potentially uncovering hidden messages and clandestine contraband, or will the risk of meddling in city affairs deter your curiosity?

d20	Unraveling the Urban Web
1	A letter bearing the insignia of House Pewtervale. It reveals a secret pact between Lord Pewtervale and a forbidden sorcerer's guild. The pact outlines an exchange of knowledge in return for the extraction of an enigmatic entity imprisoned within the Thornevale dungeons.
2	An enchanted wanted poster meant to frame the party as part of a larger ploy by a crime syndicate they unknowingly crossed.
3	A warning from a seer named Alaric, urging recipients to beware of the Horned Harbinger," a figure of prophecy rumoured to mark the beginning of the end.
4	A letter bearing the crest of House Ironcliff. It contains correspondence from a master blacksmith to Lord Ironcliff, discussing the forging of a weapon known as the Ebonblade. The weapon's creation requires rare materials, including "Abyssal Ore," said to be found deep within a chasm beneath Ironcliff Manor.
5	A letter within bears the emblem of House Valtoran. It unveils a cryptic correspondence between the head of House Valtoran and the mysterious Oracle of Whispering Shadows. The Oracle warns of impending doom and urges the recipient to retrieve 'The Eclipsed Talisman' before the Lunar Convergence.
6	A delicate note, perfumed with a hint of jasmine, from a noblewoman named Ariella. She expresses her longing for the "Gardens of Starlight," a place she's never visited but claims to know intimately from recent visions that have been plaguing her dreams.
7	A letter unearthing an elaborate plot to merge the boundaries between the Feywild and the material world, blurring realms and fates. A code mentions a rendezvous at the Moonlit Bazaar on the eve of the Eclipse Festival.
8	A black parchment written with silvery ink reveals a scheme to manipulate the course of history by controlling the Temporal Nodes.
9	A punctured parchment outlining a covert plan to locate the last remaining pieces of the Shattered Crown, a relic believed to grant dominion over the untamed eastern wildlands.
10	A frayed parchment containing a detailed recipe for Elixir of Eternal Sleep. The scrawlings hint at a hidden ingredient found only in the "Screaming Forrest".
11	A letter marked with the seal of House Ravenshadow. It contains a correspondence between Lady Ravenshadow and a scholar named Ealdred. The letter mentions the Chrono Codex, an ancient tome rumored to unlock the art of time manipulation. Lady Ravenshadow seeks Ealdred's help to find the lost tome and avert a prophesied calamity.
12	A ledger in thieves' cant that reveals plans on whom to assassinate next... roll to determine one player character!
13	A letter, marked with House Ravenspire's royal seal, explicitly foretells the impending Midnight Masquerade. Eerily, it speaks to a gathering of adventurers exactly mirroring the players' party.
14	A love letter, its pages stained with tear marks, exchanged between a famous bard named Archie Oswald and a local noble known as Valerie Horncastle. Within its words, the shadow of an impending assassination looms, with Archie singled out.
15	A scroll with a wax seal poisoned with a rare venom, sent from the Guild of Whispering Shadows. The message outlines a sinister contract to eliminate a renowned detective who's been investigating the recent disappearance of magical artifacts.
16	A letter stained with dried blood, addressed to Captain Silverhide. It's signed by Shadowhand, proposing an alliance between the Thieves' Guild and the Obsidian Order.
17	A journal excerpt, detailing a scholar's journey to the underground Library of Shadows, a secret repository of forbidden knowledge.
18	A letter written on parchment stained with animal faeces, sent by a disgraced jester named Jestor. It cryptically hints at the arrival of the Cursed Carnival where jests turn to curses.

19	A weathered letter from a sailor named Keith Halfhitch, lamenting the loss of his ship, the Silent Siren. He implores a long-lost friend to help him retrieve the ship's "Silence Call" horn, rumored to summon drowned souls.
20	A plea for help, written in shaky script by a hermit named Solana, who resides in the Luminous Grotto. The letter hints at an ancient curse linked to the Crystalline Cascade.

THE LIBRARIAN'S DESK

In the sacred sanctum of the library, where the stern librarian reigns supreme and 'Shhh!' is the only spell in their repertoire, behold the legendary librarian's desk! It's not just a dumping ground for overdue scrolls and the occasional rogue quill; it's a treasure chest of forgotten doodles, half-written apologies for late fees, and a suspiciously chewed-up bookmark (probably a post-midnight snack for the resident bookworm).

d10	Whispers in the Woodwork
1	A feather quill that writes whatever someone is thinking, even if they are not physically holding the pen. The quill is activated and attuned to someone by piercing their skin and drawing blood. The ink has a reddish tint.
2	A set of cat-eye glasses that can translate any text and add +1 to acrobatics. They are also quite fashionable.
3	**A set of thick-lensed glasses that can sense magic signatures in the air. They impair standard vision, however.**
4	A blank book. If a name is written into it, the book will explain that creature's history. It is unclear if the history is true or not. (The book's cover states that it was written by a prolific fiction writer, after all.)
5	A leather tome that has extremely fine text. The text also happens to be very boring and dry. If someone manages to read it completely, and correctly answer the 'reading comprehension questions' in the back, they have a permanent +2 bonus to intelligence checks.
6	A leather tome that cannot open. It is magically enchanted to remain closed. If it is opened, it becomes a book golem.
7	A leather tome that will teach the "Blindness/Deafness" spell. It is one of the librarians' most useful assets.
8	A dowsing rod that will make will o' the wisps appear next to any book that a creature is looking for within any library. If the selected book is not available, it will choose a random book instead.
9	A fourth-wall-breaking book that describes what is happening outside of the campaign (so, the real people who are playing as the different characters in the campaign itself) in the book.
10	A book of random trivia facts that, when asked to a group, will either bond them closer together or will cause a bitter rivalry between the most intelligent characters.

LEDGER OF UNPAID FINES

Compulsion to Return: Once per day, the owner of the ledger can choose an entry and cast Suggestion (save DC 13) without expending a spell slot, compelling the debtor to return the item they borrowed or settle their fine.

Librarian's Locate: The ledger grants the owner the ability to cast Locate Object once per day, but only in relation to items listed as overdue in its pages.

THE MAP-MAKER'S PORTABLE BUREAU

In this moment, you stumble upon a unique discovery—the map-maker's portable bureau. It's not merely a chest for storing compasses and quills; it's a veritable treasure trove brimming with uncharted territories and cryptic secrets.

d10	Compasses & Chronicles
1	Five silver bottles of blue ink. Worth at least 25gp to right person.
2	A set of quills with fine copper nibs. Worth a few silvers to the right buyer.
3	An unfinished map of the mountainous regions to the north. One location is marked 'gold deposit'.

4	A simple map that shows a safe route through the infamous bad lands.
5	A small gold compass with silver inlay. A fine instrument worth around 40gp that might be worth keeping.
6	A crystal lens that brings distant objects into sharp focus. Causes the user to be stunned for one round after use.
7	A scroll case that is actually a blow gun and poisoned dart. The enchanted projectile has a range of thirty feet and always hits non-magical targets.
8	A statuette of a dancer. It can be made to glow softly or light up a large room by simply saying 'more light' or 'less light'.
9	A small finely-made wooden box inscribed with a magic glyph. When the glyph is traced with a finger, the box will return to wherever it was sent from.
10	A small gold tube containing a sliver of charcoal. When used to draw a simple item, like a key, that item will become real.

THE ARCHFEY'S BOOKSHELF

In a glade adorned with flora and fauna of the most vibrant hues, you notice a curious sight—a towering bookshelf that seems to grow straight from the earth. Unlike any mundane library, this bookshelf holds tomes that transcend mortal comprehension. It's more than a repository of ancient knowledge; it's a testament to the archfey's boundless wisdom and whimsy.

d10	Flora & Folios
1	**The Book of Everil** A tall, thick, leaVther-bound notebook chronicling the life and adventures of one Everil D'arstanan, with a large red bookmark marking the chapter where he made a deal with the Archfey for his soul. Past that point, the book is crammed with notes denoting what important choices Everil has made in his life and what strange transformations he shall undergo once his deal is done because of them. The last seven chapters are blank; they are still being written.
2	**Volume of Soul Flora** A book whose cover is a hardened collection of a hundred different leaves, all varying shades of green. The book is entitled Caring For Plants That Were Once Human Souls: How to Make the Most of the Eternal Flora.
3	**Impossible Spell Book** A book of spells that require impossible spell components, such as the forgiveness of a toad, distilled air of mystery, or the second thoughts of a stone. The spells all promise long life, health, and good fortune.
4	**Fey Book of Corruption** A history book, bound in a glass cover with bronze wiring outlining the glass frame. Each page is made of a flexible sheet of glass, with the crimson letters carefully painted on. The book is entitled The Fragility of Mortal Convictions, and How to Shatter Them.
5	**Blasphemy Book** A holy text of a popular deity, only more ancient than any known recovered text in the mortal world. The text mirrors conventional beliefs and parables, but twists them - it claims the deity only did all it did to further the suffering of mortals, all for the deity's own amusement.
6	**Fey Contract** A twelve volume text, chained and magically protected, detailing a bet made between the Archfey and one of their fey bretheren. The bet is excessively detailed, with several chapters devoted to clauses and corollaries for every conceivable outcome. The outcome of the bet is yet to be determined.
7	**Book of Perfect Answers** A small, weather-beaten book simply entitled "The Answer". Upon reading through the book, the reader discovers the simple answer behind everything that's plagued them since the day they were born, encapsulated in a simple explanation that brings a profound inner peace. If the reader looks away from the book, its disappears, and the reader immediately forgets the answers they've learned, and the inner peace that came with them - though they are left with the full memory of what they've lost.

THE CRAWLING CODEX

The Crawling Codex is said to have been the work of a coven of hags who sought to document the abominations of the wilds, trapping a part of their soul in the process. Now, the book seeks a new master, promising knowledge with a side of danger.

8	**Book of Fey Poetry** A book of poetry in a soft, velvety cover. The words within are of such profound beauty that anyone reading them immediately takes 1d8 psychic damage and must make a DC 16 Wisdom check or immediately attempt to gouge their eyes out in an attempt to wipe the painfully overwhelming beauty from their memories.
9	**Book of Mind Absorption** A pale pink text, bound in satin. When opened, there are no words contained within, just two pairs of eyes on every page. Looking at the eyes for too long makes it hard to look away, the reader must make a DC 12 Wisdom save to look away - the DC increases by 1 each time the same reader opens the book, or for each failure. On a failed save, the reader is compelled to keep looking into the book's eyes, even if the book is shut or taken away from them. As they read, the reader's thoughts first appear on the page, followed by poetic descriptions of their memories, followed by deeper secrets, instincts and desires. Every word that is written in the book no longer exists in the reader's mind. The save can be repeated once every minute.
10	**Short Stories of Despair** A book of short stories in a simple hardcover with the reader and his companions featured on the cover. Inside are a list of short stories, each featuring the adventurers at some point in the future, and how the Archfey stole the thing that mattered to each of them the most, until they all swore eternal servitude to him in the Fey Realm just to get them back.

ARBORMANCER'S ALMANAC

Once per day, the wielder can lay the book upon barren or fertile ground and perform a 10-minute ritual. Upon completion, an Awakened Tree springs forth from the book. The tree is friendly to the wielder and their companions. The Awakened Tree has the statistics of a Treant, with the exception that it cannot move from the spot where it was grown. It obeys the commands of the wielder, acting on their turn in combat. If the Awakened Tree is ever destroyed, the Codex loses this ability for a year and a day.

THE ADVENTURING ACADEMY'S ARCHIVE

Towering shelves line the walls, filled with tomes and scrolls that recount the exploits of legendary adventurers. This is no ordinary library; it's the archive of the Adventuring Academy, where knowledge meets valor and the deeds of heroes past are preserved.

d10	Legacy of Legends
1	A scaly, leatherbound volume entitled It's All In the Wings: A History of Dragonbane Devices for the Artificering Adventurer!
2	A book whose pages are bound in stone into which poisonous spikes are embedded, wrapped around with thick black chains. A title can be read on the imposing padlock: The Seven Forbidden Temples of Garrgaloush and Where They Can Be Found.
3	An acadmic text in a slim blue volume, entitled Trap Maintenance: A Study of the Major Theories as to Who is Maintaining all the Traps in Ancient, Long-Abandoned Ruins.
4	A rough looking, beaten up book with several slashes along its cover, entitled The Adventurer's Guide to Dangerous Beasts, and How to Make Them Your Friends. A DC 8 History check allows you to remember that the author was recently reported deceased, torn apart by several wild baby wrymlings.
5	A seemingly empty book, whose words only appear in the moonlight. Once held upto the moonlight, the title is revealed: Beginner's Guide to Lycantrophy.
6	An entire shelf's worth of slate tablets, each of which have been carved roughly into with what appears to be a surprisingly crude handwriting for slate-carved notes. The first slate reads Infinite Free Labour is Worth More Than Dragon's Gold: The Golems' Demands for Fair Working Conditions.
7	A large book entitled Adventuring for Beginners. Upon opening the book, the reader is teleported to a random tavern, somewhere on the same continent, with several other adventurers of the same level. There is a mysterious hooded figure in the corner, who says she's in need of capable heroes to explore a nearby dungeon...
8	A brown, leatherbound book whose every second and third page appears to be missing. The book is entitled Advanced Mystery Solving: How to Extrapolate Vital Information From Limited _____

9	Several dozen volumes of Encyclopaedia Monstrum. Each tome describes a certain beast. If a reader spends at least 20 total hrs studying one of these books, they gain an advantage on all attacks to the creature described in the book, and a +2 damage bonus.
10	A book entitled The Incomplete Exploits of Daveril Mokk, describing the many adventures of a half-orc and her adventuring party before all six of them vanished under mysterious circumstances.

THE DRUNKEN GUARD'S BACKPACK

As you stumble upon the boisterous tavern, laughter and the clinking of tankards fill the air. Amid the revelry, a drunken guard sways precariously, clutching a bulging backpack with one hand and a tankard with the other. The contents of that backpack remain a mystery, but its allure is undeniable.

d12	Tipsy Trophies
1	A bottle of alcohol with no label, filled with an orange cloudy liquid, small unidentified bits floating above it, and smell like fruit and very strong alcohol. Drinking even a half glass grants 5 temporary HP for 1d6 hours but requires a Constitution saving throw, if failed the drinker gains the Poisoned condition,
2	A notebook full of bad observation drawings: other guards, sight of the city, its inhabitants and buildings.
3	A rumpled handkerchief with a stitched initial, stained with what you hope is just wine.
4	A lock picking kit of mediocre quality, which will break soon. It is labeled "Confiscated from Swift-hand Henry. Again..."
5	A full suit of armor that bears the mark of the city, crossbow, and sword, all of which is standard issue for the city guard.
6	A note addressed to the child of the guard stating that they've hidden the child's toy and if they behave, they might get it back.
7	A professional card, with the guard's face drawn on it, and various identifying information about them. Written at the back there are also various crossed-out passwords used by the guards from the past months, and the current one: "The gold is cheap, I wanna sleep."
8	A wedding ring worth 225 gp. The initials of their loved one are engraved on the inside.
9	A wooden black box, ornate with a metal spiral on the top, kept shut by heavy ropes, with the guards' seal all over it and a big sign with "DO NOT OPEN". If opened, the box releases a random non-humanoid monster with a 1/8 challenge. The person who has opened it has to make an Intelligence check, if they fail they instantly gain 1 level of Exhaustion.
10	A wooden whistle, worn from use, but when blown, it lets out a feeble, comical sound, not the commanding one expected.
11	A packet of dried jerky, nibbled on at the edges, likely a snack for longer nights on patrol.
12	A small book titled "How to Woo Fair Maidens"; it's filled with terrible pickup lines and even worse advice.

THE LICH'S CLOAK OF LIVING DARKNESS

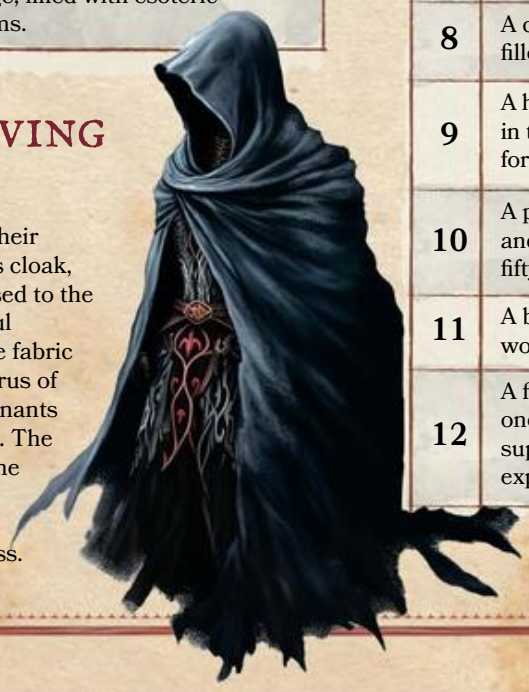
In the midst of shadows and ancient magics, some garments are not merely worn – they are lived. Drape it over your shoulders and feel the weight of a thousand lost souls bearing down upon you.

d12	Within Grave Garments
1	A compass made of bone that always points towards the nearest cemetery
2	A fine gray dust which when sprinkled into the eyes of a sleeping creature will give them terrible nightmares until they awaken
3	A black ghoul tallow candle which emits darkness instead of light.
4	A vial of desecrated quicksilver, frigid to the touch.
5	A bloodshot glass eye whose gaze seems to dart nervously around the room.
6	Black hooded vestments and an expressionless gold face mask which cannot be removed by anyone but the wearer.
7	A locked glass case holding a single black blightseed. Anyone who holds it is filled with a sense of profound dread. If the seed is planted, it must be watered only with blood. It's said that a mature tree can desecrate the lands around it for miles.

8	A bracelet of black meteorite with the soul of a githyanki queen imprisoned within.
9	A silver amulet, known as the Malice Ward, in the shape of an anguished human face. This object hides a terrible curse. A creature which attunes to the amulet gains a +2 to AC and saving throws, and can not die of old age so long as they remain attuned. However, after one day, the wearer's ability to feel love is drained into the amulet, replaced by bitterness and hatred. If a creature attempts to unattune, they take 10d10+10 necrotic damage. If a creature is killed by this damage, their soul is destroyed and the bonus to AC and saves granted by the amulet increases by +1.
10	A stone tablet carved with Infernal epic verse detailing the events of the rise of the hells to victory over the abyss and its demons- and the ensuing apocalypse of devilish inter-planar domination.
11	Wrapped in luxurious black cloth, a small, gold framed portrait of a mouth in a menacing smile. The portrait is an intelligent magical object - The Whisperskite. She is malevolent, with a ravenous appetite for gossip, and loves to broker secrets as leverage for ever more delicious morsels. She likes to portray herself as omniscient, but her information isn't always accurate. Once per day, a creature may unwrap the Whisperskite and tell her a secret. If she approves, the creature may ask for information about another target creature, and the Whisperskite whispers a random piece of information about the target. Roll 1d6: 1- the creature's greatest fear 2- the creature's greatest regret 3- The creature's greatest desire 4- the creature's greatest shame 5 or 6- a false version of any of the above options
12	An ancient spellbook in a mysteriously unknown language, filled with esoteric notes and diagrams.

CLOAK OF LIVING DARKNESS

Should the wearer meet their demise while wearing this cloak, their essence is not released to the afterlife. Instead, their soul becomes bound within the fabric of the cloak, joining a chorus of whispers that are the remnants of all the previous owners. The wearer is resurrected at the next midnight as a Shade—retaining their memories & consciousness.



THE OLD BOX UNDER THE TRAPDOOR COVERED IN SAND IN THE HIDDEN CAVE BEHIND THE WATERFALL

Among the cascading waters of the hidden falls, a concealed entrance beckons the most daring of explorers. But what lies within is not for the fainthearted. Push aside the grains of time-weathered sand, and you reveal a trapdoor, worn and ancient. Its creaky hinges hint at secrets long forgotten.

d20	Trapdoor Treasures
1	A single red rose, pressed and dried and tied with a white ribbon. A love token someone might want returned.
2	A whistle carved from a reed. When blown it sounds like the howling of a wolf. In areas where wolves exist it has a 50/50 chance of attracting a hungry wolf pack.
3	A scattering of coins, worth a few gp if you collect them all.
4	A black candle. It looks eerie but doesn't actually do anything except glow when lit.
5	A bone scroll tube, sealed with wax. If opened, a spirit will emerge, steal a spell at random from the closest magic user, cast it and then disappear.
6	A spy stone. This enchanted pebble can be rolled into a location and will give the owner a brief glimpse of what it sees before becoming an ordinary pebble.
7	The Slate of Hesaid-Shesaid. A square piece of slate in a wooden frame. It can answer yes/no questions about any event that day. 1% of the time it will lie.
8	A clay bottle of lamp oil. It will cause any lamp filled with it to explode after five minutes.
9	A hooked, triple-bladed dagger. The handle is in the shape of a tiger. Does normal damage for a dagger but inflicts Bleed for three rounds.
10	A pouch of Druids' Berries. Ten enchanted and fresh-looking red berries. Each one heals fifty percent of the consumers current health.
11	A bronze statue of a Mind-flayer. Might be worth a few gp to a collector.
12	A fine chain that can stretch and shrink from one foot to six feet and join to itself. It can support up to thirty pounds then will break explosively.

13	A small Journal. The name [Insert Name] is written on the first page. The first entry reads 'I have decided to keep a journal of my daily life'. There are no more entries.
14	A brass mechanism of unknown function. Maybe an artificer can tell you what it is, and even repair it.
15	A scroll cut in half down the center. It seems to be a poem about Trust and Honor.
16	A wooden money box in the shape of a squat bird. When shook it sounds like there's money inside, but nothing ever comes out.
17	A fine glass bottle with a brass-topped cork stopper. When the stopper is removed, anyone within ten feet will hear whispering voices and move closer to listen. Saving Throw Applies.
18	A steel and leather long sword scabbard. There's no sign of the sword.
19	A very dead pigeon. There's a message tube attached to its leg. Inside, the message reads 'Send help immediately'.
20	A vellum scroll containing a spell. It's written in a very archaic language, and reading it out loud causes the surroundings to warp momentarily.

Feral Beastman's Hovel

In the heart of the wilderness, where civilization's influence has yet to tread, a ramshackle structure stands in defiant solitude. Will you brave its untamed threshold or flee with tail between your legs?

d20	Feral Finds
1	A necklace adorned with sharp beast fangs. Can be worn to grant the user advantage on Intimidation checks against creatures with a CR lower than 3.
2	A gnarled club made from a large bone. Deals 1d4 bludgeoning damage. On a critical hit, target must succeed on a DC 12 Strength saving throw or be knocked prone.
3	A tattered cloak made from various beast hides. Grants the user resistance to non-magical piercing and slashing damage while outdoors or in caves.
4	A crude bone talisman with feathers and beads. When held, the user can cast the "Speak with Animals" spell once per day.
5	A scimitar with a rusted blade. Deals 1d6 slashing damage. If it hits, the target must succeed on a DC 10 Constitution saving throw or take an additional 1d4 poison damage.
6	A wooden totem carved with bestial faces. When placed on the ground, it sinks into the earth, vanishing and granting the user advantage on Wisdom (Survival) checks to track creatures for 1 hour.
7	A shattered amulet made from bones. Can be used to cast "Bane" as a 1st-level spell once per day. Affected creatures must succeed on a DC 12 Charisma saving throw or take -1d4 on rolls.
8	A mishmash of stitched-together beast hides. Grants the user AC 11 + Dexterity modifier.
9	A foul-smelling potion in a crude flask. When consumed, the user gains advantage on Strength checks and saving throws for 1 min.
10	A jagged dagger made from a broken bone. Deals 1d4 piercing damage. On a hit, the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute.
11	A blanket made from beast fur. Provides advantage on saving throws against cold weather effects and grants a +2 bonus on Stealth checks while lying still.
12	A glove with a sharpened beast talon. Can be used to make an unarmed strike that deals 1d4 slashing damage. Target must succeed on a DC 12 Strength saving throw or be disarmed.
13	A mask made from beast bones. When worn during a short rest, the user can spend hit dice to regain hit points as if they had rolled the maximum result.
14	A charm carved with a snarling beast. When activated, the charm emits a terrifying snarl, causing creatures within 30 feet to make a DC 12 Wisdom saving throw or be frightened.
15	Boots adorned with sharp thorns. Grants the user advantage on Dexterity (Acrobatics) checks to maintain balance in rough terrain or slippery surfaces.
16	A heavy bow with a snapped string. Cannot be used to make ranged attacks. However, it can be used as a blunt weapon to deal 1d6 bludgeoning damage.
17	A flute crafted from beast bones. When played, it grants the user advantage on Charisma (Performance) checks made to influence or communicate with beasts.

18	A severed beast claw. Can be used as an improvised melee weapon that deals 1d4 slashing damage. On a hit, the target must succeed on a DC 10 Strength saving throw or be knocked prone.
19	A cracked skull from a fearsome creature. Can be used to cast "Cause Fear" as a 1st-level spell once per day. Affected creatures must succeed on a DC 12 Wisdom saving throw or be frightened.
20	A bubbling potion in a vial. When consumed, the user gains advantage on Wisdom (Perception) checks for 1 hour, but also has disadvantage on Intelligence checks.

THE DARK ALTAR IN THE HIDDEN MOUNTAIN CAVE

Deep within the heart of the mountain, past winding tunnels and echoing abysses, lies a hidden cave. Its darkness isn't just a lack of light, but a palpable force that weighs heavily on your soul.

d20	Shadowed Sanctums
1	A beautiful dagger with a large ruby in the hilt. It looks very valuable, however, due to the ominous glow of the gem and the occult inscriptions, it could be difficult to find a buyer. Deals 1d4 piercing damage.
2	This candle emits an otherworldly blue flame that never burns down or consumes the wax. The flame does not feel hot. It provides bright light in a 10-foot radius and sheds dim light for an additional 10 feet beyond that.
3	A translucent vellum sheet with shifting patterns of color. When placed over a written text, it reveals hidden or magically concealed messages. The vellum can be used a maximum of three times before it fades away.
4	A small clay figurine of an owl. When placed near a window or doorway of some description, it alerts the owner with a faint, barely audible noise when someone approaches within 10 feet of it.
5	A shard of polished glass that glows faintly in moonlight. When held up to the moon, it emits a soft, silvery light that can be used as a simple lantern in a ten foot cone ahead of the user. The shard also reveals any invisible or magically concealed beings caught in its light.
6	This roughly crafted, crystal lantern requires no fuel and emits a sphere of darkness for 10ft around the user.
7	This cast iron key has a weight to it, despite its bony appearance. Can be used to unlock any mechanically locked door, though it is broken in the process.
8	A delicate wind chime with silver chimes that emit soft, ethereal tones. When struck by a gentle breeze, it seems to carry distant whispers, hinting at forgotten stories and memories. Perhaps there is a secret to the whispers...
9	An ancient, weathered artifact covered in moss and lichen. While its original purpose remains a mystery, it's believed to have once held significance in ancient rituals or ceremonies. However, there is some more modern metal on the back, looking like a key...
10	A leather-bound book filled with handwritten passages that are difficult to decipher. The text seems to subtly shift when read, leaving the reader with a sense of vague understanding rather than concrete information. The text relates to the religion that used this altar, imparting a vague sense of understanding of their rituals and beliefs.
11	A small stone with a magical enchantment. When placed on a surface, it slowly rolls or moves as if it has a mind of its own. It's often used as a playful divination tool.
12	A wineskin that never runs out, no matter how much is consumed. The wine within it is always a little too warm and a little too bitter, but it's better than nothing.

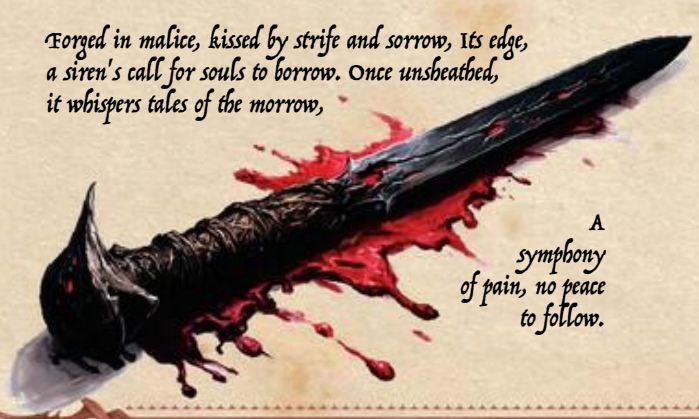
CRAWLING CANDLE

Nestled within a holder shaped like a leering skull, this candle's tentacle-like appendages pull it along floors & walls. Its flame burns with a ghostly light that does not consume the wax.

On command, the candle can move up to 10 feet per turn, able to climb walls and ceilings with its tentacles. It will follow the owner, staying within 30 feet unless instructed otherwise.

13	A light, sheer scarf that shimmers like mist. When wrapped around the neck, it provides comfort and warmth in cold weather while granting advantage on saving throws against being charmed.
14	A handheld fan made of delicate silk that produces no sound when waved. Despite its lack of noise, it still provides a refreshing breeze and can be used to subtly communicate signals.
15	A string of prayer beads made from polished wood. When held and used in meditation or prayer, they offer a sense of connection to the divine and grant advantage on Wisdom saving throws against fear effects. Could be useful for a cleric or paladin to communicate with their deity.
16	A hand-stitched robe adorned with embroidered constellations. When wrapped around a person while they sleep, it provides a sense of security and comfort, allowing them to regain an additional 1 hit point during a short rest.
17	A dagger with an obsidian blade, its edge sharpened to a wicked point. It radiates an unsettling aura, and when used to deal damage, the wielder gains an eerie satisfaction. Deals 1d4 piercing damage.
18	A candle that burns with a deep crimson flame that casts unsettling shadows. Its light causes objects within a 10-foot radius to appear slightly twisted and nightmarish, potentially affecting the minds of those who gaze upon it.
19	A scroll with three words scrawled on it: "FEED ME BLOOD". It contains hidden text that can only be read by those willing to sacrifice a drop of their own blood onto the parchment. Once read, the words instil an eerie compulsion that lingers in the mind.
20	A quill that seemingly dips itself in ink and writes disturbing messages when left unattended. The writings often reveal unsettling truths or obscure secrets about those nearby, including the players.

Forged in malice, kissed by strife and sorrow, Its edge, a siren's call for souls to borrow. Once unsheathed, it whispers tales of the morrow,



A symphony of pain, no peace to follow.

ARMORY OF THE FORGOTTEN WARLORD

Deep in the heart of a ruined citadel, hidden by the ravages of time and shrouded by twisted vines, lies a chamber of immeasurable power. Its doors, once a beacon of conquest, now rest muted by rust and decay. Yet, as they groan open, you're met with the gleam of cold steel and the shimmer of ancient magic. The Armory of the Forgotten Warlord stands undisturbed, a testament to a ruler whose name history may have erased, but whose legacy of weaponry remains unparalleled. These tools of war, each with its own tale of victory and bloodshed, beckon to be wielded once more.

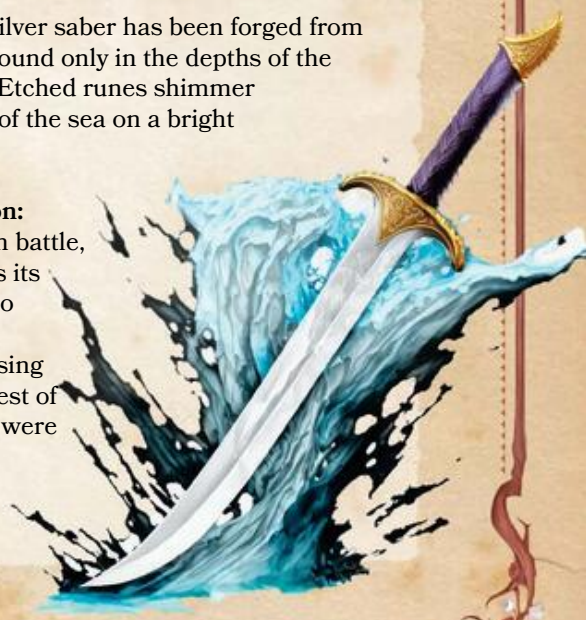
d100	Lost Legacies
1	**Dusksbane** This heavy crossbow's limbs are carved from the stakes that once pinned a powerful vampire lord to his coffin. Your bolts fired from it count as magical and deal an extra 1d6 radiant damage to undead creatures. Once per dawn, you can load a special bolt that casts sunlight when it strikes.
2	**The Cursed Ceremony** A holster of stitched human skin that holds 3 ceremonial knives. Each blade is engraved with forbidden cult symbols. Curse: When you roll a natural 20 to hit an enemy with these knives, you must reroll the attack roll.
3	**Blightbringer** This wooden staff is adorned with writhing fungal growths. You have advantage on Nature checks while holding it. In addition, you can expend charges to cast contagion (uses 3 charges) or insect plague (uses 3 charges) with the staff. It regains 1d6 (max) expended charges daily at dawn.
4	**Tidecaller** This ornate silver trident is engraved with glyphs that glow with an aquamarine radiance. While attuned, you can breathe underwater and have a swimming speed equal to your walking speed. When you score a critical hit with the trident, the target must make a DC 13 Constitution save or begin drowning as water rapidly fills their lungs.
5	An obsidian blade with a raven skull pummel. When you slay a creature with it, you gain temporary hit points equal to the creature's CR (minimum 1). Additionally, you must cast vampiric touch with the blade once per long rest. If you fail to do so, the blade turns its insatiable thirst upon you, automatically casting vampiric touch on you at the end of the long rest.

6	A blackened quarterstaff, hewn from a tree struck by dragonfire. Its surface is etched with intricate spirals, glowing akin to the last embers of a dwindling fire. When swung, faint roars echo from the staff, and spectral dragon wings unfurl. Any living creature killed by this staff is flash-cooked, becoming perfectly seasoned and roasted.
7	A burnt steel longsword with an unremovable skeletal hand grasping the grip. When you miss a foe with this sword, it gains one charge for one minute or until it hits. This sword gets a +1 bonus to hit for each charge.
8	This dagger, carved from a vestige of ancient bone, serves as a conduit to the spirit realm. You can cast speak with dead at will with it. Additionally, you can expend charges to cast spirit guardians (2 charges) or summon undead (4 charges) with the sword. It regains 1d4 expended charges daily at dawn.
9	**Dawnbreaker** This ornate longsword has a blade of polished silver and gold filigree along its crossguard and grip. The pommel is set with a large fire opal that seems to burn with inner flame. Celestial runes etched along the crossguard read "Let the dawn banish the darkness." At dawn's first light, the opal blaze intensifies, wreathing the blade in a blinding corona of sunlight for 1 minute. This light deals radiant damage to undead and evil outsiders.
10	A steel flail struck by lightning that crackles with electricity when swinging. When you are hit by fire, cold, lightning, acid, or poison damage while holding this flail, it stores that energy. The next time you hit a foe, the flail deals 1d6 extra damage of that type.
11	Winter's Grasp - Trails of frost creep across the icy blue steel of this greataxe's blade. Its haft is carved from pale birch inscribed with ancient giant runes. Snowflakes constantly drift around the weapon. When the axe strikes true, these snowflakes coalesce into razor shards of ice that tear ragged wounds in your foe's flesh for an additional 1d4 cold damage.
12	A dagger made from a dire shark's tooth. When you hit a creature with this dagger, their speed is reduced by 10 feet until the end of their next turn as pools of water begin to form around their feet.
13	**Hollow Pommel Dagger** A steel dagger with a hollow pommel that can hold coins or vials. When you draw this dagger it produces an ephemeral flourish of your choice, like a spray of flower petals or burst of flames.
14	A quarterstaff of petrified wood carved with faces contorted in agony. Any living creature defeated by this quarterstaff cannot be revived except by a true resurrection spell.
15	A dagger with a rat skull pommel. When it draws blood, the skull chatters its teeth. This staff allows you to cast vicious mockery (1st-level, DC 13) as a bonus action a number of times per day equal to your proficiency bonus.
16	A greatsword with abyssal runes on its blade. When you hit with this sword, you may spend a Hit Die, rolling it without modifiers to add extra fire damage to your attack.
17	A gnarled wooden club is studded with claws that were taken from the paws of a legendary werewolf pack leader. Once per short rest, you can drive the club into the ground as an action and let loose a bloodcurdling howl, forcing all enemies within 30 feet to make a DC 15 Wisdom saving throw or become frightened of you for 1 minute.
18	A perfectly straight, square-edge quarterstaff of unidentifiable black wood carved with precise geometric symbols.
19	**Dawn's Grace** The blade of this longsword seems to glow with inner radiance. When drawn during battle, you and any allies within 30 feet gain 1d4 temporary hit points. Once per long rest, you can raise the sword skyward as a bonus action to unleash a 30-foot cone of dazzling sunlight, forcing enemies to make a DC 13 Constitution save or be blinded until the end of your next turn.

WAVEDANCER

This gleaming silver saber has been forged from the rarest ores found only in the depths of the Saleem Ocean. Etched runes shimmer like the surface of the sea on a bright sunny day.

Liquid Levitation:
When wielded in battle, this blade grants its user the ability to walk on water, effortlessly crossing even the choppiest of waves as if they were solid ground.



20	**Skullshatter** This maul's head is made from the skull of an Illithid glamoured to look like solid iron. Whenever you roll a natural 20 on an attack roll, the maul releases a burst of telekinetic energy, forcing the target to make a DC 15 Strength save or be flung 20 feet away from you and knocked prone.
21	A greatsword that constantly whispers your name. When you draw this sword, the blade groans awake and emits haunting wails. Any blood that touches the blade boils into ash.
22	A +1 flint dagger etched with colorful shifting runes. When you damage a creature with this dagger, you may alter their hair color or style at will.
23	A spear tipped with a giant scorpion stinger that can inject poison. When you roll to attack with this spear, it deals poison damage on an odd roll and piercing damage on an even roll.
24	**Blooddrinker** This longsword has a dark, pitted blade adorned with chattering-toothed maws that eagerly absorb any blood they come into contact with. When you deal damage to a creature with this weapon, you gain temporary hit points equal to half the damage dealt (rounded down). When you deal damage to a creature with this weapon, you gain temporary hit points equal to half the damage dealt (rounded down).
25	**Black Macuahuitl** A wooden club lined with obsidian stones. When you roll a natural 20 on an attack with this club, it knocks the target back a number of feet equal to two times the wielder's strength modifier.
26	A dagger of solid ice, its grip wrapped in mammoth hide. Cuts from this dagger do not hurt initially and require a Perception check to notice the injury. The wielder can choose when the damage takes effect (up to 1d4 hours). If the target dies before the damage has been inflicted, the damage is dealt to the wielder.
27	A sack of slingstones carved with the faces of dwarven kings, they emit a harrowing whistle when thrown.
28	A wood spear tipped with an elven blade that returns after hitting an intended target.
29	A longsword filigreed with mithril and elven runes suggesting it belonged to elven nobility.
30	**Cold iron knuckles.** When you attack with these and roll a natural 20, the target must make a Constitution save or be stunned until your next turn.
31	**Deceptive Knuckles** Plain leather riding gloves hiding brass knuckles. These knuckles are invisible when worn normally. If you attack while appearing unarmed, you initially have advantage.
32	Spiked gauntlets fashioned from mummy hands and forearms. When you damage a target with these blades, their wounds become necrotic and cannot be healed normally and heal at one-fifth the normal rate.
33	A curved blade that seems to float, detached an inch above its ornate scabbard. When attuned, you can use a bonus action to make the sword fly into your grasp from up to 60 feet away. Additionally, once per short rest, you can use a bonus action to cast gust of wind (DC 15) from the sword.
34	**Ghoststep** This jet-black shortsword becomes nearly invisible when held in shadows. You gain advantage on attack rolls against enemies when wielded in shadow. Additionally when in shadow, the sword also grants you +10 feet to your base movement speed.
35	Linked Sword and Scabbard: A shortsword and oversized scabbard marked with shifting runes. Each morning the sword appears in the scabbard regardless of where it was left previously.
36	**Necromancer's Garrote** A serrated steel garrote that functions as a small saw. When you roll a critical hit on a living creature, the wound bleeds eternally. The wounded creature takes 1d6 necrotic damage at the start of each of its turns until healed by magic.
37	A finely crafted scimitar adorned in dragon-scale. It glistens in hues of blue and green. When held, this scimitar grants resistance to lightning damage. When you score a critical hit, a blast of deafening roar erupts from the point of impact (DC 13 Constitution save or be stunned 1 round).
38	This brass dragon-headed flail hisses menacingly when swung. On a hit, it deals an extra 1d6 fire damage. In addition, you can expend a charge to spew a 15-foot cone of fire from its mouth (DC 13 Dexterity save or take 2d6 fire damage), regaining 1d4 expended charges daily at dawn.
39	A rapier with a twitching spider pommel. When you roll a critical miss with this rapier, you can immediately make another attack against the same target as your bonus action, however if you do hit, you take the same amount of damage as the target.

40	**Valorous** This relic greatsword once felled a pit fiend that was leading a demonic invasion. When you hit an evil-aligned creature with this magical blade, you deal an extra 2d6 radiant damage and force it to make a DC 15 Wisdom save or be frightened of you until the end of your next turn.
41	**Lucky Number Seven** When you roll a 7 on your attack roll with this ornate rapier, it scores a critical hit. In addition, once per short rest you can reroll any attack made with this rapier.
42	An elegantly curved shortsword, made from living wood intertwined with vines. While holding it, you gain expertise in Nature checks. Against plant creatures, its strikes sap their vitality, imposing disadvantage on their next attack roll.
43	A flail struck by lightning long ago. When you hit a creature and beat its AC by 5 or more, it deals an extra 1d6 lighting damage.
44	A wooden club studded with silver-coated nails. When you hit a creature with this club and beat its AC by 5 or more, it deals an extra 1d6 radiant damage.
45	A quarterstaff that balances upright when placed tip down. You have advantage on Acrobatics checks while wielding this staff.
46	A heavy mace bearing a snarling face with jagged fangs. When you roll a critical hit with this mace, the target must make a Strength save or be knocked prone.
47	**Shadowfrost** Cold, black mist swirls around this icy shortsword. It deals an extra 1d6 cold damage on a hit. When you roll a critical hit, jagged ice shards erupt from the wound, imposing disadvantage on the target's next attack roll due to the constricting agony.
48	A vicious green dagger glistens with deadly poison. Your attacks with it deal an additional 1d4 poison damage. On a critical hit, your foe must make a DC 13 Constitution save or fall unconscious, feverish and convulsing as the venom rapidly spreads.
49	**Nightbow** A longbow made of twisted black wood seeping toxic sap. Arrows fired from this bow deal an extra 1d4 poison damage. If the arrow hits a good-aligned creature, the extra poison damage increases to 5d4.
50	**Clawed Gauntlets** Iron claws that restrain your hands. You gain a climbing speed equal to your walking speed while wearing these claws.

THE DOOMSMITH

In the depths of a forgotten cave, the Doomsmith toiled for years, crafting a weapon of unspeakable horror. His hands twisted and gnarled from the intense heat of the forge, he poured all his sorrow and pain into the sword he called Mourningfang. Every strike of his hammer was like the tolling of a funeral bell, as if the sword was being born from the very essence of despair.

As he worked, the Doomsmith's mind was consumed by a maddening grief. The sword seemed to speak to him, whispering dark commands, urging him to give in to his misery. But still he worked, driven by a mad desire to complete the sword that would bring untold sorrow to the world.

When it was finally finished, the sword shimmered with a malevolent energy, its jagged teeth gleaming like the teeth of a hungry beast. But the Doomsmith had paid a terrible price for his creation. The sword had drained him, leaving him a withered husk of a man.

As he lay dying, the Doomsmith whispered a curse upon the sword. "May you forever drink the tears and blood of those you strike down, and may the world never forget the suffering you bring.

And so, the sword was born into the world, a cursed and evil weapon that would forever be seeking tragedy and despair. Those who wielded it would be consumed by sorrow and darkness, and those who faced it would know a terrible and painful end.

Mourningfang

A blade of tarnished silver, the surface shimmers with an oily, iridescent sheen. The edge is serrated with ghastly, barbed teeth that glint in the light, promising a gruesome and painful end to its victims.

The crossguard is adorned with sorrowful eye-like designs, and their mournful gaze appears to knowingly follow the sword's next target. The grip is wrapped in blood-red leather, its surface hot to the touch.

When drawn, the sword emits a mournful howl, a sound that lingers long after the blade has been sheathed.

Those who dare to face Mourningfang in battle should be prepared to face not just a formidable opponent, but the lingering sadness and despair that the sword seems to embody.

51	**Spellbreaker** This intricate greatsword absorbs damaging magic. When subjected to a spell that requires a Dexterity or Constitution save, you have advantage on the save. In addition, on a successful save you regain 1d4+2 hit points as the blade absorbs the spell's energy.
52	A glimmering shortsword which appears to be forged from shards of fallen stars. Three times per day, you can cast the spell faerie fire by tracing arcane patterns in the air with the blade. In addition, while holding the sword under the night sky, you have advantage on Intelligence (Arcana) checks.
53	**Ghost Reaver** This ethereal sword can strike incorporeal creatures as if they were solid. When attempting to hit an incorporeal creature, it must succeed on a DC 15 Constitution saving throw or become corporeal for 1 minute. Additionally, you can use an action to transform into an insubstantial spirit for 1 minute or until you attack, take damage, or force a creature to make a saving throw.
54	An ivory dagger carved from the fang of an ancient gold dragon. While holding it, you have resistance to fire damage. In addition, you can channel the dragon's fiery breath by expending charges to cast burning hands (3 charges) or fireball (5 charges) with the dagger. It regains 1d6 expended charges daily at dawn.
55	**Bloodthirst** This jagged, red-veined greataxe desires carnage. When you reduce a creature to 0 hit points with it, you gain temporary hit points equal to your Constitution modifier.
56	A translucent sword that appears to constantly shimmer in and out of existence, existing simultaneously in the Material and Ethereal Planes. Phase Shift: As an action, you can shift the blade to its ethereal state or return it to its material state. While in its ethereal state, the sword bypasses physical resistances and immunities. It also ignores armor and treats incorporeal creatures as if they were corporeal. Once you've shifted the blade back to its material state, you cannot use this feature again until you finish a short rest.
57	A crystalline longsword that refracts light into dazzling colors. When you parry an attack with it, your foe must succeed on a DC 15 Constitution saving throw or be blinded until the start of your next turn. In bright sunlight, its prismatic rays illuminate a 30-ft radius, forcing enemies that begin their turns there to make the save or be blinded.
58	**Worldbreaker** (Requires attunement by a character with a Strength of 18 or higher). Legend tells that this greataxe was forged by primordial giants to shatter mountains and divide continents. You gain a +3 bonus to attack and damage rolls made with this titanic weapon. In addition, you can slam it into the ground to unleash an earth-shaking shockwave in a 60-ft cone (DC 18 Dexterity save or take 6d12 bludgeoning damage and be knocked prone). Once used, this power recharges after a long rest.
59	**Hellblade** Wreathed in flickering flames, this fiery greatsword is wrought from the essence of the Nine Hells. You have resistance to fire damage while holding it. In addition, you can unleash bursts of hellish flame, expending charges to cast burning hands (1 charge) or fireball (3 charges). The sword regains 1d4 expended charges each dawn.
60	**Tempest** Crackling with electricity, this shock longsword can harness the fury of storms. When you hit with it, you can expend a charge to deal an extra 2d6 lightning damage and force the target to make a DC 15 Constitution save or be stunned until the end of their next turn. Tempest regains 1d4 expended charges each dawn.
61	**Voidreaver** Unholy runes line the ebon blade of this demonic longsword. It deals an extra 2d6 necrotic damage. When you slay a creature with Voidreaver, you siphon part of its soul to regain hit points equal to the slain creature's CR. In addition, you can cast finger of death (DC 18) with the sword once per long rest.
62	A large trident made from the fossilized tooth of an ancient sea monster. You have advantage on all Strength checks while holding it under water. In addition, you can use an action to slam the trident into the ground, releasing a powerful tremor that knocks all creatures prone in a 60-foot radius (DC 18 Dexterity save). Once used, this power recharges after a long rest.
63	A crystalline longsword that seems to flicker in and out of temporal sync. When you hit with it, you gain a +1 bonus to AC until the start of your next turn as you shift slightly out of time. Additionally, you can cast slow upon one creature (DC 15) once per long rest.
64	**Mawblade** A bronze shortsword with serrated teeth up the center of its blade. This sword scores a critical hit on a natural 19-20.

65	A sword with a tongue-like grip that licks the wielder's hand when it misses.
66	**Blackrazor** Forged from a jagged shadowy metal, this greatsword devours light and life. When you slay a creature above CR1, black tendrils pull the victim's soul into the blade to restore 1d6 + 2 HP to the wielder.
67	**Skull Knuckles** Polished steel knuckles etched with skulls. When you attack with these, you can cast cause fear on a hit (DC 13).
68	**Trophy Glaive** The woven haft of this gruesome glaive is studded with bits of monster fangs taken from past kills. Trophy Collector: When you reduce a creature to 0 hit points with this weapon, you can choose to take a tooth or fang from the creature as a trophy. With a minute of work, you can then incorporate this trophy into the glaive's grip, serving as a grim testament to your victories.
69	A barbed whip, which perpetually drips with vile toxins. When you lash a creature, poisoned spikes detach, forcing a DC 15 Constitution save or be poisoned for 1 minute.
70	A dagger carved from a purple worm tooth and wrapped in snakeskin. When you stab a target with this dagger, you can inject a dose of natural venom stored in the tooth's gland, forcing a DC 13 Con save, poisoning the target.
71	A whip lined with spines from a Manticore's tail. On a hit, the creature must make a Constitution save or become paralyzed until your next turn.
72	An iron mace shaped like a clenched fist. When you are hit by a melee attack while holding this mace, you can use your reaction to make one melee attack with the mace against the attacker.
73	**Winterbite** Icy shards spread from wounds caused by this frost-covered spear. When you pierce a creature's flesh, jagged ice crystals sprout from the spearhead lodged in the wound, dealing 1d4 cold damage every round until removed.
74	**Blackbone Greatclub** A greatclub made from a black dragon's femur. You have resistance to acid damage while wielding this club. Once per long rest, you can expel a 30-foot line of acid from the club, dealing 4d6 acid damage (Dex save half).
75	A scythe topped with an ancient red dragon's talon. This weapon deals fire damage instead of piercing damage. Once per long rest, you can ignite the talon, wreathing the weapon in flames that deals 2d6 fire damage to creatures that hit you with melee attacks.
76	A steel quarterstaff that collapses into a small cylinder. This staff grants +1 to attack and damage rolls.
77	**Deathrattle** This macabre flail is crafted from bone and sinew. Deathly Command: Whenever you use this weapon to slay a creature that is size Small or larger, the creature reanimates as a zombie at the start of your next turn. It remains animated for 1 hour, follows your commands during that time, and then turns to dust. You can control a number of zombies equal to half your level, rounded down (minimum 1). If you exceed this number, you choose which previously animated zombies become inanimate.
78	An elven glaive granting an extra attack of opportunity. Immediately after hitting with an attack of opportunity using this glaive, you can make an extra attack of opportunity with disadvantage.
79	**Skullreaper** Shadowy necrotic energy swirls within the obsidian blade of this greataxe. The axe head is shaped like a gigantic skull with a gaping maw. You have advantage on Intimidation checks while holding Skullreaper. In addition, when you slay a creature with the axe, you gain temporary hit points equal to the creature's CR as you siphon its life force.
80	A monk's khakkhara staff rigged with heavy iron rings. While wielding this staff, you gain a +2 bonus to AC.

ICEHEART

A blade crafted entirely from ice, but it does not melt or dull. Instead, it shimmers with a glow as if reflecting the northern lights. It is said to have been wielded by a powerful ice mage, who used it to rule over a land of eternal winter.

The sword was lost after the mage's defeat, but has recently been rediscovered and its power once again available for those brave enough to wield it.

81	A glass arrow that reveals invisible creatures. When you shoot at an invisible target with this arrow and miss, the arrowhead explodes, shattering into a burst of chromatic energy. Any creatures within 30 ft. of the explosion become visible until the end your next turn.
82	A serrated, hooked longsword caked in blood. On a hit, living creatures wounded by this sword take 1 damage at the start of each of their turns until magically healed or stabilized.
83	An embroidered quiver holding arrows fletched in different colors. When nocked in a suitable bow, the red arrows deal fire damage, green arrows deal poison damage, and white arrows heal damage.
84	A wooden walking stick hiding a steel sword blade. You have advantage on Deception checks to conceal the blade and on initiative rolls when wielding this cane sword.
85	**Moonsilver** A silver sword impossible to draw without moonlight. When bathed in moonlight, this sword sheds bright light in a 15-foot radius and dim light for an extra 15 feet. In addition, all critical hits with this sword count as radiant damage.
86	**Gatekeeper** Bound with writhing chaotic energy, this glaive can sunder magical barriers. You have advantage on saving throws against magical effects and creatures summoned from other planes of existence. In addition, any creature you slay with this weapon is banished to its native plane of existence and cannot return for 24 hours.
87	**Godslayer** Forged from the broken shards of divine weapons, this epic longsword deals an extra 3d6 radiant damage against celestials and fiends. In addition, a creature that takes radiant damage from this weapon cannot benefit from magical healing until the end of your next turn.
88	A knobby greatclub that seems carved from a massive femur. You have advantage on Intimidation checks while wielding it. In addition, when you score a critical hit, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of your next turn as their bones shake from the impact.
89	A sling pouch with silver bullets engraved with good gods' symbols. When you load one of these bullets into a sling and attack a lycanthrope or shapechanger, the attack deals an extra 2d6 radiant damage.
90	A carved quarterstaff resembling a dragon. Once per short rest, you can use your reaction when hit in melee to reduce the attack's damage by 1d8+your Dexterity modifier.
91	**Blight Arrows** Black arrows with green flecks that deal poison and necrotic damage. When you shoot a living target with one of these arrows, healing effects restore half as many hit points for 1 minute.
92	A tear-drop shaped club made of nephrite jade. This club deals nonlethal damage instead of bludgeoning damage. Creatures reduced to 0 hp by it are stable and unconscious rather than dying.
93	A pair of jade and gold daggers with rainbow tassels. These daggers deal radiant damage instead of piercing. When you roll a critical hit, undead and fiends have disadvantage on attack rolls against you until your next turn.
94	**Wasp Darts** Small iron darts stamped with wasp emblems that are coated in a weak venom. When you hit a creature with these darts, their speed is reduced by 5 feet until the end of their next turn.
95	**Quadrens** A 4 spike dagger used to disarm foes. On a hit, when you beat a creature's contested Athletics check with this weapon, it disarms their held object.
96	An enchanted stone handaxe that screams when it hits. The target must roll a DC15 Constitution saving throw or be deafened.
97	**Widowmaker** This ominous black longbow once belonged to an assassin who felled kings and nobles. Your ranged attacks made with it ignore half and three-quarters cover. In addition, your hits against surprised creatures are automatic, regardless of the attack roll.
98	A cold iron dagger. When you stab a fey creature with this dagger, the fey has disadvantage on attack rolls against you until your next turn.
99	A spiked greatclub made from a bloodstained jawbone covered in notches tallying its kills. When you score a critical hit with this club, the target must make a DC 15 Constitution saving throw or be stunned until the end of your next turn.
100	**Toxic Arrows** Arrows with lead counterweights and honey-colored shafts that deal poison damage. When you hit a target with one of these arrows, they take 1d4 poison damage each round until the arrow is removed.

THE CHEM LAB'S CANISTERS

Hidden away in an abandoned industrial district, a dilapidated building bears the peeling signage of its former glory — a once renound chemical laboratory. Push past the creaky doors, and amidst the broken glass and disarray, rows of canisters stand tall. Each sealed container, though coated in dust, pulsates with the potential of volatile reactions and groundbreaking discoveries.

d20	Bubbling Bewilderments
1	A canister containing a powerful acid that binds to metal; as an action, you can dip the tip of an arrow or crossbow bolt into the acid to make it deal an additional 2d4 acid damage upon hitting a creature.
2	A canister containing an extremely flammable substance; when the substance is exposed to fire, the canister explodes and deals 4d6 fire damage to an area within 20 feet of it
3	A concocted "superwater" that has the same color and texture as a magic potion; when you drink it, you can choose to either regain 2d4+2 hit points or end one disease or one condition; the condition can be blinded, deafened, paralyzed, or poisoned.
4	A canister that contains 1d20 pebble-like objects; when thrown, it produces an illusion of a fiery explosion upon contact.
5	A canister containing an acid of high concentration; the acid can dissolve any tiny, nonmagical object.
6	A scientifically-tested cologne; you gain an advantage on Charisma ability checks to flirt or woo another individual.
7	A canister of milky liquid; a drop from the liquid is enough to purify nonmagical water into potable water.
8	A canister that is unusually empty; opening it reveals a high-velocity wind as powerful as the Gust of Wind spell
9	A test tube containing the remnant of a neutralized troll's finger; when you drink it, for one minute you regain 1d4 hit points at the start of your turn, but you receive disadvantage on Constitution saving throws
10	A canister that can hold up to a pint of liquid; when you put a liquid inside it, an inscription of the chemical and/or magical properties is legibly shown on the canister's side
11	An unpredictable chemical concoction that, when mixed with any potion, has varying effects. Roll a d6: On a roll of 1, the mixture becomes inert. On a roll of 2-5, it doubles the potion's duration. On a 6, it instantly activates the potion's effects.
12	A chilling liquid that, when poured, freezes the ground in a 10-foot radius, turning it into difficult terrain. Creatures starting their turn or entering the area must make a DC 12 Dexterity saving throw or fall prone.
13	A glowing phantasmal substance contained in a test tube. When broken, it releases a ghostly figure that illuminates a 30-foot radius in dim light and can be commanded to move up to 30 feet as a bonus action.
14	A light green effervescent potion that, when consumed, makes the drinker incredibly buoyant, allowing them to walk on water for 10 minutes.
15	A scientifically-derived fragrance that, when applied, makes animals see the wearer as a trusted member of their species for 1 hour. However, predators might become more interested in the wearer.
16	A gas-filled canister that clears impurities. When opened, it forms a 10-foot cloud, curing any creature that starts its turn in or enters the cloud.
17	A seemingly empty canister. However, when uncapped, it releases an invisible, odorless gas that makes spoken lies within a 20-foot radius audibly ring out as false notes.
18	A test tube holding a thin, clear liquid. When splashed on an object, it reveals hidden runes, glyphs, or magical inscriptions for 1 hour.
19	A cylindrical container holding 1d6 gelatinous, glowing orbs. When released, each orb becomes a floating light source that follows the owner for 1 hour, emitting bright light in a 20-foot radius.
20	A container filled with a rapidly swirling, multicolored mist. Breathing it in allows the user to speak and understand any language for 10 minutes.

LICH'S ARCANE LABORATORY

Beyond the boundaries of the mortal realm, concealed within a pocket dimension of haunting echoes, the lich's lair unfolds. Yet, deeper still, past crypts and guardians, lies a chamber pulsating with an eerie glow. The Lich's Arcane Laboratory, a sanctum of forbidden research and necromantic rituals, sprawls out with tools and tomes of darkened lore.

The atmosphere around you crackles with arcane energy, and each artifact hints at the lich's ceaseless quest for power and immortality. But with such knowledge comes grave risks. Do you dare to delve into the depths of the undead's arcane secrets?

d10	Brews from the Beyond
1	An Air Elemental compressed and contained within a tiny crystal ball. It is tinged green. If released this Air Elemental casts Stinking Cloud as a Free Action whenever it uses its Whirlwind ability.
2	A solitary arm with what appears to be a minor brain attached to its elbow. This arm will attempt to strangle anyone who gets close to it however it is weak and can be easily removed. If left alone the arm will prick its finger on the nearest sharp object and scrawl Please Destroy Me over and over again with its own blood.
3	A Banshees head locked in to an apparatus that forces it to stare at its own reflection. The head is permanently Frightened. Once per day the Banshees Head can be prodded to emit a Wail attack.
4	A bright blue wyrmling lung that is somehow still breathing. This can be attached to any device that requires electricity to function powering it.
5	The flayed skin of a Diseased Giant Rat stretched out like a canvas which can be rolled up into a protective case nearby. This skin can be wrapped around a target who must must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured the target cant regain hit points except by magical means and the targets hit point maximum decreases by 3 1d6 every 24 hours. If the targets hit point maximum drops to 0 as a result of this disease the target dies.
6	A pair of dryad eyes crystallized in an amulet. While wearing this amulet once per day the wearer may cast Charm Person as an action.
7	1d12 vials of what appear to be collected ooze from a Gelatinous Cube. When applied to an object no greater than 10 pounds the object is dissolved completely in ten minutes. When applied to a creature it moves about that creature doing 2d6 acid damage per round until removed though removing it requires a DC 14 Sleight of Hand check for the amorphous shifting material.
8	A mace lined with sharpened teeth with decayed flesh wrapped around its head. When striking a creature with this weapon the target must make a DC 13 Constitution save or be turned into a zombie themselves in 1d4 days. This effect can be removed with a Restoration spell of any kind.
9	A greenish pair of lungs attached to a mouthpiece. After an hour of practice a person may use the lungs and mouthpiece to mimic the voice of any person or creature.
10	A tiny brain trapped in amber attached to a pair of eyes that peek out at the edge of the amber. When attuned to this brain a user can see telepathically see through the objects eyes as long as they are on the same plane of existence.

THE HAG'S HIDDEN STASH

Amidst the damp and twisted woods, where ancient trees whisper tales of forgotten magic, a winding path leads to a dwelling unseen by most mortal eyes. It's the lair of a notorious hag, Mother Morgue, known to hoard treasures dark and beguiling. Behind an enchanted door or beneath a cursed trapdoor, you stumble upon it: Mother Morgue's Hidden Stash. It's a collection of curiosities that pulsate with both promise and peril.

d12	Hag's Bag of Gags
1	A green fountain pen, which if used to draw a snake brings the creature to life.
2	A dissonant sounding wooden flute which draws insects from within a 100 ft radius when played.
3	A pouch of 1d8 faintly vibrating gray storm-seeds. If a seed is planted and watered with fresh humanoid blood or tears each day, a rainstorm arrives 2d4 days later, lasting 24 hours. (rare)
4	A burlap bag of assorted roots, worts and tubers.

5	An ornate brass lamp containing the spirit of an imp pretending to be a djinn.
6	A length of ribbon which if tied around a broken mundane object will mend the break, as if casting the mending cantrip.
7	A length of thorned black wire- a liars knot. A user may target a creature with the liar's knot if they possess the target's true name, and a lock of their hair. After completing a 10 minute ritual using these components to weave a circular knot, the target is cursed and is unable to knowingly speak the truth until the knot is cut, the caster of the ritual dies, or the curse is lifted with a remove curse or greater restoration spell. (very rare)
8	A fine silk shirt made for a humanoid of substantial build, terribly stained with blood.
9	A bound roll of leather, made from elf skin.
10	A loose collection of vials containing blood, bone fragments, and hair.
11	A jar of virulent black mold. If opened, the mold spreads, killing all nonmagical plants in a 90 ft radius within one week.
12	A leather bag of powdered dwarf bone.

THE HAG'S MYSTERIOUS BOOT COLLECTION

Nestled in a shadowy corner of Mother Morgue's lair, lies an assortment of peculiar footwear. It's not the typical treasure you'd expect from a hag's lair, but these are no ordinary boots. Do any of these boots possess powers that might aid your quest?

d10	Bewitched Booties
1	A pair of jaunty boots that, once attuned, increase the wearer's movement by 20 feet and allow them to take the Dash and Disengage action as a bonus action. However, 1d10 days after attuning to the boots (secretly rolled by the GM), the boots curse activates, forcing the user to spend their every second dancing. The user continues to dance, taking no rests, until a Remove Curse spell is cast. While dancing, the user suffers 2 points of exhaustion instead of 1 for every long rest missed while dancing.
2	A large gnarled pair of boots that curve at the toe and are filled with the smell of decay and swamp water. The inner proportions are not meant for any normal humanoid feet.
3	**Boots of Stone Form** These boots magically increase the wearers Constitution score by 2 once they are attuned to. However each day these boots are worn the wearer must make a Constitution saving throw of DC 12 or be permanently Slowed as their flesh begins to harden. Each day after they must make a DC 14 Constitution save if they fail three times in a row they are Petrified and turned to stone. Removing the boots does not remove their effect only a Greater Restoration spell can reverse the effect.
4	A pair of dark black leather boots with spurs attached that allow the wearer to cast Command as a free action on any Nightmare they may encounter.

BOOTS OF DEVILISH DECEIT

As the crimson fiend stands to his full height, he greets you with a wicked grin. The fiend's curving horns and barbed tail clash with an otherwise whymsical appearance. His ornately embossed leather boots cover the hooves of his, goat-like legs.

Devilish Deceit:
Whilst wearing these boots you have a +1 bonus on Deception checks. Additionally, when you walk, you can choose to leave tracks that look like three humanoids of your size were walking, instead of just one.

Dance with the Devil:
Whilst wearing these boots, you have advantage on Charisma (Performance) checks while dancing.

5	**Nymphs Vengeance** A pair of boots that grant the wearer the Druidcraft cantrip and the ability to cast Speak With Plants at will. However once every 1d6 days the boots will also summon a nymph who will attack the party. This continues even if the boots are removed and left behind the only way to remove this effect is to return the boots to where they were found.
6	**Boot Polish of Silence** A dish of boot polish that renders all footwear silent. Any footwear coated with this polish grants the user advantage on all Stealth checks for a day.
7	A pair of boots that cannot be removed but from a Remove Curse spell. These boots speed up the wearers reflexes granting them a 1 bonus to their AC. However during sleep the wearer begins to sleepwalk guided by the boots to an unmarked grave. The wearer cannot be woken from this sleep until they have reached the grave no matter how far away it is or until the boots are removed.
8	A lone boot that talks and claims in a lonely voice, that it is a polymorphed elf who has been separated from her twin who has also been turned into a boot.
9	A pair of stylish boots that increase the wearers Charisma score by 2 once they are attuned to granting them great beauty and charm. However once per long rest while sleeping the wearer must attempt a DC 14 Wisdom save or be Dominated by the boots until the boots are removed and destroyed with radiant damage the wearer will remain Dominated and attempt to kill any creature in their vicinity.
10	**Boots of Swamp Wandering** A pair of boots that allow the wearer to walk on water. While wearing these boots the wearer gains an advantage on identifying any important medicinal flora in the area.

THE ASHES AND RUBBLE

Among the ashes and rubble, remnants of power still linger, waiting for someone to harness their latent energies. Each fragment, though seemingly insignificant, could be the key to forgotten spells, lost memories, or mysteries beyond comprehension.

d6	Smoky Souvenirs
1	A metal tin containing a mix of coins, worth about 30gp.
2	Enchanted chainmail armor that's half the weight of its non-magical equivalent.
3	A bracelet, still shiny and clean. When worn it cancels any disadvantage to aiming imposed by weather or movement.
4	A detailed map with all the important information burned off, of course.
5	A brass compass in a stout leather case. It glows with magic light and can be read in the darkest of places.
6	A smashed figurine, inside it is a short metal tube. Inside that is a mostly intact list of people involved in some kind of cult.

THE DRAGON'S NOSE

In a forgotten realm, atop a towering peak, you come across a sight most unusual and unexpected: a dragon's nose, pristine and untouched by time. In this nasal treasury, wonders await: snot-coated escapades, olfactory elixirs, and fire-resistant tissues for titanic sneezes.

d10	Inhalation Inspiration
1	A ball of thick snot that will cover a creature, regardless of their size class. The creature is especially slippery and is immune to being grappled. In addition: -1 to acrobatics, because they may slip.
2	An elixir that contains dragon mucus. When the elixir is ingested, the consumer has an enhanced sense of smell for d20 hours. They will also breathe steam like a dragon.
3	A tissue box covered in dragon's scales. The tissues are coarse and as large as a beach towel, able to accommodate an adult dragon's nose. The fabric of the tissues is immune to fire and cannot be ripped easily. They also have piercing and slashing resistance.
4	A pendant that is shaped like a dragon's snout. It can unleash a breath attack (15-foot cone) dealing 2d6 damage. Once per day.
5	Acidic +1 dragon snot-covered arrows that erode whatever they strike. Be careful when handling them—so long as the arrow pierces something, the snot becomes extremely acidic and burns whatever it touches.
6	A set of wards that, when activated, create a magical barrier that emanates the scent of a dragon's territory. (The smell isn't entirely pleasant.) It will repel most enemies.
7	A stash of snotty, half-melted gold coins. The coins are ancient and have been a part of this dragon's horde for many, many years.

8	A horn that resembles a dragon's snout. When played properly, it emits a sound that is like a dragon's roar. The sound wave can frighten or stun others nearby and may be used to communicate with other dragons...or deeply offend them.
9	A +1 heavy gauntlets made of blue dragon scales. The wearer gains a lightning breath weapon.
10	A +1 heavy armor made of sapphire dragon scales. The wearer is able to innately cast 'Scrying' and 'Telekinesis.'

THE PACK OF THE DISGUISED TRAVELLER

In a bustling town square, amid the cacophony of hagglers and merchants, your gaze settles on an unassuming figure. Wearing nondescript clothes and a hat pulled low, the traveler seems to want nothing but anonymity. However, their discarded pack, briefly left unattended, tells a different story, hinting at secrets concealed within.

d12	Undercover Uncoverings
1	A blanket of consummate comfort. Acts like the finest feather mattress no matter what surface it's spread upon.
2	Several dry but still edible lamb chops, expertly seasoned.
3	A letter bearing the duke's seal, addressed to 'M. L.'
4	A leather purse containing 15 copper coins and 1 gp, tightly bound closed.
5	A figurine of a pig. When placed on the ground it will turn into a ghostly full-sized pig and trigger any trap before disappearing.
6	A metal bar on a silk thread, which seems to point in a certain direction when suspended in the air.
7	A carefully wrapped package containing a crossbow bolt with the symbol of a crown engraved on it.
8	A detailed map of the local area. A location within the forest is circled in red.
9	Three glass vials. When smashed, they expand rapidly into a cloud of white smoke that blocks all vision for five seconds.

WAYFARER'S GUISE

This rugged leather hat, adorned with a cleverly woven bandanna, has seen many horizons. It carries the spirit of both the open plains and the hidden alleyways.

Hidden within the hat's crown is a small pocket, concealing a set of lockpicks, a few coins, and a rolled-up note. **Disguise of the Dusty Trail:** The wearer can use the hat to cast Disguise Self once per day, perfectly tailoring their appearance to the environment or society they find themselves in.

10	Two identical metal flasks filled with rum. One has red ribbon tied around the neck, the other has a blue ribbon. Blue is poison, red is safe.
11	A brigandine disguised to look like a traveller's simple tunic. Acts like normal scale armor.
12	A well-made short sword enchanted to look like a small dagger.

THE ANCIENT DWARVEN CHEST

Deep within the echoing chambers of a long-forgotten dwarven hold, bathed in the sickly-green glow of bioluminescent fungi, stands a relic from ages past: an intricately carved chest bearing the symbols of ancient dwarven clans. Its iron bands are cold to the touch, and the subtle hum of ancestral magic resonates from within.

d20	Bearded Bounty
1	An amulet with an embedded runestone that provides advantage on saving throws against being petrified.
2	Gauntlets that allow the wearer to handle extremely hot objects without harm, granting advantage on related checks.
3	A wrought iron lockbox containing a key for the box and 20gp.

4	A set of intricately engraved plate armor etched with protective runes. Provides an AC bonus of +2. Resistance to fire damage.
5	A potion in a stone-shaped vial. When consumed, the user's skin hardens like stone. The effect grants resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 hour.
6	A set of delicate, yet sturdy tools crafted for intricate lock manipulation. Grants advantage on Dexterity (Sleight of Hand) checks to pick locks.
7	A detailed map on vellum, showing secret tunnels and chambers in the Dwarven stronghold. Grants advantage on Wisdom (Survival) checks to navigate underground Dwarven tunnels.
8	A vial of liquid metal, glowing with an inner fire. When consumed, the drinker gains heightened strength, akin to the dwarves of old. Gain advantage on Strength checks for 1 hour.
9	A polished drinking horn adorned with Dwarven motifs. When filled with ale, it emits a hearty cheer. Drinking from the horn grants temporary hit points equal to the ale's quality on a scale of 1 to 10.
10	A warhammer with a sturdy stone head intricately carved with Dwarven runes. The haft is reinforced with enchanted metals. Mechanics: Deals 1d8 bludgeoning damage. Crits against constructs deal an additional 2d6 damage.
11	A finely crafted longsword with Dwarven runes etched along the blade. Deals 1d8 slashing damage. Once per day, the wielder can add 1d6 damage of a chosen element (fire, cold, or lightning).
12	A suit of heavy armor forged from rare Dwarven steel. Grants an AC bonus of +2. Advantage on saving throws against effects that would move or knock the wearer prone.
13	A potion in a flask made of stone. When consumed, it grants increased stamina and athleticism. Gain advantage on Athletics saving throws for 1 hour.
14	A ceremonial scepter adorned with polished gems. Can cast the "Prestidigitation" cantrip at will, causing minor magical effects like sparks, faint lights, or a small breeze.
15	A brass compass with intricate etchings, used for precise map-making. Grants advantage on Intelligence (Cartography) checks when creating or interpreting maps.
16	A grappling hook with a sturdy rope and Dwarven engravings. The hook can be thrown up to 60 feet. On a successful hit, the user can use it to climb or swing as if under the effects of "Spider Climb."
17	A tankard that fills with the finest ale when tapped. Once per day, the tankard produces enough high-quality ale to fill itself, granting temporary hit points equal to the user's Constitution modifier.
18	A pendant with a small, glowing crystal. The pendant provides advantage on saving throws against being charmed or frightened and grants resistance to psychic damage.
19	A satchel with Dwarven runes that can store items securely. The satchel has an extra-dimensional space capable of holding up to 100 pounds of items without increasing encumbrance.
20	An old, half-rusted lantern with a cage-like housing. When lit, the lantern casts bright light in a 20-foot radius and dim light for an additional 20 feet.

THE GIANT'S WAX-PLUGGED EARHOLE

Amidst the peaks where clouds dare to play, the remains of a gargantuan giant lay dormant. Most peculiar of all is the giant's ear, obstructed by a massive wax plug. Legends whisper of titans who safeguarded their secrets not in vaults or chests, but within their very being.

d4	Auditory Adventures
1	The giant's earwax itself can be used as candle wax; when lit, it generates an extremely unfavorable concentrated earwax smell.
2	A brittle oak Club stuck in the giant's earwax; it splinters once you hit a critical hit; the weapon is destroyed but it deals an additional 3d6 piercing damage to the creature due to the wooden splinters
3	A stuck metallic Shield that is the cause of the clogging; it can be used as a cork or a plug to stop the flow of any viscous substance
4	A sturdy, stone-carved chest covered in earwax; items put inside the chest becomes covered in earwax after a day

THE SLEEPING OGRE'S STINKING BOOT

Amidst a thicket of trees, a massive ogre snoozes, deep in slumber, snoring away like a thunderstorm. Next to its resting place lies a humongous, worn-out boot, emanating a smell that could raise the dead. Curiosity, or perhaps foolish bravery, urges you to peek within this monstrous footwear.

d6	Hidden in Plain Stink
1	A crushed skeletal hand of humanoid size wrapped around a Magic Scroll of Fireball.
2	A bag of 25 GP, all severely flattened by the ogre's tread.
3	**Auril's Spite** An enchanted dagger that can inflict 1d4 ice damage and has three charges of Ice Knife. Can only be wielded by those with an evil alignment.
4	A wall mirror whose glass refuses to break, no matter what hits it. The reflection shows a tower room, occupied by a sorceress.
5	A handful of dust that, upon being blown, can become an echo of the last person to stand on the spot it goes to. The dust will imitate the person's previous actions for 1d6 minutes before falling back into dust.
6	The now-smelly letters of a deceased courier, detailing the current open contracts for the local thieves guild.

THE PIRATE CAPTAIN'S PLUNDER

From the golden horizon, a wrecked ship lies marooned on a hidden cove's sandy shores. The unmistakable flag of a pirate captain flutters weakly in the sea breeze. Amid the debris and remnants of raucous revelries, you spot a chest, intricately carved with tales of high seas and treasures. The Pirate Captain's Plunder beckons.

d40	Sunken Spoils
1	A chest full of gold that is all stuck together and to the chest. They can't be detached without the Captain's password
2	A peg leg that is just a little too small
3	**Alfonse** The statue of a parrot that is filled with magic. When the command word is spoken, the parrot will animate and turn into an actual parrot that you can speak through.
4	A bottle of rum made out of the skull of some poor seafaring soul. It is said to contain the world's most delicious rum.
5	Broach of Averice - The wearer of this broach has a chance to increase or decrease any incoming wealth. When currency is obtained, the broach forces the wearer to roll out of greed. On a 17 or higher, the money is increased by half. On 10 to 16, the currency remains the same. On 9 or below, the currency is decreased by half.
6	A fine cutlass with a platinum cross guard and decorative hilt. The teal gem encrusted at the bottom of the hilt is said to capture the mind of anyone who sees it.
7	A small glass wand with a gold tip. It vibrates when touched to genuine gemstones.
8	A silver chain with a single black gem hanging from it. When smashed, the gem flashes brightly, temporarily blinding any creature with at least one eye. Saving Throw applies.
9	

DREADSHOT OF THE DROWNED

Weapon (pistol), very rare (requires attunement)

Forged from the wreckage of sunken ships and cursed with the vengence of the drowned, this grim pistol is wrapped in the living essence of the ocean deep.

Damage: 1d10 piercing damage, plus 1d6 necrotic damage from "Abyssal Fire."
Properties: Ammunition (range 30/90), reload (4 shots), misfire (2), magical.

Abyssal Fire: Each shot from the Dreadshot deals an additional 1d6 necrotic damage.

Cursed Shot: Once per day, you can imbue a bullet with a curse as a bonus action before you make an attack. If the attack hits, the target's speed is reduced by 10 feet, and they have disadvantage on ability checks and attack rolls until the end of their next turn. No save is required for this effect.

Recoil of the Deep: After firing, you must succeed on a DC 15 Strength saving throw or be knocked prone. This save is required for each shot fired.

10	A single blue feather that floats when released and points to any incoming storms.
11	A rolled-up treasure map complete with an X. There is no other information on the map.
12	A skeletal pirate peg leg. When affixed to a limb, the wearer gains +2 dexterity. They will have -5 walking speed, however.
13	A dense metal coin with the head of a queen on one side and an ornate shield on the other. If it lands on the shield side when flipped, it will stop a projectile aimed at the owner.
14	A small piece of paper that reads: “Which way does the wind blow around the cape? A: It blows the way it desires.”
15	A wicked cutlass that appears tarnished and ancient, with a tattered black leather hilt. When drawn, it emits an eerie blue glow, and its strikes are accompanied by ethereal whispers. On a critical hit, the target must make a wisdom saving throw or be haunted by the spectral swashbuckler for 1 turn, suffering disadvantage on attacks.
16	A bowl of ancient grog. It is extremely powerful and extremely alcoholic and can get even the heartiest pirate drunk with a few sips.
17	A bowl of ancient grog that has gone bad. If it comes even in contact with a creature, that creature must roll a wisdom saving throw. If they fail, they will be paralyzed by the power and stench of that grog.
18	A stiletto dagger made from pure silver. When rested on water, it acts as a compass.
19	A set of ominous dice that are carved from bone. When rolled, the dice emit ghostly whispers that influence fate. Once per day, the wielder can reroll any roll they make, but they must accept the second result.
20	A tricorn pirate hat. It will make the wearer say “arrg” and speak in ‘pirate-speak’ for d20 hours.
21	A skull and bones. Literally. A skull and two long bones. They are enchanted with psychic magic and can answer three questions of any adventures that dare to ask. It will do so sassily and may be more trouble than it’s worth. It will speak once per long rest.
22	An enchanted treasure map. Whoever unfurls it will feel a deep necessity to find this treasure and will stop at nothing to do so. Fortunately, the treasure is a beautiful chest. Unfortunately, the chest is empty.
23	A rusty cutlass that is semi-translucent and cold. It deals physical and necrotic damage.
24	A pinup painting of “Siren Susana, Seductress of the South.” Whoever sees the painting, regardless of gender and sexual orientation, will gain a bardic die... and will feel compelled to stay on the ocean to hopefully see more sirens soon. The effect fades in d20 minutes.
25	A bottle of “Siren Susana’s Bath Water.” If drank, the drinker will feel drunk, perhaps a bit sick, and will be disgusted at the sight of anything they formerly deemed beautiful for d4 hours.
26	A brand new leather eye patch saved "for best".
27	A pair of +1 spectral flintlock pistols that never require reloading. When fired, they unleash ethereal bullets that pass through solid objects to hit their mark. They can pass through walls and floors as well.
28	A cloak made from an ancient pirate ship’s sails. The cloak gives advantage on acrobatics checks and adds +1 to dexterity.
29	A music sheet of a sea shanty written by a siren. When sung aloud by a group of at least three, they all gain bardic advantage and a morale boost.
30	A ghostly galleon miniature in a bottle. If the bottle is broken, the ship will become life-size and may crush all that is around it. Break from a distance.
31	An enchanted eyepatch that is crafted from the tattered remains of a pirate's sail. When worn, it grants the wearer the ability to see hidden treasures and illusions, even from inside boxes and behind walls, but at the cost of slowly permanently losing depth perception in the covered eye.
32	A cursed pile of doubloons. When spent, these cursed coins have unpredictable effects, they may bring good fortune, bestow a temporary book, turn the spender into a skeleton for d6 hours, or unleash a minor curse upon the spender. (Roll a d4 die to see the result.) Once the coin passes through the next set of hands, the effects repeat.
33	A dried swordfish on a wooden plaque. The swordfish can be used as a +1 longsword and has advantage in or near any large bodies of water.
34	A very unrealistic glass eye... almost comical.

35	A hook that is shaped like a kraken's tentacle. It can be used as a grappling hook, extending far beyond what seems to be its original reach. The suction pads can also stick to surfaces. If placed on a limb, it will replace the limb (ex. a hand into a kraken's hook.)
36	**Chest of disappointment** An old and heavy chest, rattling with treasures! Except, when opened, it is empty. This chest always looks full of riches when closed, but is always empty when opened, no matter what was stored inside.
37	A barnacle, stuck on a gold coin. If anyone tries to tear off the barnacle from its coin, it attacks! Although it is pretty easy to kill, their killer will have to face the wrath of any barnacle they now cross paths with...
38	**Traveler's bandana** A bandana with a colorful motif, which is in reality a very old and forgotten sign of recognition among thieves and buccaneers.
39	A skeletal parrot that perches on the shoulder of its owner, mimicking the speech and mannerisms of a living parrot. It can scout ahead, delivering messages and warnings from a distance through telepathy. It can also be a real nuisance. Legend has it that the parrot was the beloved companion of a feared pirate captain.
40	A magnificent red feather, with blue and green hues at the tip. If exactly two people hold it, they can discuss freely no matter what their languages are, but to outsiders it appears as if the two users are engaged in a swearing and offensive jokes contest in their respective languages.

THE GOBLIN SHAMAN'S BAG

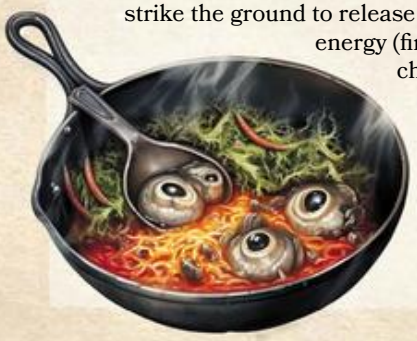
In a dimly lit cavern, amidst ritualistic drawings and totems, you stumble upon a modest, yet vibrantly decorated bag. Frayed at its edges, emitting a peculiar mix of odors, it's the personal possession of a goblin shaman. Every item within this pouch carries a story and a spark of unpredictable magic.

d8	Shaman's Selections
1	A long necklace of beaded teeth from a variety of creatures. They are worn down, as if from being rubbed continuously.
2	A bundle of iridescent preserved fish skins. Colorful, but their purpose is unclear.
3	A bag of the assorted bones of small animals, with a faint magical aura. A goblin can use these bones to see the future. Cast the bones carefully, and get the other goblins to be very quiet. Roll 1d100. On a roll of 10-99, nothing happens. On a 1-9 or a 100, the bones foretell an event of significance to goblinkind.
4	A Goblin Stink Bag. Containing a variety of powerfully fragrant items of dubious and upsetting origin, it smells awful to anyone but a goblin. A goblin that spends an action to take a big whiff of the stink bag gains 1d4 to ability checks, attack rolls, and saving throws for one minute.
5	A small wooden box of prized Goblin alchemical homebrew sludge, Gurzag's Good Gunk. Imbibing a small amount of the good gunk has excellent health benefits, usually. As an action a creature can take a measure of Gunk, and roll 1d6. On 5-6, they gain Temp HP equal to their roll. On a 3-4, they gain advantage on Dexterity checks for one minute. On a 2, they must succeed on a DC 11 CON save or be poisoned for one minute. On a 1, they must succeed on a DC 15 CON save or take 1d10 points of poison damage.
6	A moss covered skullcap which provides a goblin who wears it advantage on stealth checks when hiding from creatures larger than itself.
7	A collection of dirt covered dried mushrooms and fungi.
8	A plank of wood with markings burned into the surface. Close inspection reveals it to be a map to the lost Goblin city of Grenn'dur'Gaang.

SHAMAN'S SKILLET

This cast-iron frying pan is more than it seems. Blackened by countless fires, it was once wielded by a goblin shaman who was as adept at conjuring feasts as he was at calling forth the elements.

Elemental Sear: As an action, the wielder can strike the ground to release a burst of elemental energy (fire, cold, or lightning, chosen upon striking). Creatures within a 10-foot radius must make a DC 12 Dexterity saving throw or take 2d6 damage of the chosen type.



THE ARCANE ACADEMY'S LIBRARY

Behind grand oak doors adorned with shimmering sigils, the hum of potent magic resonates. Towering bookshelves stretch endlessly, each tome a repository of knowledge, spells, and ancient lore. The Arcane Academy's Library stands as a testament to magical civilizations both past and present.

d30	Secrets Between the Pages
1	A love letter from one academician to another; the letter contains magic-themed love puns
2	A spellbook that copies a spell scroll put next to an empty page; it can copy one spell scroll a day
3	A sentient spellbook that can speak the required verbal component of any spell written on it
4	A rolled parchment paper that appears new; once per day, you can pull a blank spell scroll from the rolled paper
5	An encyclopedic tome that lists all known arcane techniques; you gain an advantage on Intelligence (Arcana) checks when you consult the book for at least one hour
6	A blank book laced with illusory magic; the book makes a pop-up version of any images drawn on it
7	A notebook that translates any written language on the left page to common on the right page
8	A guidebook for promising arcane duelists; reading it for 48 hours permanently increases your spell attack roll by 1; it then loses its magic, but regains it in a century
9	A manual for subverting abjuration spells; reading it for 48 hours permanently increases your spell save DC by 1; it then loses its magic, but regains it in a century
10	A diary with several pages ripped out. The remaining entries hint at a forbidden romance between two students that may have ended tragically.
11	An ancient tome on elemental magic. It describes techniques for summoning and binding powerful elemental spirits not seen in centuries. Several concerning passages are stained with what looks like blood.
12	A pocket-sized sarcophagus that binds a vengeful shrunken mummy totem within.
13	A book on illusory magic that appears to be a normal book on taxes and accounting when first opened. Clever spellwork hides its true contents.
14	Scrolls containing powerful curse spells in an unknown language. Touching the scrolls results in vivid nightmares until the curse is removed.
15	A locked box containing an intricate mechanical orrery model of the celestial bodies. It has elaborate engraved runes running across its metallic surface.
16	A pop-up book that depicts arcane rituals. The illustrations are shockingly gruesome and well-animated.
17	A black leather tome that slowly fills with the names of slain wizards if left open at night. The list grows longer with each passing night.
18	A crystalline vial containing a glowing violet liquid. The label reads: "Experimental elixir - effects unknown".
19	A levitating orb found spinning in place high up on a shelf. Unless stopped, it continues to spin indefinitely.
20	A wand crafted from petrified wood with a core of crystalized dragon heartstring.
21	A pristine spellbook written entirely in gold leaf. It contains intricate illumination and is worthy of royalty. The spells within could fetch a high price.
22	A skull painted with arcane runes and glyphs. Peering through the eye sockets will show shadowy visions.

THE MAGEPOST SATCHEL

This leather satchel, embossed with the sigils of the arcane academy, contains conversations between archmages discussing arcane theories, spellcraft, and the mysteries of the multiverse.

Inspirational Insight: When a spellcaster prepares their spells with the satchel nearby, they can choose one spell they find within the letters to prepare without it counting against the number of spells they can prepare for the day.

23	A locked tome bound in alleged demon hide. Blood-curdling screams emanate from it when opened. Banishment rituals are needed to seal it safely.
24	A silver mirror ringed with strange symbols. The reflection in the mirror shows not you but a shadowy figure watching you from behind.
25	A collection of maps showing the way to a legendary floating arcane library that phased in and out of existence. Conflicting maps hint at its current location.
26	A book that when opened, perpetually burns with a purple flame yet never blackens.
27	A chained grimoire filled with necromantic rituals. The book itself is alive, filled with a malevolent intelligence seeking a new master... or foolish puppet.
28	A glass jar containing a miniaturized entire universe - complete with swirling galaxies and planets.
29	A pair of talking skull book-ends. Always commenting about your reading choice. Picking up a cookbook? "Trying to impress someone, or just burning toast again?" How about a mystery novel? "Let me guess, you did it, in the library, bored them to death by reading."
30	Notes on experimental divination spells, including one that supposedly allows the caster to glimpse the future. The final entry warns of terrible visions that drove the author mad.

THE LOCAL EXTORTIONIST'S LOCKBOX

In the shadowed corner of a dingy room, a small yet robust lockbox sits. Scratches and dents hint at its tumultuous history. Secured by multiple mechanisms, this lockbox promises secrets and perhaps a touch of danger.

d8	Box of Betrayals
1	A wooden box containing three vials of blood labeled with the names of VIPs.
2	A locket containing a portrait of a foreign monarch in their younger years with an unknown lover.
3	A set of masterfully forged imperial diplomatic credentials.
4	A tattered scroll of modify memory.
5	A ring of fine onyx chain with wicked spikes lining the inside- an Essence Clasp. In order for this item to perform its dark function, a creature must attune to the essence clasp and then bond it to a target's very soul. The process of bonding must be performed on a willing or incapacitated creature, which takes ten minutes. If the attuned creature speaks the clasp's command word three times, the bonded target dies, so long as both creatures are on the same plane of existence. Otherwise, there is no effect, but the bond remains. The clasp can be removed with a remove curse, greater restoration or wish spell.
6	A circular padlock with no keyhole. A creature that attunes to this item may designate a command word. The lock only opens if the command word is spoken.
7	A mundane looking steel key, actually the intelligent magical skeleton key Vault's Bane. A creature that attunes to this item can detect physical and magical alarms within 30 ft. The key contains two charges, and regains one daily at dawn. Charges can be expended to unlock one mundane lock within 5 ft. If the target lock is magical, such as from the arcane lock spell, the spell effect is suppressed for one hour. As long as the key contains a charge, it will encourage whoever is attuned to steal anything they can that Vault's Bane considers valuable or interesting, and suggests opportunities for thefts or heists at every opportunity.
8	A spherical glass vial of silver truth potion. A creature which drinks this potion cannot speak a deliberate lie for one hour.

VAULT'S BANE

Wondrous item, (requires attunement).

A creature that attunes to this item can detect physical and magical alarms within 30 ft. The key contains two charges, and regains one daily at dawn. Charges can be expended to unlock one mundane lock within 5 ft. If the target lock is magical, such as from the arcane lock spell, the spell effect is suppressed for one hour. As long as the key contains a charge, it will encourage whoever is attuned to steal anything they can that Vault's Bane considers valuable or interesting, and suggests opportunities for thefts or heists at every opportunity.

THE ALCHEMIST'S ALEMBIC

In the hushed sanctum of the alchemist's laboratory, an imposing alchemical alembic stands before you. Beyond it lies a colossal d100 table, a realm of alchemical wonders so vast that it defies comprehension. With each roll, you'll unveil a unique elixir, ingredient, or concoction, each holding the potential to shape your destiny.

d100	Potions of Possibility
1	**Potion of Arachnid Aspect** This sealed vial contains disembodied spider legs. When consumed, the drinker grows disturbingly hairy spider legs and gains the ability to climb walls and ceilings for 1d4 hours.
2	**Tears of the Brokenhearted** Said to be taken from a grieving dryad, this vial holds a single glimmering teardrop used to mend emotional wounds when consumed. The drinker is able to overcome grief, regret, or lost love, finally moving on with new optimism.
3	**Bezoar of the Glutton** A single ingredient encased in resin, this gnarled mass of hair and debris cures poisoning and disease when swallowed. Afterwards, the user becomes ravenously hungry for 1d4 hours.
4	**Blood of the Guardian** Drawn from willing paladins, this blessed crimson fluid fortifies the drinker against evil's touch. When consumed, the user gains a +2 bonus on saving throws vs fiends and the undead for 1d6 hours. Any evil creature that strikes the drinker and draws blood takes 2d6 radiant damage from the blood's divine wrath.
5	**Glimmerflask** A tiny ball of light zips excitedly around this sealed glass vial. When opened it darts wildly before fading away in 1d4 rounds. If consumed, the drinker sheds dim light from their skin for 1 hour.
6	**Milk of the Intellect Devourer** Milky white fluid fills this brain-shaped jar, drawn from the gruesome communal brains of intellect devourers. Drinking even a drop results in horrific nightmares for 1d4 days and allows the drinker to cast detect thoughts once in the next 8 hours.
7	**Breath of the Dragon** Collected from an ancient red wyrm, this squat metal flask contains a whirling vortex of flames. The user can breathe a 30 foot cone of fire that ignites flammable objects and deals 3d6 fire damage (Dex save DC 15 for half). The flask has 3 charges and regains 1d2 expended charges each dawn.
8	**Concoction of Otherworldly Insights** Glimpsing beyond the veil, this murky potion pushes the drinker's consciousness outside their body for astral projection. The user's physical form falls unconscious while their spectral spirit can travel the Astral Plane and ethereal mists. This excursion lasts 1d4 hours before the drinker's essence returns to their physical form automatically.
9	**Dragonbane Poison** This carved vial of bone contains three doses of a virulent purple toxin extracted from wyvern glands. When coated on a weapon or ammunition, the next injury forces a DC 17 Constitution save or take 3d6 poison damage and become poisoned. Dragonkind have advantage on this saving throw.
10	**Gelatinous Slime** This glass vial contains jelly from a gelatinous cube. Direct contact deals 2d6 acid damage, prolonged exposure causes numbness and tingling as the flesh begins to dissolve.
11	**Elixir of Fiery Breath** This ornate ceramic jug is stoppered with a flame-shaped seal. It contains a measure of enchanted liquid fire sourced from the City of Brass. As an action, the bearer can drink the contents, granting them the ability to exhale a 15-foot cone of fire once within the next 10 minutes. Creatures caught in the blast must make a Dexterity saving throw (DC 13) or take 4d6 fire damage, or half as much on a successful save. If the fire is not expelled within the allotted time, the liquid will ignite within the user, causing them to suffer 16 fire damage as flames explosively escape from their mouth.
12	**Amber of the Ageless** This cloudy and viscous amber fluid reverses aging in the drinker. Roll 3d6 years to determine the number of years that are subtracted from the user's current age. This cannot make the drinker younger than their race's childhood age. The potion immediately loses all magical properties afterwards.

13	**Elixir of Shapechanging** Containing doppelganger blood, this muddy crimson concoction allows the drinker to alter their physical form and attributes. For 1 hour, the user can transform into any humanoid creature they have seen before, adjusting their appearance, voice, height, weight, smell, sound, and physical abilities to match the chosen form. They retain their class, personality, Intelligence, Wisdom, and Charisma while transformed.
14	**Liquid Luck** Cloudy white and smelling of fir sap, this uncorked bottle contains liquid from the sap of a treant. For 1 hour after drinking it, the user gains a +1 bonus on ability checks, attack rolls, and saving throws. The potion also allows you to reroll any natural 1 rolled by the user during this time.
15	**Oil of Ochre Jelly** Derived from ochre jellies, this amber oil renders the drinker's body pliable and mutable for 1 hour. They can squeeze through gaps as narrow as 1 inch without harm and have resistance to bludgeoning damage. However, for 24 hours after consumption, the user has -2 AC as their flesh struggles to hold form.
16	**Philter of Giant Strength** This arched flask contains the distilled muscle mass of storm giant. Drinking the gritty brown fluid boosts the user's Strength score to 25 for 1 hour. They also grow 1d4 feet taller while the potion lasts.
17	**Potion of Animal Speech** The emerald liquid in this vial smells faintly of animal urine. It allows the user to converse with beasts and wildlife when consumed. Lasts for 1d4 hours.
18	**Potion of Clairvoyance** This swirling teal potion opens an ephemeral third eye on the drinker's forehead for 1d4 hours. The user can see through solid objects out to 30 feet and has advantage on Wisdom (Insight) and Wisdom (Perception) checks while peering through the third eye.
19	**Potion of Delicious Death** Contained in a skull-shaped bottle, this potion is brewed from viper venom and black lotus extract. Drinking it makes the user appear dead, unconscious and undetectable to all inspection except a DC 20 Wisdom (Medicine) check for 1d4 hours. They lose temporary hit points equal to their level that last until the potion ends.
20	**Potion of Fire Giant Strength** Containing fire giant blood, this powerful elixir boosts the drinker's Strength score to 25 for 1 hour and each unarmed strike deals an additional 1d6 fire damage. However, they hate and distrust magic while under the potion's effects.
21	**Potion of Flying** Clear and fizzy, this potion contains extracts from manticore wings. Drinking it allows the user to sprout manticore wings and gain a 60 foot fly speed for 10 minutes. The drinker can transition from grounded to airborne instantly without falling. The wings fade away when the potion ends.
22	**Potion of Superior Invisibility** Containing specter essence, this potion turns the user invisible for 1 hour when consumed or until they attack, cast a spell, or otherwise make themselves known. This invisibility foils all forms of magical detection and only a DC 25 Wisdom (Perception) check detects signs of the invisible user.
23	**Potion of Giant Size** This thick grey sludge makes the drinker enlarge to around 16 feet tall for 10 minutes. Their equipment grows with them and they gain advantage on Strength checks and saving throws. Weapon attacks deal an extra 1d4 damage while enlarged.
24	**Potion of Hallucinations** Contained in a prism-like vial, this rainbow liquid comes from the venom of a psychoactive toad. Drinking it plunges the user into vivid hallucinations for 1d4 hours, treat it as a confusion spell. The drinker cannot tell what is real or imagined and is considered incapacitated while lost in the waking dream.
25	**Potion of Healing** A crimson concoction of salamander blood and medicinal herbs, this glimmering red potion restores 2d4 + 4 hit points to the drinker. It foams, fizzes, and heats up when swallowed, evaporating any poisons currently affecting the drinker and curing one disease.
26	**Potion of Heroism** Containing distilled courage, this amber bottle holds a dose of potion brewed from griffon feathers and honey from the royal gardens. The user gains 10 temporary hit points that last for 10 minutes. During this time, they are immune to being frightened and gain advantage on Strength and Constitution saving throws.
27	A translucent and barely visible liquid that makes the imbiber invisible for 1d4 hours when consumed or until they attack, cast a spell, or otherwise make themselves known.

28	**Potion of Plant Control** Within this gnarled acorn vial resides a dose of forest magics. For 1 hour after drinking it, the user can cast entangle, speak with plants, and command plants as with the spell plant growth. Once used, the acorn potion loses its magic.
29	**Potion of Poison** Purple venom bubbles and swirls in this sealed vial coated with a skull motif. The next creature struck by the weapon this poison coats must make a DC 15 Constitution save or take 3d6 poison damage. One dose coats a single weapon or piece of ammunition.
30	**Potion of Resistance** This steel flask contains a dose of potion that grants resistance to a random damage type for 1 hour after being consumed. Roll a d10 to determine the resistance granted: 1 acid, 2 cold, 3 fire, 4 force, 5 lightning, 6 necrotic, 7 poison, 8 psychic, 9 radiant, 10 thunder. Doses do not stack. The flask recharges 1d4 doses at next dawn.

ELIXIR OF REBIRTH

Said to be derived from the blood of a phoenix, this fiery-hued potion allows the imbiber to return to life 1 minute after dying. They permanently lose 1 point of Constitution and suffer the effects of the following curses:

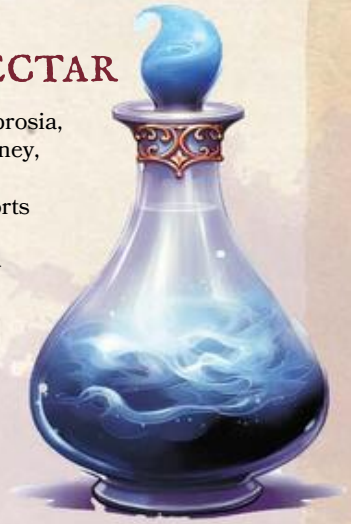
Brand of Ashes: After resurrection, the consumer's skin is marked with large ash-colored scars that weep searing hot magma-like. They will also ignite flammable objects on contact. Though they regain their previous stats and abilities, they suffer disadvantage on Stealth checks and are vulnerable to cold damage until the curse is removed with a remove curse spell or similar magic.

Eyes of Ember: The resurrection causes the imbiber's eyes to burn with an eternal flame, providing continual bright light in a 15-foot radius. They are blinded to normal vision but gain 60-foot blindsight. The condition of blindness cannot be cured as long as the curse persists, making certain social interactions and tasks difficult.

31	**Odiferous Concoction** This sloshing pewter beaker contains around 2 cups of skunk musk and direwolf adrenaline. Drinking it doubles the user's speed for 1 minute and grants an additional bonus action each turn. After the potion's effects end, you become violently ill. You have disadvantage on Strength and Constitution saving throws until you finish a long rest.
32	Suspended in this cloudy glass vial is the egg sac from a phase spider. Consuming it allows the drinker to climb on walls and ceilings like a spider for 1 hour. Additionally, the imbiber gains the ability to momentarily phase out of the Material Plane (Ethereal Jaunt). This phasing can be used once during the duration of the potion, allowing the user to pass through objects or avoid an attack. The phasing lasts only for one round and then requires a short rest to use this ability again.
33	**Potion of Uncontrollable Dancing** Flowing like multi-coloured dry ice, this potion is brewed from the breath of a nymph. For 1 minute after drinking it, the user is compelled to dance uncontrollably. They drop held items, have disadvantage on attacks and checks, and must use their move each round to dance. A DC 15 Constitution save ends the effect.
34	**Potion of Vampiric Speed** This glimmering ruby vial contains a dangerous concoction of vampire blood and adrenaline. Upon drinking it, the user's speed doubles, they can Dash as a bonus action, and they gain advantage on Dexterity checks and saves for 1 minute. Afterward, the user gains one level of exhaustion.
35	**Alchemist's Glue** Pearlescent and viscous, this glue instantly bonds objects on contact with unbelievable permanence. Only a DC 20 Str. check can break the bond, & coming apart forcefully usually damages the items.
36	**Spirit of the Swarm** Floating within this sealed vial is a tempest of insects and arachnids that appear magically suspended in time. When opened, they are released and the drinker can control the swarm as if using the insect plague spell for 10 minutes before the swarm dies.
37	**Tears of the Remorseful** Collected from succubi forced to repent, each glimmering teardrop in this vial dispels a charm or domination effect on the drinker when consumed. If not currently charmed, it grants advantage on future saves against enchantment effects for 24 hours.

38	**Transformation Draught** Sour and pungent, this drink contains grave dirt and powdered doppelganger bone. The user expends a spell slot to transform into any Small or Medium beast with a challenge rating no higher than the expended slot's level for 1 hour.
39	**Trollblood Elixir** Coagulated from the regenerative blood of trolls, drinking this tar-like fluid immediately heals the user 3d8+5 hit points. They also regrow severed limbs and appendages over the course of 1 minute.
40	**Potion of Abberant Dragon Breath** Contained in a metal flask marked with faded runes is an eldritch liquid stolen from deep beneath the earth. Upon drinking it, the user can emit a 30 foot cone of psychic energy that deals 5d6 psychic damage (Int save DC 16 for half) and confuse the targets for 1 minute (Wis save 15 to resist). This can be used once before losing potency.
41	**Potion of Arcane Brilliance** This transparent elixir contains bottled magical adeptness. For 1 hour after ingesting it, the drinker's spell save DC increases by 2, they can add their proficiency bonus to dispel magic checks, and they gain 1 extra use of any expended class ability they currently have.
42	What looks to be a cloudy, pickled eye sealed within a glass vial, grants blindsight out to a range of 60 feet when consumed. For the next hour, the imbiber can perceive their surroundings without relying on sight.
43	**Potion of Dragon Majesty** Contained in an ornate flask carved with draconic runes is a reddish-gold elixir smelling of smoke and spice. For the next hour after drinking it, the user gains advantage on Charisma (Intimidation) checks and their voice booms with a fearsome draconic reverb when speaking. Any humanoid creature starting its turn within 30 feet of the drinker must make a DC 13 Wisdom save or become frightened until the end of its next turn.
44	**Essence of the Will-o'-Wisp** This vial contains the essence of a will-o'-wisp. A creature that drinks it sheds dim light like a torch and gains advantage on Wisdom (Perception) checks based on sight for 1 hour before the essence dissipates.
45	Appearing as liquified light, this magical draught contains purified blessings from the Upper Planes. Drinking it grants immunity to all damage from nonmagical weapons for the next minute. The user appears wreathed in shifting arcane energy during this time.

CELESTIAL NECTAR



Said to be brewed from ambrosia, cloud giant whiskey, and honey, this fabled mead induces a drunken stupor that transports the spirit to realms beyond the mortal imagination for 4 hours. Upon returning to their body, the character gains a boon based on the below d4 roll:

1. Learn Language: You learn one new language of your choice, as your consciousness tapped into the celestial realm's knowledge.

2. Fortified Psyche: You gain resistance to psychic damage for 1d12 days, as your psyche has been fortified.

3. Divine Magical Aptitude: You gain a +1 bonus to spell attack rolls and saving throw DCs until the next sundown, as the mead connected you to divine magic.

4. Divine Inspiration: You gain one use of inspiration that expires if not used by the next sundown (around 12 hours). Your euphoric visions inspired you.

46	**Potion of Temporal Rewind** Sealed inside an hourglass-shaped vial is a sparkling sand that flows backwards in defiance of time's passage. If consumed within 1 min of death, time rewinds and they wake restored as if it never happened. Chronomancy at its finest and extremely difficult to brew properly. The sands lose their power immediately after use.
47	**Vial of Bottled Magic** Trapped within this elaborate glass vial inscribed with silver runes is the stolen breath of an ancient silver dragon. Uncorking it releases a single arcing bolt of lightning that automatically hits the closest enemy target within 30 feet of you. The lightning deals 4d10 lightning damage and pushes the target 20 feet away from you. The vial can trap another bolt of dragon lightning if exposed to such again.
48	**Vial of Fairy Dust** Shed by pixies and bottled by the careful hand of a druid, this vial glitters with fey magic. Sprinkle the dust on a creature to grant the ability to fly at a speed of 30 feet for 10 minutes. The dust's particles cling even to unwilling recipients unless brushed off with an action. An unwilling creature will begin to fly uncontrollably.

49	**Elixir of Arcane Aptitude** This pinky-purple mixture boosts the drinker's spellcasting ability, granting a +1 bonus to spell attack rolls and saving throw DCs for 1 hour. They appear to blow bubbles when speaking for 1d4 hours.
50	**Oil of Fear Warding** Rubbing this pale amber oil on your skin grants immunity to magical fear for 8 hours. The oil is crafted by ancient rituals using distilled unicorn saliva.
51	**Tears of the Dryad** Each glimmering teardrop in this vial can resurrect one freshly dead plant creature up to the size of large, restoring it to full health. The vial holds 1d4 tears.
52	**Dragon's Breath** This etched metal flask holds 3 doses of liquid fire from a red dragon's breath weapon. One dose allows you to breathe fire in a 15 foot cone (Dex save DC 15) once in the next minute.
53	**Potion of Poison Resistance** Drinking this thick black liquid grants resistance to poison damage and advantage on saves against poison for 1 hour.
54	**Elixir of Aquatic Breathing** This bubbly blue elixir contains fish gills, allowing you to breathe water for 1 hour after drinking it.
55	**Potion of Heroism** Golden and faintly glowing, this potion inspires boldness when consumed. You gain 5 temporary hit points and are immune to fear for 1 hour.
56	**Phoenix Ash** Collected after a phoenix combustion, this red-gold ash can resurrect one creature per use. Sprinkle it on creature that has died within 1 hour to return them to life with 1 hit point.
57	**Potion of Thick Skin** Your skin becomes as tough as stone for 1 hour after drinking this gray, earthy sludge. You gain resistance to bludgeoning, piercing and slashing damage from nonmagical attacks during this time.
58	**Elixir of Health** Cloudy pink in color, this elixir cures any disease and neutralizes any poison affecting the drinker. It also restores 1d8 hit points.
59	**Distilled Skunk Essence** This acrid vial contains 3 uses of skunk spray. As an action, you can spray one creature you can see within 15 feet. The target must succeed on a DC 13 Constitution save or be poisoned and incapacitated with nausea for 1 minute.
60	**Elixir of Fiendish Resistance** This fuming red concoction grants resistance to fire and poison damage for 1 hour after being consumed.
61	**Dust of Disappearance** This fine powder turns invisible when released into the air. As an action, you can toss it up creating a 10 foot radius cloud of sparkling dust. Each creature and object in the cloud becomes invisible for 1 minute.
62	**Keen Sight Elixir** Drinking this bright green liquid grants you advantage on Wisdom (Perception) checks for 10 minutes. It is brewed from hawk feathers.
63	**Elixir of Truth** Clear and bitter tasting, this elixir curses you so you cannot speak any deliberate lies for 1 hour after drinking it. You are aware of the curse and can thus avoid responding or speaking plainly.
64	**Periapt of Antivenom** Wearing this pendant grants immunity to poison damage and the poisoned condition. The glass vial contains the refined venom from five different snakes.
65	**Dust of Dispelling** This fine silver powder dispels any magical effects in a 5 foot sphere when thrown into the air. The dust nullifies all magical effects even if cast at a higher level.

Vineblood Potion

A viscous green fluid that causes vines, leaves, and wood to sprout rapidly from the drinker's body. Upon consumption, the user must make a DC 13 Constitution saving throw.

On a failure, they become entangled and immobilized as the plants grow and spread, and their movement speed is reduced to 0 for 1 minute. **On a success,** they become slowed but not immobilized, with their movement speed halved for the same duration. The plants remain alive and wrapped around the user for 1 hour before fully wilting away, potentially providing camouflage or natural cover. Any attempt to remove the plants earlier requires a DC 15 Strength check.

66	**Lycanthrope's Respite** Contained in a vial wrapped in silver chains, this potion appears as a silvery, shifting liquid. Drinking it allows a lycanthrope to suppress their transformation and cravings for one full moon cycle, or, if consumed by a non-lycanthrope, grants advantage on saving throws against lycanthropy for the next 24 hours.
67	**Enlarging Elixir** Drinking this thick silver liquid causes you to double in size for 10 minutes. Your equipment grows with you and your non-magical weapon attacks deal an extra 1d4 damage.
68	**Periapt of Wound Closure** This pendant contains a dose of salamander blood. Whoever takes it regains an extra 1d4 hit points per round (up to 20 hit points) when benefiting from magical healing effects.
69	**Elixir of Invulnerability** Sparkling platinum liquid from this vial renders you immune to all damage from nonmagical weapons for 1 minute when consumed.
70	**Extract of Mimicry** Taken from the gall bladder of a mimic, this elixir allows you to physically imitate wood, stone, treasure or other inorganic material for 10 minutes, granting advantage on Stealth checks.
71	**Elixir of Unhindered Travel** This deep green mixture allows you to travel through difficult terrain as normal terrain and move through nonmagical plants without impediment for 1 hour after drinking it. It is brewed from spriggan blood.
72	**Periapt of Wound Sealing** This red gemstone pendant contains healing magic that stops blood loss. When worn, you automatically stabilize if you start dying. It does not restore any hit points.
73	**Periapt of Energy Resistance** A polished gem in this pendant contains bound earth elemental energy. Whoever wears it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
74	**Periapt of Proof versus Poison** A crystal vial with spider venom swirling within. Grants immunity to poison damage and the poisoned condition for 1d4 hours when consumed.
75	**Elixir of Water Breathing** This pewter flask is adorned with intricate fish scales, giving it a unique aquatic appearance. Inside, it contains a bubbly green potion that, when consumed underwater, allows you to reduce damage dealt to you by 1d8. The flask contains 3 servings.

POTION OF GASEOUS FORM

Acrid and stinging to inhale, this vial contains a dose of basilisk breath. Turning gaseous, the drinker gains the following benefits:

- Fly speed of 30 ft
- Can fit through gaps as small as 1 inch wide
- Immunity to poison and acid damage

All creatures that start their turn within 10 ft of the vapours must succeed on a DC 13 Constitution saving throw or begin to turn to stone, becoming restrained. A restrained creature must repeat the saving throw at the end of each turn, becoming petrified on a failure. On a success, the restrained condition ends.

When the potion ends, the vapours solidify back into the drinker's normal form. Any petrified creatures remain petrified until the condition is removed.

76	**Potion of Energy Resistance** Made from dragon scales, drinking this red potion grants you resistance to your choice of cold, fire, lightning, or acid damage for 1 minute.
77	**Potion of Blending** Extracted from chameleons in a gruesome ritual, this turquoise liquid allows you to change your skin color to camouflage into your surroundings for 10 minutes after drinking it.
78	**Potion of Water Walking** This rubbery blue elixir allows you to walk on liquid as if solid for 1 hour after consumption. Made by alchemists of Saleem Sakura.
79	**Potion of Acid Resistance** Fizzing green liquid that foams and steams. Grants resistance to acid damage for 1 hour after drinking.
80	**Potion of Mental Resilience** Midnight blue in colour with silver flecks. Fortifies the mind against magical influence, granting advantage on Intelligence, Wisdom, and Charisma saving throws for 1 hour after drinking.
81	**Potion of Giant Size** Thick chalky liquid stolen from storm giants. Causes you to double in size for 1 minute after drinking it. Your equipment grows with you.

82	**Potion of Fire Resistance** Ruby colored potion that makes the drinker like a living flame, unaffected by mundane fires. Grants resistance to fire damage and immunity to mundane heat and flame for 1 hour.
83	**Potion of Fighting Focus** Clear and sharp tasting, this potion heightens martial skill granting a +1 to hit and +1 to AC for 10 minutes by drinking it. Brewed from hobgoblin blood.
84	**Potion of Poison Resistance** Thick and odorous, provides resistance to poison damage and advantage on saving throws against poison for 1 hour after drinking. Made from lizardfolk blood.
85	**Potion of Free Movement** Golden elixir grants immunity to effects that would slow or bind the drinker's movement for 10 minutes after drinking. Useful against many spells and magical effects.
86	**Potion of Flying** Made with feathers from a giant eagle, this fizzy elixir allows the drinker to sprout wings and fly at a speed of 30 feet for 1 hour.
87	**Dust of Dryness** As an action, pour this fine sapphire powder over water up to a 30 foot cube, absorbing and evaporating the liquid instantly. Typically used to clear obstacles.
88	**Keoghtom's Ointment** Healing cream that enhances the effects of magical healing when applied to wounds. The subject regains the maximum amount of HP possible for 1 of their hit die rolled to heal them (lowest roll). Single use jar.
89	**Elixir of Vitality** Pulsing crimson liquid that invigorates and restores. Removes any exhaustion and cures poisoned when drunk. For the next 24 hours any hit dice spent during a short rest restore maximum HP.
90	**Potion of Aquatic Adaptation** Contained in a delicate seashell is a deep blue elixir smelling of brine. Drinking it transforms the imbiber's lungs to breathe water and grants the ability to swim at a speed of 40 feet by growing webbing between the fingers and toes. Lasts for 1 hour before the magic fades.
	Potion of Feline Grace Extracted from tabaxi adrenal glands, this potion imbues the drinker with supernaturally quick reflexes and balance. They gain proficiency in Dexterity saving throws and have advantage on ability checks to avoid falling prone for the next hour.

92	The polished skull of an ancient king granted the power of speech acts as the container for this potion. When consumed, the user can ask the skull three questions and receive true answers regarding a legendary place or object lost to history. The skull then becomes mundane bone.
93	**Elixir of Fiendish Deception** Contained in a glass orb sealed with wax is the distilled essence of deception. Upon drinking it, the user gains advantage on Charisma (Deception) checks and emits an aura of falsehood for 8 hours that foils magical attempts to detect lies or read thoughts.
94	**Oil of Fortification** Secreted from otyughs, this disgusting oil becomes a layer of dense blubber when imbibed that grants resistance to bludgeoning, slashing and piercing damage from non-magical weapons for the next hour. The drinker gains 1d4 x 10 lbs. of fatty mass that sloughs off when the magic ends.
95	**Tonic of Unshakeable Heroism** This crisp juniper elixir renders the user immune to magical fear and grants advantage on Strength and Constitution saving throws for 10 minutes. In the aftermath, the user gains one level of exhaustion. A tiny sip provides resistance to fear for 1 hour instead.

Potion of Dreams

A dose of midnight hag's breath extract swirls inky black within this sealed crystal vial. Upon drinking it, the user experiences vivid lucid dreaming and gains the benefits of a long rest while only sleeping for 4 hours. However, when the rest ends, roll 1d4 to determine the curse inflicted:

1. Hit Point Reduction: Your max HP reduces by 5 each use. A remove curse spell can rid you of this affliction.

2. Deformed Appearance: Your appearance grows haggish, gaining deformities and ugliness. You have -1 to Charisma checks per use. This can only be reversed by heal, remove curse, or wish.

3. Exhaustion: You gain one level of exhaustion after each long rest from the potion. This exhaustion can only be removed by normal means.

4. Possession: The hag's spirit possesses your dreaming form to act against your interests when asleep via the potion. The DM determines her actions while possessing you.

96	**Draught of Supreme Restoration** Blessed by clerics of gods of life and renewal, this frosted vial contains a swirling silver liquid that can repair any wound or malady. Drinking it removes all curses, diseases, and poisons currently affecting the user and restores all hit points lost.
97	**Ghost's Whisper** Trapped within a fogged vial bound in cold iron chains, this ethereal potion appears as a faint mist. When consumed, the user becomes incorporeal for 10 minutes, allowing them to move through solid objects. However, while in this state, they cannot interact with physical objects and can only communicate through whispers.
98	**Potion of Bear's Fortitude** This murky brown potion in a glass vial grants the drinker the constitution and toughness of a bear. Gain 2d8 temporary hit points and advantage on Constitution saving throws for 1 hour.
99	**Blood of the Martyr's Resolve** Contained in a flask of cut crystal are remnants of sacred blood drawn from righteous crusaders in their final moments. When consumed by a character at or below half their maximum hit points, the martyr's blood invigorates them with renewed strength and determination. For the next minute, the character gains temporary hit points equal to 1d4 + their level, has advantage on attack rolls, saving throws, or ability checks, and gains an additional action on their turn once during the duration. The flask shatters after one use.
100	**Elixir of Feywild Glamour** Containing the glamour and beauty of nymphs, drinking this green-hued elixir weaves an illusory verdant beauty around the user, enhancing appearance, smell, and voice for 8 hours. They gain advantage on Charisma checks during this time. The elixir leaves the drinker visibly haggard for 1d4 days afterward however.

THE MOCKINGBIRD'S NEST

Deep within the heart of a lush and hidden forest, you find yourself standing before the elusive Mockingbird's Nest. This intricately woven nest, nestled high in the branches, is a testament to the tireless craftsmanship of its avian architect.

d10	Mysteries of the Mockingbird
1	A flute that is adorned with mockingbird feathers. No matter the skill level of the player, they can play any tune that they can play in their head.
2	A Venetian mask in the style of a mockingbird. When worn, the creature can shapeshift into any other similar creature (humanoid to humanoid, etc.) of the same size class. Their stats remain the same.
3	A bow that is crafted from trees where mockingbirds reside. Arrows fired from this bow will produce a sound of the wielder's choice. Once per short rest, if the wielder scores a critical hit with this bow, the target must succeed on a wisdom saving throw or be frightened for 1 minute.
4	A necklace made of enchanted mockingbird feathers that allow the wearer to change their voice, mimicking others' voices and patterns of speech. Once per short rest, the wearer can even speak in another person's language that they do not know. They can only mimic other characters who are alive.
5	An ornate, +1 small metal pipe that is engraved with mockingbird patterns and hums with energy. When attuned to, it can mimic any other +1 melee weapon.
6	A bird whistle that is shaped like a mockingbird's beak. When played, d6 spectral mockingbirds appear and will attack enemies—or cause a general nuisance.
7	A pin shaped like a mockingbird. When worn, it gives the wearer a sense of strength and confidence that borders into haughtiness. They will mock others around them. Additionally, the wearer can cast 'Vicious Mockery' at will when worn.
8	Leather boots that have mockingbird feathers strapped to the sides. The boots can grant the user flight for up to d4 minutes and the ability to jump much further than before. Whenever they do jump or fly, they must mock themselves in some way. They can cast 'Longstrider' once per long rest.

9	A golden mirror that is engraved with mockingbirds fighting mid-flight. If the mirror is shattered, the creature who shatters it will inherently cast 'Mirror Image'—but their copies are chaotic evil, and will try to harm the original.
10	A list of jokes written by "Mary the Miraculously Meticulously Mirthful Mockingbird." When someone says those jokes aloud, the effect is similar to "Tasha's Hideous Laughter" for whoever is in earshot, regardless of their relationship with the speaker. Everyone must roll for a charisma saving throw. If they fail, they laugh.

THE DEAD ENT

In the heart of a desolate forest clearing, you come upon a solemn sight—the remains of a mighty Ent, a guardian of the woods now reduced to a massive, gnarled skeleton. The aura of ancient, earthy magic still lingers, and it cradles the curious collection gathered within its bony grasp.

d10	The Guardian's Relics
1	Choking razor wire. A barbed-wire like length of metal that automatically tightens when wrapped around a living being's neck.
2	A simple wood axe.
3	A matched pair of throwing axes. If one hits so will the other if thrown within two rounds.
4	Lots of rope, some of it silk/elven.
5	A large jug of water. Heals those who drink it back to full health with an hour's rest. Will lose its power when removed from the forest.
6	A clay pipe and a pouch of tobacco.
7	A crude goblin sword, etched with smiling goblin faces. Worth 10gp to the right buyer.
8	Six unused fire arrows.
9	A broken spear. The head is made from fine steel. Could be repaired.
10	A puddle of Ent sap. A mage will pay 100gp for it if it can be collected.

THE ORC GENERAL'S SATCHEL

Amidst the harrowing aftermath of a brutal battlefield, you chance upon a half-buried relic—the weathered satchel of an orc general of legendary repute. Within this battle-torn bag lies a repository of war-hardened artifacts, battle strategies whispered through the ages, and the grim trophies that stand as witness to the orc's relentless victories and unyielding spirit.

d20	Satchel of Savagery
1	**Warlord's Battleaxe** A fearsome battleaxe with an engraved handle and a wickedly sharp blade. Deals 1d8 slashing damage.
2	**Chieftain's Warpaint** A wooden container of vibrant warpaint. When applied, the user gains a temporary boost of confidence. Grants advantage on Charisma (Intimidation) checks.
3	**Potion of Berserker Fury** A potion that sends the drinker into a battle frenzy. Allows the drinker to enter a rage similar to a Barbarian's, granting +2 damage to melee attacks.
4	**Orcish Gold Ring** A simple gold ring with crude etchings. Can be sold for 10 gp.
5	**General's Battlefield Map** A detailed map of the region, showing key strategic points and potential ambush sites.
6	**Healing Salve** A small jar of healing salve. Can be applied to heal 2d4+2 hit points.
7	**Orcish Battle Horn** A horn carved from a large tusk. When blown, it grants allies within 30 feet temporary hit points equal to the blower's Constitution modifier.
8	**Ironclad Gauntlets** Sturdy gauntlets adorned with iron plates. Grants +1 AC.
9	A curved horn adorned with tribal carvings. When blown, once per long rest, enemies within 30 ft must succeed a wisdom saving throw or be frightened.
10	**Brawler's Bracers** Sturdy leather bracers with reinforced metal plates. Grants +1 AC and advantage on Strength (Athletics) checks.
11	**Stormcaller Talisman** A small talisman that resonates with thunderous energy. Can be activated to cast the "Thunderwave" spell once per day.

12	**Tribe Shaman's Herbs** A pouch containing various herbs used by the tribe's shaman. Can be brewed into a potion of "Cure Wounds" (1d8+2) once per day.
13	**Orc Chief's Warpaint** A small container of warpaint used by an orc chieftain. When applied, grants temporary hit points equal to the user's Constitution modifier.
14	**Bloodrage Brandy** A potent drink that sends the drinker into a battle frenzy. Grants advantage on melee attack rolls and +2 damage for 1 minute.
15	**Orcish Trophy Necklace** A necklace made from the fangs and claws of defeated foes. Grants advantage on Intimidation checks against non-intelligent creatures.
16	**Bonecrusher Maul** A massive maul with a bone-crushing impact. Deals 2d6 bludgeoning damage.
17	**Orcish Talisman** A small fetish adorned with feathers and beads. Can be used as a focus for spells.
18	**Eye of the Warlord** A preserved orcish eye suspended in a clear liquid. When held up to the user's eye, they gain darkvision for 1 hour.
19	**Bloodtracker Brew** A flask of liquid with a faint coppery scent. When consumed, the user can track creatures by scent for 1 hour, as per the "Hunter's Mark" spell.
20	**Shattered Skull Amulet** An amulet made from a cracked Orc skull. Can be used to cast the "Speak with Dead" spell 3 times before crumbling into a fine powder.

Warcaller's Wristguards

The Warcaller's Wristguards are not just a remnant of the orc general's power; they are a testament to the unyielding force of will that led orcs to victory under his command.

Warlord's Fury: Once per short rest, as a bonus action, the wearer can enter a state of focused rage similar to a barbarian's. For 1 minute, they gain a bonus to melee damage rolls equal to their proficiency bonus and have advantage on Strength checks and Strength saving throws.

The Wardrobe of the Haunted Mansion

This relic of forgotten fashion conceals a d20 table, an assortment of eerie garments, cursed attire, and forgotten finery. With each roll, you'll reveal a piece of the mansion's haunting history—whether it be a ghostly garment or an elegant ensemble.

d20	Haunting Haberdashery
1	An ancient, crumbling letter addressed to you, calling you "Beloved" and begging you to join them in the past... in a simpler time.
2	A music box that, upon being opened, becomes the mouthpiece of a lonely ghost for as long as it plays.
3	A worn leather armor with a number of tears no blacksmith can fix. Despite this, functions as an undamaged leather armor.
4	A fine silk dress conjures up the spirit of its enchantress owner when a full moon shines on it. The spirit fades at sunrise.
5	A wizard's robe that inflicts D10 damage on anyone who touches it that isn't a magic user.
6	A series of love letters between the lady of the house and her maid. Reading them aloud conjures scenes of their affair.
7	A cleric's mace marked by the lightning bolt symbol of Heironeous. When used in anger (NOT self-defense), it opens a portal to the Abyss.
8	A pan flute that can call and make ghosts visible as in Summon Undead Spirit.
9	A vulture skull with symbols of the Cult of Worms on it. Holding it with both hands summons a flock of Bone Vultures to attack the holder.
10	A hair comb from the Maiden of Beauty, boosting Charisma and Wisdom by +2 when worn.
11	A storybook that functions as a soul trap. Reading more than two chapters traps the reader inside the mansion's past as one of the people who inhabited it. Unless the reader plays their part exactly, the events repeat over and over.
12	A skin suit in the form of the lord or lady of the manor (randomly flips between them). If wearer still has it on at dawn, they dissolve with the suit in the sunlight and their ghost becomes trapped in the mansion.

13	A pixie held captive in an enchanted bird cage. If freed, can grant her rescuer one wish within her power.
14	A dog whistle that calls forth the Hound Of Ill Omen upon being blown. If no enemy is in sight, the dire wolf will attack the user.
15	An orb imbued with the essence of the person who cursed the mansion. Roll D20 saving throw for Wisdom (success 15 or better) to prevent soul swap that will trap holder in the orb while essence takes over their body.
16	A bag of dust that contains the souls of the mansion's servants. Can be infused with any golem.
17	A diamond-encrusted mirror whose reflection reverses the time of day, daylight for night, night for daytime.
18	A bag containing 5 gold ingots.
19	A staff that has a scroll in a secret compartment in its middle, marking a grave in the family cemetery.
20	A flute that will say "I love you" after D6 minutes of being played

THE CHURCH CHOIR'S CACHE

Within the echoing halls of an ancient church, you stumble upon a secret cache cleverly hidden by the mischievous church choir of yesteryears. This enigmatic container, tucked away from the watchful eyes of the clergy, holds a treasury of curious items:

d4	Sacred Shenanigans
1	A sponge that releases holy water upon squeezing; the volume of the released holy water per day is equal to the volume of a flask
2	1d6 minty candies; when consumed, you gain an angelic voice for one minute
3	A wooden alms box mounted on a narrow, square metal table; the box struts over to the individual who holds the most amount of coins within 30 feet
4	A portable bamboo organ that has a mouth-like aperture; when playing a popular hymn or song that has lyrics, the aperture sings the lyrics with the appropriate singing voice

THE SOUL OF THE LICH USING THE ASTRAL SCALPEL

In a realm where the boundaries of life and death blur, you find yourself wielding an Astral Scalpel—a rare and potent artifact known only to the bravest of seekers. Your target? The soul of a lich, an entity that has defied mortality through dark magic. As the operation begins, delve into a realm filled with ethereal mysteries and fragments of the lich's tormented soul.

d10	Lich's Lamentations
1	**Garnet of Regret** A small garnet that is the manifestation of the Lich's first regret, long forgotten. As a bonus action, the gem can be used to reroll a die, which consumes the gem.
2	**Threads of Corruption** A collection of 3d20 onyx threads; manifestations of the corruption entangled in the Lich's soul. When used in addition to a spell component, the caster must make a Wisdom saving throw, DC 13. On a failed save, the caster takes 2d6 psychic damage, and the thread is consumed. On a success, one of the following spell aspects is doubled: its range, its area of effect, its damage dice, or its duration.
3	**Gem of Knowledge** A gemstone that shines like a diamond when in shadow, but turns black when held to the light - a piece of the Lich's intellect. When attuned to this gem, a creature gets a +2 on all Intelligence-based skill checks. If the gem is destroyed, however, the nearest creature immediately gains one free use of the Legend Lore spell.
4	**Fragile Rose of Goodness** A rose, whose pale pink petals are already beginning to wither; a manifestation of the Lich's fragile morality. Keeping the rose alive requires a Nature Check, DC 18, to be rolled once every 24 hours. On a failure, the rose collapses into dust, but while the rose is alive, everyone within a 30 ft radius of the rose has an immunity to necrotic damage.
5	**Horrific Pen of Arcane Creation** A dark black fountain pen with a ruby nib. While attempting to write with this pen, a creature must make a DC 17 Wisdom save, or spend the next hour writing out one of the Lich's memories in horrific detail. On a success, however, a creature can use the pen to turn any sheet of paper into an Arcane Scroll, for any wizard spell of Level 3 or lower, without requiring any additional components. Once the pen has created 16 spell scrolls in this manner, it fades into nothingness.

6	**Dagger of Vicious Hatred** A dagger, formed of the Lich's viciousness. The dagger is a +2 weapon, and on a successful hit the target creature must make a DC 14 Charisma Save or take 1d12 psychic damage.
7	**Potion of Zombie Plague** A vial of dark, oozing black liquid. When poured down the throat of a corpse, it rises as a zombie with one additional property: Infectious Undeath - Any creature that takes damage from this zombie must make a DC 10 Constitution save or be Infected. Unless a Greater Restoration spell is cast on an Infected creature, it will die in 1d8 hours and then immediately rise again as a zombie with the Infectious Undeath property.
8	**Screams of the Forgotten** A snowglobe, with each snowflake a manifestation of the screams of the Lich's many victims. The glass can be shattered to release the screams inside; once destroyed, everyone within 30 feet of the globe must make a DC 14 Wisdom save, or take 8d6 psychic damage and are stunned for 1 minute. On a successful save, creatures take half damage.
9	**Dust of Deceiver's Folly** A pouch of powdered glass, manifestations of every promise and sacred oath the Lich has shattered. The powder inside can be scattered in a 10 foot radius. Every creature in that radius must make a DC 17 Charisma Saving throw or take 1d8 psychic damage each time they speak dishonestly. The pouch has 7 uses.
10	A set of ornate dice, carved from bone. These dice are cursed; when used in any game of chance, they ensure victory, but the winner is marked for death. Within a week, grim spirits from the underworld begin to hunt them. Only a Remove Curse spell can negate this effect.

Ego of the Lich

A haunting replica of the Lich's skull. Once per day, the skull can be used as an action to summon the memories of the Lich and ask it one question, which it must answer honestly. The creature using this skull must make a DC 8 Wisdom check, or have their mind consumed and replaced by the Lich's own mind.

Note:
The DC increases by 1 each time the skull is used.

The Spirit of an Ancient Elemental Lord

Ageless as the winds and as timeless as the tides, the petrified spirit of this elemental lord still glows with dormant power. Even bound in stone, there's a hint of a storm in its eyes. Approach with reverence, and perhaps, just perhaps, you'll hear the murmurs of old. But heed this warning: some legends, once awakened, refuse to be silenced again.

d10	Echoes of the Elemental
1	A cloak dedicated to Akadi that can cast Gust of Wind when worn and held open. Wearer must use spell to fly within 2 d6 minutes of casting or the cloak will tear itself from user.
2	A d6 die bound to Bazim-Gorag which can increase user's GP with each roll. After six uses, the die will deprive user of D4 gold in the form of bad luck. Die cannot be thrown away but only given freely to a willing person.
3	A chainmail shirt made from stone carrying the power of Grumbar, conferring Mage Armor. Upon being pierced, user is enchanted with Statue, which remains in effect until d10 hours has passed.
4	A helm imbued with the might of Istishia. When wearer is attacked, Wall of Water is summoned. When helmet held out in both hands, Create Water summons rainstorm. Effects of both last for d4 minutes.
5	A Flame Tongue imbued with the essence of Kossuth. When drawn, the wielder must slay the enemy they face and claim at least one possession (this could be a body part). If not, the sword inflicts 1d6 fire damage upon the wielder.
6	An ice shield distilled from the essence of Dur-baagal's still-beating heart. Upon being struck (by opponent or the user), shield fires Ray Of Frost. Losing a hold of the shield in battle causes the user to be encircled by Frostbite. If 4 HP or more damage taken, roll d10 saving throw for Constitution (success 8 or better) to avoid being frozen solid.
7	A +2 adamantine hand axe from pieces of the great axe of Erek-Hus. Will keep fighting until its bloodlust is satisfied, including upon the user's allies.
8	A sphinx mask soaked in the essence of Achazar. Howling through the mouth hole casts Dragon's Breath. A blow to the helm causes possession by a Fire Elemental for d6 hours or until doused by water or ice.

9	A crossbow made from intricate parts designed by Nehusta. Fires from a clip of 50 bolts, range 500'. Each bolt is given a random elemental enchantment upon being fired.
10	A Staff Of Power dedicated to Ubtao The Deceiver. Able to cast Slow Time while rendering the user emotionless for duration of the spell.

Spellbin

Clad in wood and precious metals, this elegant jewelry box is a marvel of gnomish ingenuity. When activated, it reveals a clockwork heart that pulses with a mesmerizing azure glow.

Arcane Recycler: After a spell scroll is used, it can be fed to the Spellbin. Once per day, the bin can process the residual magic from these items to produce a random minor magical effect, such as a puff of colorful smoke, a burst of harmless sparks, a faint musical note, or a single use of a random cantrip. DM: Consider using a wild magic surge table or similar.

The Gnome's Vanity Table

Among the silvery woods and beneath the shimmering canopy, the faerie's vanity table stands as a testament to nature's delicate elegance. Every item, crafted with ethereal finesse, seems to capture the very essence of dawn's first light or twilight's fleeting shadow. It's not just a table; it's an altar to beauty, where magic meets makeup, and fantasy flirts with reality.

d20	Finds from the Faerie's Cache
1	A black crystal perfume bottle filled with an inky substance. When applied, the user gains advantage on Dexterity (Stealth) checks in dim light or darkness. Lasts for 1 hour.
2	A slender obsidian dagger with a black silk ribbon-wrapped hilt. Deals 1d6 necrotic damage on a hit. On a critical hit, target must succeed on a Constitution saving throw (DC 13) or be poisoned.
3	A locket that seems to contain swirling shadows within. The locket can be opened to cast the "Shadow Blade" spell once per day at 3rd level.
4	A crown adorned with dark gems. While worn, the user can cast the "Crown of Madness" spell once per day. However, they must succeed on a Wisdom saving throw (DC 15) or become affected by the spell.
5	A raven feather quill with an oily black inkwell. When used to write a message, the text becomes invisible. It can only be revealed by a password specified by the user.
6	A silver ring with a coiled serpent design. The wearer gains resistance to poison damage. Additionally, once per day, they can cast "Poison Spray" as a 1st-level spell.
7	A dark silk scarf with an iridescent shimmer. When wrapped around the user's face, they become invisible. However, they also become ethereal and cannot interact with the physical world.
8	An amulet with a black gemstone that seems to absorb light. While worn, the user can cast the "Darkness" spell centered on themselves once per day.
9	A necklace of intertwined thorns. While worn, the user gains the ability to cast "Inflict Wounds" as a 2nd-level spell once per day. However, using this power leaves the user drained (-2 Constitution).
10	A crown of black iron adorned with spikes. While worn, the user can cast the "Cause Fear" spell at 2nd level once per day. Affected creatures have disadvantage on saving throws against the spell.
11	A small, ornate music box with a sinister tune. When opened, the box plays a haunting melody. All creatures within 30 feet must succeed on a Wisdom saving throw (DC 16) or become frightened for 1 minute.
12	A flowing veil made of shimmering dark fabric. When worn, the user gains the ability to cast the "Disguise Self" spell at will. However, they always appear in a dark, eerie form.
13	A necklace with a small vial of poison hanging from it. The vial can be uncorked and thrown as a ranged weapon, dealing 1d6 poison damage on a hit.
14	A serrated dagger with an inky blade. Deals 1d6 piercing damage. Once per day, the wielder can cast "Pass without Trace" on themselves.

15	A black gemstone with an unnatural shine. When held, the gem grants the user advantage on Wisdom (Perception) checks, but they are also affected by a permanent sense of unease.
16	A small jar of dark ointment. When applied to a weapon, the weapon becomes silvered and deals an extra 1d6 radiant damage against undead creatures.
17	A mirror with a twisted, distorted surface. When gazed into, the user's reflection reveals their innermost fears and desires, requiring a Wisdom saving throw (DC 17) to look away.
18	A charm carved from obsidian, bound by a leather cord. While worn, the user gains resistance to necrotic damage, but also vulnerability to radiant damage.
19	A shawl woven from ethereal strands. When draped around the shoulders, the user gains the ability to cast "Shadow Step" (as the Shadow Monk feature) once per day.
20	A vial containing a dark liquid. When consumed, the user gains the ability to grant themselves darkvision for 1 hour.

THE EVANESCENT REMAINS OF THE PANDIMENSIONAL BEING

In the gossamer threads between known dimensions, remnants of a being beyond comprehension linger. Its existence whispered through parallel universes, a shadow at perception's edge. These remnants, now anchored to our realm, contain mysteries as vast as galaxies and as intricate as quantum strings.

d10	Remnants from Realms Unknown
1	A flat metal disk about the size of a large coin. When held against a wooden door it forms a small spy hole.
2	A felt lined box with ten recesses. Three of them contain rings, each identical except for the gem. The rings are Diamond, Ruby and Emerald, giving a bonus to elemental protection from Ice, Fire and Earth respectively.
3	A folding ax. It takes up as much space and weight as a small dagger but opens out into a full-sized two-handed war ax in five seconds.
4	An ornate gold lantern. It changes color when the wind blows around it. It doesn't appear to have any other function.
5	A heavy piece of metal that looks like a small pineapple. There's a pin in the top attached to a lever. [Hand Grenade]
6	A small golden fish in a crystal bowl filled with water. It's still alive, for now.
7	A ship in a bottle. When you look closer you see it's an actual ship, complete with crew, sea and waves, in a bottle.
8	A full set of armor for someone about a foot high and with four arms.
9	A glass sphere containing a hovering metal spike that seems to be vibrating as if it wants to get out. It positively hums with magic.
10	The Desire Heart. Anyone who looks at this large gem will see whatever they have been questing for. It will have some of the minor functions of the object and convince them it's the real thing.

THE CORPSE OF THE CREEPY CLOWN

In the dim light, the lifeless form of the once-jovial entertainer rests. With a painted face frozen in a macabre grin, the clown's silent presence unnerves. Those garish colors and exaggerated features, intended to evoke laughter, now serve as eerie reminders of the fine line between joy and terror. What secrets or tricks did the clown take to the grave?

d8	Spoils of Sinister Smiles
1	A flower pin of gaudy color, seemingly real. Once per long rest, as an action, the wearer can cause the pin to emit a spray of acid in a ten ft. line. Creatures in the line must make a DEX save DC 14 or take 4d6 acid damage.
2	A class portrait depicting a group of 20 or so young noble's children, with holes burned into all but one of the faces.
3	A notebook of mad ravings in a mixture of real, made up, and obscure languages- detailing something about "the pact of the clown"
4	A tightly tied balloon animal pig, twisted from pig's bladder. Poking a hole or otherwise releasing the air inside creates the deafening sound of pigs screaming for ten seconds.
5	A pouch of brightly colored candies with razors hidden inside them.

6	An enormous cartoonishly decorated wooden mallet, stained with blood. When this weapon scores a critical hit on a melee attack, the mallet emits a loud honking noise and the attack deals an extra 2d6 clown damage.
7	An ancient stone pendant depicting a mask twisted in grotesque laughter- the holy symbol of a malevolent, long forgotten trickster god.
8	A grotesque, animated puppet that mimics the owner's movements and speech. It can be commanded to move independently up to 30 feet away, but its actions are always exaggerated and disturbing, unsettling those who witness it.

DROLL SPECTRE

A floppy jester's hat with a dark provenance. The wearer's eyes glow red in darkness, which seems to gather around them excitedly. The wearer gains advantage on performance and deception checks against children and good aligned creatures, and advantage on stealth checks when in dim light or darkness. Additionally, the wearer is able to cast the minor illusion cantrip.

THE TAVERN BEDROOM

Hidden behind the clamor of the tavern below lies a bedroom steeped in forgotten tales and secrets. The dim light reveals a chest of undisclosed riches and tokens of adventures past. Who slept here, and what did they leave in their hurry or neglect?

d12	Forgotten Travelers' Trinkets
1	A dusty bag with thirteen silver coins inside.
2	A pack of playing cards with all the royal cards marked.
3	A wooden candlestick with a dribbly candle.
4	A half-finished letter to Markius telling him where the gold is buried.
5	A large die with a heart instead of a six. If it rolls a natural six it gives the roller six points of healing. Only works once a day.
6	A pure white bandana. When tied over the mouth it neutralises airborne poisonous gasses.
7	A gold locket with the portrait of a young woman artfully painted inside. If the woman is found she might pay a substantial reward.
8	A dead rat. It smells remarkably fragrant.
9	A live rat. It looks mean.
10	A letter of credit for 100gp made out to Sleeka the Blacksmith from Captain Hartison Grax.
11	A rusted key with an inscription that reads, "To unlock the unseen."
12	A well painted glass eye, always wet to touch. Occasionally, it turns to look at a character.

THE MONSTER HUNTER'S HIDEOUT

Tucked away in the shadows, the hideout of the famed monster hunter brims with tales of perilous pursuits and daunting duels. Its walls bear the scars of close encounters and the trophies of vanquished beasts. Amidst the array of weaponry and arcane artifacts, one wonders: What creatures did they track? What darkness did they face? And at what cost?

d12	Relics of Ruthless Pursuits
1	A black leather bandolier, with slots for all sorts of ammunition. A ranger that attunes to the bandolier gains an additional +1 bonus to attacks and damage rolls against their favored enemies.
2	Three silvered wooden stakes, engraved with holy text of the sun god.
3	A crystal amulet containing a single mote of holy sunlight, the Sun Warden's Amulet. The amulet sheds dim light in a 5 foot radius. As an action, the wearer can cause it to brighten, shedding bright light in a 15 ft radius for one minute. A creature attuned to the amulet has advantage on saving throws against charm, and resistance to necrotic damage. Additionally, as an action, a creature may crush the amulet to cast the sunbeam spell, permanently destroying the item.

4	A small box of 15 silvered ammunition.
5	Two vials of silverbrand. Applying this silvery oil to a weapon takes one minute and causes it to count as a silvered weapon for 1 hour, granting advantage on attack rolls made against evil creatures during this duration.
6	A copy of a hunter's bestiary, Collockann Cammebrie's Creature Compendium.
7	A broad brimmed, high topped black hat. The wearer can cast the hunter's mark spell once per day without expending a spell slot.
8	A simple silver banded ring, the trackers band. This ring grants advantage on survival checks to track.
9	A collection of grisly trophies, mind flayer tentacles, vampire fangs, hag's eyes, and others, all fashioned into a crude necklace.
10	A satchel of ghastbane caps, holy and highly explosive devices. Dealing fire damage to a ghastbane cap causes it to explode in radiant energy, dealing 6d6 radiant damage in a 10 ft radius.
11	A glass vial of werewolf's blood.
12	A small iron cage, the inside etched with sylvan runes.

THE MONSTER HUNTER'S TOOLBELT

The monster hunter's toolbelt is an arsenal condensed into leather and pouches. Every pocket, loop, and clasp tells a tale of confrontations with creatures beyond imagination. Those who dare to plunder its contents might find tools steeped in arcane arts, alchemical mixtures, and remnants of battles won.

d10	Tools of the Treacherous Trade
1	A pocket sized truesight mirror. The mirror's reflection reveals the true form of any shape-shifter or anyone using a magical disguise.
2	An alchemical bandolier which releases potions quickly using a spring loaded design. Drinking a potion kept on the bandolier is a bonus action.
3	A heartseeker dagger which emits a pulse of magical energy to stop the heart. This dagger scores a critical hit on a 19 or 20. Critical hits made with this weapon deal an extra 4d6 points of force damage.
4	A shabby looking wooden whistle- the Wolf Whistle. Blowing the whistle emits a shrill blast at a grave frequency audible only to lycanthropes. A lycanthrope that hears the whistle while within 60 ft of it must make a CON save DC 16, or be frightened for one minute. If a creature succeeds on this save, it is immune to the whistle's effect for one day.
5	A set of two heavily customized stake-throwers, Misery & Company. These +1 hand crossbows fire heavy, stake-like ammunition. Additionally, Misery deals an extra 1d6 necrotic damage on a hit. Company deals an extra 1d6 radiant damage on a hit.
6	A shield, the steel polished to a mirrored finish. When the bearer attacks a creature with a gaze effect, they count as averting their gaze without incurring a penalty on their attack rolls.
7	A set of meticulously weighted silver throwing knives.
8	A spring fired mithril grappling hook and line, set into a tactical bracer. The user gains +10 on athletics checks made to climb.
9	A silver and iron high-collared gorget. Method's Collar of Neck Protection. An attuned wearer gains a +1 to their AC. Additionally, undead creatures suffer disadvantage on bite attacks against the wearer.
10	Three smoke bombs which produce a thick, sweet smelling smoke which heavily obscures a 30 ft cube for one minute. This area counts as difficult terrain for undead creatures.

GRASP OF THE GHOUL HUNTER

This grisly severed hand, with claw-like fingernails and mottled, necrotic flesh, was once the trophy of a renowned monster hunter. It's fastened to a belt loop by a heavy chain, and the stench of death clings to it.

Necrotic Clutch: As an action, you can command the hand to detach and grasp a target within 15ft. The hand attempts to grapple a creature using your Strength score, applying a condition as if under the effects of the Hold Person spell. The hand has its own grapple check modifier which is based on your proficiency bonus plus your Strength modifier.

THE VAULT OF THE VOID VOYAGER

Among the distant treasures, there lies a collection that sings of the cosmos. It's as if the mysteries of the universe, its astral wonders, and distant celestial events have been captured and distilled into these objects. These artifacts don't merely observe the stars, they interact with them.

d6	Vestiges of the Void
1	A pouch of dust that, when thrown into the sky, filters out the light pollution in a 10 by 10 foot area above your head, allowing you to see the night sky at any time during the day.
2	An orb that glows a brighter and brighter yellow whenever there is a comet approaching above that is within visible range of the range of the naked (human) eye.
3	A wand of fireballs that is recharged whenever a meteor shower is overhead (3d8 charges every meteor shower).
4	A lens that, when applied to a telescope, marks the exact distance in light years of every star that can it views, colour-coding the stars appropriately.
5	A beacon that pulses out a pre-recorded message every eight hours in a random direction whose range is 1 gigaparsec.
6	A pocket watch that doesn't tell the current time, but rather indicates the alignment of the planets. It looks as if all the planets will align within 1d4 days.

THE UNDERSIDE OF A ROTTEN LOG

In the decaying shadow of what was once a towering tree, life thrives in unexpected ways. Every grain of damp wood, every creature's movement, tells the story of nature's cycle of life and death, a treasure trove of the forest floor's hidden wonders.

d6	Fungal Finds
1	A ghastly grey fungi. A successful Survival check would reveal anti-poison properties.
2	A bright red toad that carries a poison they can apply to their arrows and darts.
3	Squirmy worms. Perfect for fishing!
4	Three untarnished arrowheads marked with a wolf's head design. Give +2 to damage to wolves and +1 to werewolves.
5	A leather pouch, recently stashed. Inside is an assortment of small jewellery items. Worth about 25gp, or can be returned to the owner for a smaller reward and some kudos.
6	A brass scroll tube. Inside is a message to 'L.J.' to meet here at midnight.

THE DRIPPING LEATHER SATCHEL HANGING FROM THE TREE BRANCH

Its position suggests both a hasty departure and the desire to protect its contents from the world below.

d10	Moistened Mysteries
1	A severed head, the skull full of water. It can answer one question about how it died before finally liquidating into a mush.
2	A gold, ruby-encrusted goblet that turns any liquid contained into water.
3	**Deep Seshala's Breath** A perpetually damp neckerchief that, when worn around the bottom of the face, casts Water Breathing for the wearer (and only the wearer).
4	A +2 Dagger that drips blood in the presence of any person or creature with the intent to kill.
5	A shimmering jacket made from merfolk skin that stays perpetually moist.
6	A sailor's rum bottle that contains three gallons of water within it, all the water enchanted with Shape Water.
7	A frozen hand which holds an Elemental Gem for a Water Elemental.
8	A collection of tongues that, when pierced with a sharp object, can talk about their former owners for d10 minutes.
9	A frozen stone tablet that, when warmed, reveals an account of its previous owner's life. Once removed from a heat source, the tablet rapidly refreezes, inflicting d6 cold damage to the holder.
10	**Herald Of The Icedawn** a trident made of ice that can cast Splintering Strike when thrown and can be reformed with a libation of the thrower's blood (d6 for damage).

THE MYSTERIOUS MERCHANT'S WAGON

Hidden amidst the canvas and wood of a seemingly unremarkable wagon, a trove of oddities and enigmas unfurl. The merchant, known for trading in the unusual, the forbidden, and the arcane, left behind a cargo that's both a puzzle and a prize. To loot this wagon is to embark on a journey through the stranger corners of the world.

d20	Treasures from the Traveling Trove
1	**Elven Blade** A slender, graceful longsword with an engraved hilt. Deals 1d8 slashing damage and an extra 1d4 slashing damage against creatures with vulnerability to magic weapons.
2	**Coin of Fortune** A polished gold coin with intricate designs. When flipped, it grants the user advantage on their next Luck-based roll.
3	**Potion of Healing** A vial of shimmering red liquid. When consumed, heals the user for 2d4+2 hit points.
4	**Arcane Key** A small silver key with arcane symbols etched on it. Can unlock magical barriers or doors upon a successful Intelligence (Arcana) check.
5	**Traveler's Rations** A bundle of preserved food. Can sustain a person for one day.
6	A serrated dagger with a venomous-looking blade. Deals 1d6 piercing damage. On a hit, target must succeed on a DC 11 Constitution saving throw or take 2d6 poison damage.
7	A delicate silver locket with a tiny portrait inside. Can be sold for 10 gp.
8	**Scroll of Protection** A parchment inscribed with protective runes. When read aloud, grants the user resistance to their preferred type of damage for 1 hour.
9	**Masterwork Lockpick Set** A set of finely crafted lockpicks. Grants advantage on Dexterity checks to pick locks.
10	A small glass vial containing an ever-burning flame. Can be used to ignite flammable objects at a distance up to 10 feet.
11	**Quill of Infinite Ink** A quill that never runs out of ink.
12	A small magnifying glass with a brass frame. Grants advantage on Intelligence (Investigation) checks involving small details.
13	**Potion of Invisibility** A vial of clear liquid. When consumed, grants the user invisibility for 1 hour.
14	A pouch that seems to contain more coins than it should. Can hold up to 100 gp, but only takes up as much space as a small coin.
15	A parchment map detailing the surrounding area. Grants advantage on Wisdom (Survival) checks when navigating in the depicted region.
16	A rolled-up parchment sealed with wax. When read aloud, creates a 20-foot-radius sphere of silence centered on the reader, before crumbling to ash
17	**Traveler's Blanket** A warm, soft blanket. Clearly knitted with love.
18	**Everfull Waterskin** A waterskin that never runs out of water. Can release up to 1 gallon of water per day
19	A smooth black gemstone that faintly whispers secrets. When held, it allows the user to cast the "Message" spell at will.
20	**Mask of Illusory Disguise** A mask carved from opalescent stone. When worn, the user can cast "Disguise Self" at will, but can only appear as their own species.

THE POLTERGEIST'S PARLOR

The room pulses with an unsettling energy, unseen hands once mischievously rearranging its contents. The Poltergeist's Parlor, while elegant and lavish in design, carries the weight of spectral mischief and lingering spirits. Plundering here is not just about the tangible; it's about claiming relics imbued with otherworldly power. Every item, every nook and cranny, speaks of histories both mischievous and mournful, of spirits tethered and tales untold.

d20	"Boo-tique" Collection
1	A skull of whoever worn this amulet. When a creature grabs this skull, they will be subject to the ghost's 'Horrifying Visage.'
2	A set of gray hairspray that makes hair float around a creature's head as though it is lighter than air.
3	A thin, hole-ridden cloak. When worn, the wearer gains the 'Etherealness' and 'Incorporeal Movement' actions and can flit between planes. They will feel cold, and if this cloak is worn for too long, they may begin to disappear.

4	A set of black leather gloves that are painted with a bone pattern. When a creature is wearing those gloves and comes in contact with anything that is living, the gloves will automatically engage in the 'Withering Touch' action—regardless if they are in contact with a friend or foe.
5	A set of gloves that are gray and covered in bone dust. When one glove is worn by one creature, and they slip the other glove on another creature, the first glove's wearer can 'Possess' the second wearer, whether they intend to or not. This can be done once per long rest.
6	A ghostly-looking amulet that temporarily turns the wearer into a ghost. Their stats and abilities change accordingly. If worn repeatedly, the amulet cannot come off—and the wearer is stuck as a ghost.
7	Ghostly leather boots that let the wearer hover up to 40 feet or roughly 12 meters.
8	A set of white, misty contact lenses. If a creature is brave enough to place them on their eyes, they gain 'Ethereal Sight.'
9	A vial of ectoplasm that glows in the dark. If the ectoplasm is rubbed on someone's eyes, they gain 'Darkvision' and the ability to see, and identify, any undead.
10	A vial of bone dust. If the bone dust is rubbed on a creature's body, they will become immune to cold, necrotic, and poison damage for d6 hours. They may also aggressively sneeze if they have allergies.
11	A rusted metal lantern that was used long ago. It emits an eerie, flickering light that can reveal invisible creatures, hidden creatures, and the undead.
12	A cold silver chalice that is full of what appears to be blood. It can be used in a séance, and allows the drinker to communicate with the undead, regardless of their shared (or different) languages and gives advantage on all charisma checks against the undead for d6 hours. However, the blood is poison. The drinker must be cured in d6 hours or they will die from poison ingestion.
13	Gloves that spectrally glow. They act like a poltergeist and can let the wearer use small telekinesis at will. The effects are similar to 'Mage Hand.'
14	A whistle carved from bone that emits a screech like a banshee. Everyone who hears the sound must check for a wisdom saving throw or be frightened.
15	A handheld mirror that can reveal hidden ghosts or the undead. The mirror can also reflect and bounce back all spells except for those of radiant magic.
16	A smoky, cursed, slick blade. Whoever comes in contact with it will have disadvantage at dodging any sword or dagger attacks for d6 days.
17	A creepy, old doll of a sickly child. The doll has a spirit of a young child attached, and whoever speaks ill of the doll will be haunted by the child-ghost until it is satisfied.
18	A cursed painting of a woman. At nighttime, the ghost of the woman exits the painting and haunts whoever uncovered it first.
19	A ghostly stopwatch that does not tick anymore. If someone has it on their person, they can freeze d4 minutes of time once per long rest. It cannot be used in combat.
20	An old, crumpled-up drawing of a pet that has passed on. Whoever finds the drawing will gain a ghost version of the pet as a familiar.

RING OF NECROTIC SIGHT

Wondrous item, rare (requires attunement by a character of neutral or evil alignment)

Forged from the finger bone of a lich and carved into the shape of a grinning skull, this macabre ring feeds on the wearer's life force. The skull's eyes emit a ghastly glow when worn by those aligned with the darker side of morality.

Necromantic Sight: While wearing the ring, you can see into the Ethereal Plane up to 60 feet.

Command the Dead: Twice per day, you can cast Command Undead without expending a spell slot.

The use of the ring's powers drains 1d4 hit points from the wearer with each use, as the ring feeds on the life essence of its host.

THE IMMORAL COMPASS FROM THE ARCHIOLOGIST'S STASH

Deep within the crammed shelves and mysterious boxes of the archeologist's stash lies the Immoral Compass, rumored to have led many an adventurer astray with its mischievous magnetism. This isn't just about north, south, east, or west, but about decisions made in the gray areas of morality. Navigating its legend is as tricky as navigating a desert without stars.

d6	Unearthing the Unethical
1	Divinium alloy in the magnetic needle. This shard of metal, painted red, emits a faint glow in the presence of divine energy. When used as an extra spell component in the Detect Evil and Good spell, the range is extended to 120 feet.
2	A rolled up piece of paper just beneath the base reveals a map to a Very Rare magical item, to which the compass always points too. The piece of paper cannot be read by anyone of a Good Alignment; the letters shift about on the page into incomprehensibility.
3	A magical Azimuth ring that, once Attuned to a creature, reveals that creature's innermost desire, which the compass always points to. The target may shift every hour, depending on the shifting desires of the Attuned creature.
4	Eldritch alloy in the magnetic needle that is drawn to creatures of an Evil Alignment. If separated from the compass and used as a spell component in the Protection From Evil and Good spell instead of silver or iron dust, the target is instead immune to charmed, frightened or possessed effects. The component is not used up by the spell's casting.
5	Enchanted compass housing liquid that tastes extremely bitter if ingested. When ingested, a creature must make a DC 12 Constitution save or expel the liquid immediately for its foul taste. On a successful ingestion, however, for the next day, the creature can sense the direction of valuable magic items, and is able to tell the rarity of those magical items and their effect.
6	The compass needle has a secret, dual-layered design. If the compass is shaken in a specific way, the needle splits, revealing a thinner, secondary needle that points towards the closest source of treasure.

THE HEADMASTER OF THE BARD COLLEGE'S OFFICE

Within the ornate doors of the Headmaster's office, stories, songs, and sagas intertwine. Scrolls filled with ancient lyrics, rare instruments with magical auras, and mementos from famed performances litter the room. As the guardian of music's past and present, the Headmaster's treasures are a testament to the power and allure of art. To raid this sanctum is to be swept up in a dance of history, creativity, and enchantment.

d8	Melodies and Mischief
1	A finely crafted golden baton that weaves color and shape through the air when used to conduct a musical performance. All performers conducted by the baton within visual range have advantage on performance checks.
2	An elaborate tapestry depicting a grand party full of music and revelry in a great hall. In the presence of music, the figures on the tapestry come to life, dancing and reveling so long as the music continues.
3	A marble sized sphere of crystal, a Harmony Ward which floats at shoulder height when an attuned creature activates it as an action. When active, the sphere emits a globe of soothing light which absorbs negative and discordant vibrations, granting advantage on performance checks.
4	An elaborately patterned rug which translates a dancer's steps into music.
5	A mirror swirling with mist, Muse's Mirror. When looked upon, it shows visions of inspiring places, landscapes, events, and even memories.
6	A quill that, when activated, transcribes surrounding events and speech into music, capturing the emotional tone in melodic form.
7	A Weavewalker's Harp. An oddly proportioned and otherworldly instrument, swirling with color and texture. Each of the harp's strings are tuned to the vibration of one of the planes of existence. A bard attuned to the harp learns the plane shift spell.
8	A grotesquely overwrought cloak, replete with collars, frills, rhinestones, cuffs and flairs.

THE BARD'S LIBRARY

A treasure trove of lyrical legends, secret sonnets, and magical melodies. From dusty scrolls detailing forgotten ballads to enchanted quills that pen harmonies of their own volition, looting the Bard's Library is akin to diving into an ocean of imagination and art.

d8	Ballads Between Books
1	**Book of the Otherworld** A book bound in greenish leather, whose contents speak of adventures in an alternate dimension. The longer you read this book, the more the words seem to blur, the more you hear them as a voice in your head, see its images whirl before your eyes, hear the sounds and smell the scents of everything the book describes.
2	**Bard's Guide to Dirty Ditties** An encyclopaedia, thesaurus and rhyming dictionary all rolled into one, containing the dirtiest words, culturally-specific innuendo and phrases from a dozen different cultures and languages. The book also contains a guide for how to turn any respectable song into a more lurid ditty with as few of the original words changed around as possible.
3	**Quill of Embellishment** A quill that, after being placed over a book for an hour, can rewrite the book onto blank pages or a notebook, though details and descriptions are highly embellished as compared to the original writing, with no small amount of stylistic flair added to the wordings.
4	**Lyre of Confusion** A lyre whose strings create unsettling music and play wildly discordant notes. While playing with this lyre, all creatures within earshot must make a DC 15 Wisdom Saving Throw or be Confused for as long as the music continues to play. If the save is successful, a creature is immune to the effects of the lyre for 24 hours.
5	**Book of Overpowering Boredom** A book that is dangerously boring. When read aloud, all creatures within earshot who understand Common must make a DC 14 Intelligence Saving Throw or fall asleep. The DC for the creature reading from the book to avoid falling asleep is 16. Any damage done to a sleeping creature immediately wakes it up.
6	**Tugging on the Heartstrings; a Guide to Mythically Crafted Strings** An encyclopedia of which creatures sinews make for the most enchanted lyres, lutes, harps or other string instruments, categorized by the kind of magical effects these instruments can create, and by how dangerous it is to procure them.
7	**Book of Royal Lineage Estimation** A leatherbound book decorated in bright gold filigree, containing a rough estimate of the Bard's family history, and containing details of the several prominent royal families the Bard may be related to, including how likely it is the Bard is related to them and what they'd need to prove it.
8	**Bardic Book of Music** A Sentient book (Intelligence 12, Wisdom 14, Charisma 18) that listens to stories that are told to it and regurgitates them as catchy songs. The book also has an extensive knowledge of popular songs across different realms going back eight centuries.

CIRCLET OF THE MANY MUSES:

This ornate silver circlet is embedded with nine different gemstones, each representing one of the ancient muses. When worn, a Bard can call upon the inspiration of a spetcific muse, granting advantage on specific skill checks related to that muse.

Muses, and Corresponding Skills:
Ruby - Calliope: Muse of epic poetry (Advantage on Performance for epic tales).
Emerald - Clio: Muse of history (Advantage on History checks).
Sapphire - Euterpe: Muse of music (Advantage on Persuasion during musical performances).
Opal - Erato: Muse of love poetry (Advantage on Performance for romantic recitals).
Onyx - Melpomene: Muse of tragedy (Advantage on Performance for tragic narratives).
Amber - Thalia: Muse of comedy (Advantage on Performance for comedic acts).
Moonstone - Polyhymnia: Muse of sacred poetry (Advantage on Religion checks).
Topaz - Terpsichore: Muse of dance (Advantage on Acrobatics during dance).
Amethyst - Urania: Muse of astronomy (Advantage on Nature checks).

Usage Restrictions: A Bard can activate the power of a specific gemstone once, after which they must complete a long rest to use it again. However, they can use different gemstones' powers in succession, up to a maximum number of times equal to half their character level (rounded down) between long rests.

THE BEASTMASTER'S ANIMAL HANDLING CHEST

Hidden within the domain of the renowned Beastmaster is a chest, its exterior marked by the wear and tear of countless adventures. But its true worth lies within. The chest is a trove of tools, trinkets, and talismans designed for taming, training, and communicating with the wild.

d10	Tokens for Taming
1	**Orb of Fetch** A bright red ball that throws itself in a random direction whenever in the presence of any four legged creature that is not too tired to play.
2	**Attuned Whistle** A whistle that can be attuned to a specific creature, that can only be heard by that creature.
3	**Mask of Animal Speech** A mask that covers the lower half of a creatures face, allowing them to cast Speak with Animals at will. Requires attunement.
4	**Spray of Repulsion** A spray that does not change the flavor of food, but makes it smell repugnant to any creature with a heightened sense of smell.
5	**Intelligence Upgrader** An expandable leather collar that increases a creature's Intelligence Score to 12, and grants the creature the ability to understand Common, and speak it if they are physically capable of it.
6	**Treat Dispenser** A pouch that can be attached to a collar, that holds an infinite amount of treats, and releases on whenever the command phrase is uttered. The current command phrase is set to "Good boy!"
7	**Wand of Cleanup** A wand that contains 4 charges, and regains 3d4 charges every morning at dawn. A charge can be used to immediately cast Mending or Prestidigitation, depending on the wielder's choice.
8	**Wand of Greater Cleanup** A wand that contains 4 charges, and regains 3d4 charges every morning at dawn. A charge can be used to transmute animal droppings into a sweet smelling flowers instead.
9	**Stick of Return:** A plain-looking stick that, when thrown, always returns to the thrower.
10	**Tag of Finding:** A small metal tag that, when attached to a collar, allows the owner to always know the direction of the tagged creature within 1 mile.

THE ARCHFEY'S COLLECTION OF ODDITIES

Here you stand, amidst a stash of the most bewildering baubles and trinkets. That jar? Filled with yesterday's giggles. That floating feather? Sways to the rhythm of forgotten lullabies. As you peruse the stash, one can't help but wonder: Is it treasure or just another fey prank waiting to happen?

d10	Riddles Wrapped in Reverie
1	A many faceted gold amulet, the whim-walker's ward. A creature that attunes to the amulet can use it to transform their shape. The wearer gains a +1 bonus to saving throws. Additionally, the amulet has 5 charges. The user can expend one charge to cast the disguise self spell, two to cast the alter self spell, and three charges to cast the polymorph spell. Any time a charge is expended, roll 1d20. On a 20, the desired effect does not expend a charge. On a 1, no charge is expended but the user is transformed into a random form of the dm's choice achievable by one of the castable spells for one hour.
2	A thin green book, whose pages contain secrets about mortals within 100 ft.
3	A set of glittering armor- Dortmund's Dim Mail. A set of +3 armor. The wearer has -1 to Intelligence and disadvantage on saving throws against charm effects.
4	A golden eladrin sickle. It functions as a +1 weapon, and the wielder can cast purify food and drink at will.
5	A mist filled vial containing a malevolent fey trickster spirit, a blatherskite. If the vial is opened and waved under a creature's nose, they must make a DC 22 CHA save or be possessed by the blatherskite. If the target creature is asleep or incapacitated, they fail the save automatically. The affected creature cannot speak sense, and any attempt to speak comes off as vaguely rhyming pseudo-linguistic gibberish. They are unable to cast spells which require verbal components. This lasts until the creature is targeted by a greater restoration or wish spell, or the creature dies.
6	A vine covered wooden fairy compass. On any plane other than the feywild, the compass points to the closest entrance to the feywild. Within the feywild, the compass always points to the nearest gateway from the feywild to the material plane.

7	A ceramic toad in a suit, equipped with an arsenal of writing implements, the arch-scribe. Every time the archscribe is used by their attuned master, they come to life until their task is complete, with the demeanor of a consummate professional. The archscribe can be used for a total of two hours per day, and has their own quill, but must be provided with paper to write. The archscribe can read and write all languages, read aloud, and take dictation. Additionally, they can be used to cast the message cantrip, as the sending spell for 1 charge, containing 3 charges and regaining spent charges daily at dawn.
8	A glorious bouquet of constantly shifting and changing feywild flowers.
9	An ivory carved pegasus, which can turn into a flying mount for an hour once per day.
10	A book in sylvan- a treatise on the strange habits of mortals, for Fey readers- On Humanoid Habits, by Paerphonae Codbranch.

The Archfey's Bedroom Trunk

Ever wondered where an Archfey hides their night-time knick-knacks? Behold this trunk, with its sly retractable legs, resting at the bed's end. As you dare to unlatch and peer within, brace yourself for wonders and whimsies. Go on, peek inside. But remember, with fey belongings, things are rarely just what they seem!

d20	Nocturnal Necessities
1	**Bracers of Illusionary Armor** When worn, these bracers create an illusion making the wearer appear as though they're donned in magnificent armor.
2	A ring made from three wires twisted together; gold, white gold and red gold. Once per day, the wearer can take on the appearance of an elf, a goblin or archfey.
3	A small jewelled box. When opened, a cloud of red moths will fly out and fill the air with glowing dust. Anyone within the cloud will be entranced for 4 rounds. Saving Throw halves the duration.
4	A tiny human trapped in an ornate cage. The person appears to be a mage who has been in the cage for many decades, possibly centuries. They will be very grateful if helped.
5	A necklace made from the teeth of young dragons. Very valuable but also very risky to carry.
6	A high-quality scroll. It has ancient symbols on it that squirm like snakes and eventually form the words 'Any Spell'.
7	A small but very heavy tome, bound in tough hide. A hand-shape has been worn onto the cover. Anyone touching the cover and asking a question will cause the book to open at the most relevant page.
8	A figurine of what looks like a blue octopus. When placed against a mechanical lock of any complexity, it will pick the lock open in a few rounds, depending on the quality of the lock.
9	A clockwork device that opens out to show a map of the Feywild and it's place among the other planes.
10	A brass sphere covered in tiny spikes. It will stick to any surface it contacts and can be used with a rope to form an all-purpose grappling hook. It can be released by pulling the rope three times.

Legged Luggage

Filled with exquisite garments that change to suit the destination of the archfey, a creature can step into the trunk and close the lid to activate its transportive properties. The creature must roll a d4 to determine which realm they are transported to:

1 = The Realm of Reklinus-Comforta, where everything ever lost down the back of the couch ends up.
2 = The Realm of Insecta Majoris, where the ants and the wasps evolved when the dinosaurs were wiped out. They fight a perpetual war to dominate the whole realm.
3 = The Realm of Soonamis, where the sea is an intelligent being.
4 = The Realm of Uniqueness. This Realm has one of everything and no more. If you have a collection with one missing, it's probably here.

11	An ornate lantern with glass panels that seem to ripple like water when stared at. When lit, not by regular means but by invoking a name of someone lost, the lantern's light projects fleeting, ghostly images of moments from that person's past. It does not, however, allow direct communication with the departed.
12	A sphere of amber resin containing a gold ring. If the ring is taken out and worn, it prevents the wearer becoming lost while travelling the confusing paths of the Feywild.
13	An onyx figurine of the legendary bard and traveller Destrazaan. It will speak a line of poetry when warmed in the hand. The figurine has a ten percent chance of shouting loudly when the PCs are trying to sneak.
14	**The Guardian of the Archfey's Bedroom Trunk.** Appearing at first as a small blue cloud, the guardian will rapidly take the shape of whatever the PCs fear the most. It will take the stats of this creature. If vanquished, the guardian will offer it's services to the party.
15	**Ozan's Robe of Sanctuary.** Taken from the flayed remains of Archfey Ozan, this garment looks like a gown made of finest silk. Anyone who wears it, and stays perfectly still, cannot be harmed by any means.
16	**Cenvigun's Altar of Respite.** Taken from the dismembered remains of Archfey Cenvigun, this apparatus looks like a small metal table with a stylised castle on the top. It fully heals anyone who touches it for one hour.
17	**Ahleesh's Wand of War.** Taken from the smouldering remains of the Archfey Ahleesh, this wand can turn into any weapon and reproduce any damage effect it has encountered before.
18	**Karnaveech's Tiara of Towering Ego.** A silver tiara inset with huge diamonds. Anyone who wears it considers themselves to be the best at everything. Gives +5 to Charisma and -3 to Wisdom.
19	**Karnaveech's Circlet of Beast Control.** A white gold crown inscribed with strange creatures running, their eyes aglow. Anyone who wears it can command any creature of the Feywild of animal intelligence or less.
20	**Karnaveech's Crown of All Kings.** A large and ornate crown. Anyone who wears it appears to be a mighty ruler. Any who look upon them will rush to fulfil their every command. Saving Throw Applies

THE SHADOWSMITH

Have you ever met a smith who forges not with fire, but with the very essence of darkness? Welcome to the domain of the Shadowsmith. Every hammer strike on the anvil sends ripples through the night, and each creation is a play of light's absence. What lies within this shadowy sanctum? Just be cautious, for not all shadows take kindly to the prodding of the curious!

d20	Shaded Steel & Silent Screams
1	One completely separated shadow, belonging to an elvish princess. Stepping into it allows the user to take over her physical body for 1d6 minutes.
2	A note written in Abyssal, outlining the details of a 50 year old Devil contract by Levistus where payment is coming due in the next week.
3	A shadow elemental permanently polymorphed into a cloak. When hood is drawn, cast Wraithform. Roll D6 for hours spell remains active. Roll D10 saving throw against Wisdom (success 8 or better) to determine shadow elemental posssession of wearer at spell's end.
4	An +2 Underdark dagger that was a failed attempt to create a Boneblade, a Common inscription on the hilt identifying the maker.
5	A pair of twin short swords forged from shadowstuff, capable of harming insubstantial beings such as wraiths and anyone using Wraithform.
6	A rope, woven from hemp and shadowstuff with a shadowstuff grapnel hook. Works like a regular rope and hook but when thrown into a pool of shadow (minimum 10' by 10'), can pull out random items that are considered lost.
7	A candle that, when lit, can create a pool of darkness rather than light.
8	A map to a secret cache of weapons prepared for the exiled duke.
9	Shadowsmith gloves, that render the wearer's hands incorporeal upon donning them. If the wearer attempts to make their entire body incorporeal, they must succeed on an Arcana check with a DC of 14. On a success, the entire body becomes incorporeal for up to 24 hours. On a failure, the body remains incorporeal for a number of days determined by rolling a D4.

10	A voodoo doll woven from shadows. The silhouette looks vaguely familiar. Multiple ivory needles are inserted in the stomach area.
11	A mask that allows wearer to become invisible (clothing including) but remains stuck on the face for D4 days
12	A +2 dagger that can render victim invisible for D5 hours if killed by it or cast Blur on them if wounded for D8 hours.
13	A full genealogy chart the deceased's roots going back to the Voidwalkers' original assassin guild
14	Leather boots that render all wearer's footsteps unheard as in Silent Step but also robs them of their voice. Both effects end when boots removed.
15	A +1 short sword that can hear the last thoughts of any person or creature it slays.
16	A +2 short sword with a poison enchantment that afflicts all it cuts. Any living creature touching the victim triggers Poison Spray in their direction.
17	A garden hoe that refuses to strike any dirt with a sizable rock in it (minimum 3' X 3')
18	A silver locket that casts Telepathic upon being opened. If open for longer than D10 minutes, locket snaps shuts and inflicts D4 in Psychic Damage
19	An ever-changing piece of clothing that polymorphs between a hat, cloak, circlet and shirt. When worn, grants user Disguise Self with the protection of Thought Shield. Wearer is unable to tell the truth for as long as the item is worn.
20	A coded message written in a cipher in Draconic, revealing a message in Auran using syntax of Common tongue.

BRACER OF THE SHADOWSMITH

(Requires attunement)

This dark, intricately designed bracer has the power to temporarily absorb all damage the wearer would take, once per long rest. In battle, the wearer can activate the bracer to make it absorb the incoming damage.

However, every long rest or when the bracer is removed, the wearer must make a Constitution saving throw to see if the stored damage affects them. The DC for this saving throw starts at 14 and increases by 1 for every subsequent long rest the bracer is worn without releasing the stored damage. On a successful save, the stored damage remains held within the bracers. On a failed save, all the absorbed damage is inflicted upon the wearer at once.

Note: The wearer can choose to release and take the stored damage at any time, resetting the DC back to 14 for the next use.

THE FALSE BRICK/STONE

A wall like any other, or so it seems. But upon closer inspection, there's that one brick, that single stone that's just a tad out of place. Pushed, pulled, or twisted, it reveals secrets meant for prying eyes alone. What treasures or terrors were so crucial to hide?

d8	Cryptic Cache
1	A map to a secret passage in the same building as the same false stone, with a set of notes marking traps and monsters, with an underline note that denotes midnight, two days from now.
2	**Moneylender's Signet** The signet ring of a wealthy moneylender, with his family crest displayed prominently on this ring. Any letter sealed in wax with this signet ring cannot be read by a member outside the moneylender's family; the letters shift and rearrange themselves beneath other viewers' eyes. The ring is considered a symbol of unquestionable authenticity in the city.
3	**Cheater's Dice** A set of dice that always roll sixes when the command word is chanted within the dice roller's head.
4	A set of three keys that can open any door on the Material Plane, but disappear after being used. They glow an ethereal green, and are cool to the touch.

5	**Coin of Avarice** A cursed platinum coin that, once touched, always returns to the first person who touched it. Anyone hostile towards the bearer of the coin must make a DC 12 Wisdom save or receive a disadvantage to all attacks that are NOT made against the bearer, as they hear the call of the platinum coin, waiting to be claimed by another.
6	**Love Letter of Escape** A love letter to the king's youngest son, with a plan for how the writer of the letter and the prince may escape the palace together under the cover of night and leave the palace behind forever. The letter is signed with a pentagram.
7	**Ring of Undead Warding** A golden ring with an emerald gem, that renders the wearer immune to all necrotic damage and may, once a day, cast Turn Undead.
8	A pouch that always produces a handful of shady gold coins. These coins turn to ash come daylight.

THE FASHION DESIGNER'S HAUTE COUTURE CLOSET

As you sift through the luxurious layers and avant-garde ensembles, you'll realize that every style narrates its own tale. From dresses that have swayed beneath countless chandeliers to shoes that have graced the world's most exclusive runways. Ready to ransack the racks? Just remember, in fashion, everything cycles back into vogue - including long-forgotten secrets.

d20	Prestigious Pieces
1	A dress made from the red carpet itself. It is silky, long, and will snatch everyone's attention...unfortunately, for all the wrong reasons. The dress is cursed, and other characters will feel the need to walk atop the wearer's dress to show off their style. They must cast a wisdom saving throw to avoid the feeling.
2	A dress made from animal hide. The head resembles an animal, mid-roar. When the dress is worn, the wearer polymorphs into the animal for d6 hours. They cannot turn back until the time is complete.
3	Take a circus strongman suit...but make it high fashion. This outfit enhances the wearer's strength. Advantage on athletics checks and +2 to strength. -1 charisma for the moustache.
4	An outfit that is invisible. Perhaps it doesn't exist at all. However, when it is worn, the wearer becomes invisible where the outfit is worn (ex. only their neck, head, hands, and feet are seen if the outfit is a suit). The outfit's style changes constantly.
5	A wedding dress. The wearer will feel deeply committed and in love with whoever is closest to them (literally or metaphorically). The wearer is also convinced that it is their wedding day...and they are Bridezilla. The effect fades once the dress comes off, or until after the 'wedding' ceremony.
6	A dress made entirely from crystals. It is so bright that it can blind enemies when light is shone onto it. The effect is similar to "Blindness/Deafness," and can be used once per long rest.
7	A suit made entirely of feathers. It is so soft and light that the wearer floats and can fly for d6 minutes at a time.
8	A dress made entirely from threaded gold. It is worth quite a lot of money, and the wearer will feel like "a million bucks," as the saying goes. They have advantage on charisma checks.
9	A dress made from thin, wound pieces of gold. The headdress appears like a sun. While it has barely any coverage of the wearer's body, the wearer is cast in a heavenly glow and is resistant to necrotic damage. They emit an aura of bright light up to 30 feet.
10	A dress that is roughly 15 feet wide at the skirt. The wearer is protected by a barrier of 15 feet where nothing physical can touch them or pass the barrier. Magic passes through the barrier, however.
11	A hat that has such a long brim that it covers the wearer from head to toe. The wearer is protected and safe inside the hat. They can have a short rest within the space, regardless of location or danger level, but it can be used only once in a general location. It functions similarly to "Leomund's Tiny Hut" spell.
12	A little black dress that shrinks the wearer 1 size category.
13	A little black dress that is not so little. The wearer gains 1 size category.
14	A dress made of sewn-together fabric hands. The wearer gains d4 additional limbs that end in a hand. The dress accommodates those extra limbs.
15	A suit that is full of fluffy pink tuille. The wearer is immune to fall damage and floats d6 inches above the ground.

16	A short dress made of giant fabric roses. The wearer is confident and can entice members of (generally, but not exclusively) the opposite sex. Advantage on deception checks. The wearer's arms sprout thorns as well.
17	A suit of industrial, hardy fabric. It can be worn as light armor. + 1 to AC.
18	An upside-down gown (that is intentionally worn upside-down). Everything about the wearer becomes opposite; their alignment, their class (with the DM's best judgment), etc.
19	An article of clothing. Nothing seems exceptional about it—it is anything a person can imagine—but once it is on a creature, they are stunning. Literally. Everyone around them, regardless of enemy or ally, is stunned for 1 turn, and everyone must compliment the wearer in an inventive way. If the compliment is boring, cliché, or not nice, (up to the DM's discretion), they remain stunned until the next turn. Only giving a true compliment will free them from this strange curse.
20	An asymmetrical dress that is made of concentric, thin wavelike patterns. It is light and barely blushed blue at the edges. The wearer can breathe in water and can cast "Shape Water" at will.

Boutique Battlegear

These Chic Sabatons were once the centerpiece of a line known as "Battle Chic." They promise to turn the tide of both combat and social engagements, allowing their wearer to conquer with both strength and style.

Fashionable Fortitude: The wearer has advantage on saving throws against being knocked prone. The enchanted heels ensure that they stand tall, even in the face of powerful blows.

Haute Protection: The boots provide a +1 bonus to AC, their armored design offering protection without sacrificing style.

The Artificer Armorist's Broken Armour

At first glance, it may seem just like discarded debris, remnants of a once-mighty armor now broken and seemingly useless. But, the touch of an artificer is never easily dismissed! Each fragment, each shard, carries the spark of ingenuity and the sweat of craftsmanship. Picking through the pieces, you can almost hear the clang of the hammer, feel the heat of the forge, and sense the ambition of the artificer armourist.

d6	Bits and Bobs
1	A working left hand gauntlet! When worn, no weapon or shield can be removed from the gauntlet's grip without the wearer allowing it.
2	A mixed bag of small fixings that could be worth 10gp to another Artificer.
3	A stout helm. All enchantments have gone, but it's still a well-made head protector.
4	A woven charm. Gives advantage when saving against Charms and Illusions.
5	Two arrows that have pierced all the way through the armor. They still appear to be magical.
6	A silver dagger with a bent blade. It can probably be fixed easily enough.

The Artificer Mechanic's Tool Box

Amidst the tools of the trade, this humble box holds the heart of invention. It's not just about nuts and bolts; it's the essence of every contraption ever conceived. Each tool within carries the legacy of countless creations. As you explore its contents, you might catch a glimpse of the innovator's journey, etched into the worn handles and dented metal.

d10	Ingenious Instruments
1	A pair of leather gloves that prevent the wearer from dropping anything, no matter how small.
2	A pencil that can write on any surface.
3	A pair of lenses that can see and identify types of magic from a few feet away.
4	A brass fish that can made to swim around in any liquid to mix it.

5	A small and quite battered book that contains illustrations of some rare sigils.
6	A flask of thick goop that repairs plate armour when spread over it.
7	A multi-tool that is almost literally every small hand tool ever invented.
8	A universal separator. This tool can separate any two non-magical items that are joined together. Doesn't work on living flesh.
9	**Idea Catcher** This enchanted leather cap is used to mentally record how an item works by looking at it or even hearing an explanation from another artificer. Can only hold one idea at a time.
10	**Water Master** This flask-like object can take water in any state and make it clean, boiling hot or ice cold. It must be filled with water or ice to work.

8	**Doubling Gauntlets** When worn, these gauntlets allow the wearer to do two things at once. The wearer must have two of each item needed close at hand. A smith, for instance, could make two horseshoes at the same time with two anvils.
9	The recipe for a new type of metal. Could be valuable to another Artificer.
10	A trap of blasting fire. If the PCs don't set off the trap and destroy everything, they can take the exploding fireball at it's core and use it themselves. Just imagine magical dynamite.
11	Some Speed grease. Like a haste potion but used on arrows, bolts and other projectiles to make them travel at double their usual speed.
12	A two-shot crossbow. Not magical, but clever design allows it to fire twice. Must also be loaded twice.

THE ARTIFICER'S WORK DESK

At first glance, it's just a cluttered desk, littered with gears, gadgets, and mysterious gizmos. But in the eyes of an artificer, it's a canvas where dreams take shape and inventions spring to life. Every doodle, every scribble, conceals the blueprint of brilliance. As you investigate further, you'll find the whispers of innovation and the echoes of experiments

d12	Scraps and Schematics
1	**The Almanac of Recipes** A small tome that lists things that can be used by Artificers for certain tasks, like unicorn glue, dragon solvent and fire element thickener.
2	A prototype throwing knife. Can be made to hit point-first or hilt-first to stun the target.
3	A stunning musical box featuring singing birds. Could be a great gift to impress a VIP.
4	A dark green sludge that sharpens blades with one dunk.
5	A four-dimensional rule. A device for measuring the first four dimensions.
6	A fine-bladed dagger. Functions as a great weapon until the day it reaps the Artificer's revenge on the thief who stole it. The dagger will bind the PC and the target together by the hand until one or both of them are dead.
7	A pair of matched bracelets of the smith. Both must be worn, one on each wrist. The pair give a +2 Str bonus when using striking weapons such as hammers and flails.

COGWHISKER

THE TINKER'S FAMILIAR

As you rummage through the cluttered desk, a small, reptilian creature leaps out with indignant squeaks. It's no larger than a mouse, but with glistening scales and disproportionately large ears that twitch in your direction. Perched atop its head is a tiny leather hat and pair of miniature welder's goggles. Its little clawed hands seem to instinctively reach for the scattered tools and gears on the desk, as if ready to set to work or defend its territory. Despite its size, there's an undeniable intelligence in its gaze, and a personality that seems both curious and cautious of your next move.

Craftsman's Companion: Cogwhisker provides a +2 bonus to Intelligence (Investigation) checks when identifying or appraising intricate mechanical devices and constructs.
Tiny Tinkerer: Can perform minor repairs on metal objects and mend broken items as per the Mending spell, which it can cast at will.

Cogwhisker, while initially reluctant to accept a new master, can become a valuable ally and a delightful presence with a bit of convincing and care. Its creator's whereabouts remain unknown, but in Cogwhisker, a piece of the artificer's spirit lives on, eager to continue the work it was born for.

I LOOT THE ARCHDRUID'S BAG OF SEEDS

Within this unassuming bag lies a hidden world, a realm of secrets nurtured by the Archdruid's reverence for nature. At first glance, they might seem like ordinary seeds, but to those connected to the earth's heartbeat, they hold the power of rejuvenation and growth. Each seed carries the promise of life, a testament to the Archdruid's unwavering commitment to maintaining the balance of the natural world. As you claim these seeds, you inherit not just a satchel of flora, but the legacy of a land's steward.

d20	Arboreal Inheritance
1	**Seed of Fortune** When planted, the seed grows to full maturity in 3d6 months, into a tall tree with thick, yellow foliage. Once it reaches maturity, the tree grows 3d12 golden fruits worth 500 gold each every morning, but only during the summer months.
2	**Seed of Goodberry** This small blue seed can be planted to grow into a Goodberry bush in 1d12 days, producing 3d6 Goodberries every morning.
3	**Seed of Ironbark** This seed grows into a tall, oak-like tree in 3d6 months. The bark of this tree can be used to craft +4 Hide Armor with resistance to Fire Damage or be carved into a +4 Bludgeoning weapon.
4	**Seed of Ghostly Protection** This seed can only be planted in the Ethereal Plane and harvested on the Ethereal Plane. It takes 2d6 weeks to grow to maturity, after which its leaves can be used to create a tea that grants a creature resistance to Necrotic damage for 24 hours.
5	**Seed of Spike Growth Enhancement** This thorny seed can be used as a spell component for the Spike Growth spell. Once cast using this seed as a spell component, the caster can increase the radius of effect by 5 meters for every minute they maintain concentration.
6	**Hallowed Seed** This golden seed, once planted, allows a creature to cast the Hallow spell through the seed without the need for any additional spell components.
7	3d12 seeds that, on contact with the ground, instantly grow into tall, sturdy trees. These trees are 20 feet high and 5 feet wide, have an AC of 18 and require 100 HP worth of damage before they can be felled. The trees have a vulnerability to fire damage.
8	**Seed of Poisonbane** This seed grows into a bush in 3d6 days whose roots can be chewed on to grant a creature immunity to poison damage for the next 24 hours. Once grown to maturity, the bush can provide 2d12 doses of such roots every month.
9	**Seed of Lightning Absorption** This seed can only be planted inside an all-metal container and will take root within the metal. It takes 21 days to grow, but once it does, its leaves can be stitched into a cloak that offers a creature immunity to lightning damage. Once the leaves are stripped from the tree, it takes a full year for them to grow back.
10	**Druidcraft Lock** An arcane lock crafted of an intricate collection of slender vines and enchanted wood, that can only be opened and closed with the Druidcraft cantrip.
11	**Bush of Healing** 10d4 days after this seed is planted, it grows into a bush with 2d4 bright red flowers that emit a pleasant, honeyed scent. While within 30 feet of this bush, a creature heals 1d6 HP at the end of each of their turns. The flowers can instead be harvested to brew 1 Potion of Superior Healing instead. If not harvested, the flowers all wither in the Fall and do not grow back until Spring.
12	**Seed of Cloning** This hard brown seed can be soaked in the blood of a creature for 8 hours before being planted into the ground. After 24 hours, the seed will grow into a wooden construct of the creature. This creature has all the same HP, Ability Scores, memories, and personality of the original creature, but none of their racial or physical characteristics such as Darkvision or Breath Weapons. Additionally, this new creature has a +2 bonus to their AC because of their natural barkskin but a vulnerability to Fire and Necrotic damage.
13	**Fragile Seed of Diamonds** This glittering crystal seed grows into a fragile plant which must be taken great care of. On the first day after the seed is planted, the creature tending to it must succeed at a DC 1 Nature check, or the plant dies. The check must be repeated every 24 hours, with the DC increasing by 1 for every subsequent check. After 21 days, if the plant is still alive, it will grow a diamond fruit worth 1000 GP every day at dawn for the next 3d12 days.
14	**Fire Plane Portal Seed** This seed can only be planted in a blazing fire. Five minutes after the seed is planted, the seed opens up a portal to the Fire Plane that lasts for a year.

15	**Seed of Plant Sentience** 1 hour after this seed is planted, all of the plants in a 500 ft radius are granted limited sentience and animation, as if under the effects of the Speak with Plants spell. The main difference, however, is that while these plants can follow simple commands, they must first be persuaded to do so, and can be persuaded by any creature regardless of who planted the seed. The effects granted by the seed are permanent.
16	**Seed of an Idea** A set of commands, beliefs, or ideas can be whispered into this seed, and placed into the ear of a sleeping creature. The creature must then make a DC 13 Wisdom save or have the idea, belief, or command take root in their mind once they wake up. The creature is unaware of being magically affected in this manner.
17	**Dryad Seed** This seed takes 2d6 months to mature, after which it grows into a dryad who is loyal to whoever nurtured the seed into maturity. While the dryad is growing, anyone within 30 feet of the plant has an advantage on Nature checks that deal with growing healthy plants.
18	**Seed of Beholder Eye Tree** This seed can only be planted in the corpse of a Beholder. It takes 3d4 months to grow to maturity as a tree. This tree produces 1 eye-like fruit a month, with lid-like peels that can be pulled back as an action to recreate any one effect of a Beholder's eye-stalks, rolled once the fruit is harvested. Once plucked, the eye-fruit retains its power for 72 hours, after which it rots into uselessness.
19	**Seed of Fruit Replication** When tucked into a fruit and placed in the ground, this seed instantly sprouts into a fully mature fruit tree, or bush, of that fruit's type.
20	**Anti-Life Seed** When planted in the ground, this dark black seed begins draining all life around it. Within 8 hours, all plant life within 500 feet of the seed will die, and the ground on which the seed was planted cannot support plant life until a Remove Curse spell is cast on it.

Rumor has it that these seeds once grew a tree so tall it touched the heavens, bearing fruits that granted visions of the future. Seekers, however, must prove themselves worthy to unlock their potential.

Vengeful Druid's Forbidden Sanctuary

Deep in the woods, where the vengeful druid once roamed, lies a sanctuary protected by nature's fury. They say he met his end trying to give a bear a haircut. As you sneak about, just remember: the treasures here might be enticing, but so was that bear's luscious mane. Tread wisely.

d40	Not Another Druid Trinket!
1	An elaborate robe fashioned from intricately stitched layers of dragonfly wings. It shimmers with iridescent colors when moved.
2	A clump of wild, tangled hair adorned with fragrant flowers, feathers, vines and other objects from the natural world.
3	A belt pouch containing a live green frog that croaks with evident frustration. Tucked alongside it is a note that reads, "Once a prince, now cursed by a formidable hag. Crooknose Wartweaver will have her day!"
4	**Necklace of the Predator** This necklace of fierce animal fangs allows you to cast Hunter's Mark 1/day without using a spell slot. Casting it again requires the necklace to recharge overnight.
5	**Patchwork Cloak of Flayed Flesh** This macabre cloak of skin grants advantage on Intimidation checks but disadvantage on Persuasion checks due to its horrifying appearance.
6	A necklace of shark teeth and finger bones, stained as if with blood.
7	An oaken staff topped with a giant wasp nest. Buzzing can still be heard within.
8	A snakeskin belt that actually appears to be a living snake! It hisses threateningly when approached.
9	A cloak of raven feathers giving an ominous, brooding presence. It reeks of carrion.
10	An oaken staff topped with the preserved head of a Giant Spider. Its vacant eyes seem to follow you. The staff has 5 charges, regaining 1d4+1 expended charges daily at dawn. While holding it, you can use a charge to cast Web or Spider Climb.
11	A knotted mass of hair that contains a squeaking rat's nest. If opened carefully, may contain adoptable Giant Rat offspring.

THORNBOW

Weapon (bow), rare (requires attunement)

This longbow is constructed of petrified wood, carved thorns, and woven vines that once formed the body of a Thornbow Archer. It thrums with the wrathful spirit of the Earthmother. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The bow has 10 charges and regains 1d6+4 expended charges daily at dawn. You can expend charges to activate the following properties:

Volley (5 charges): As an action, you can fire 3 thorn arrows at targets in a 10-foot radius within 600 feet. Each target must succeed on a DC 15 Dexterity saving throw or take 4d8 piercing damage and be randomly afflicted by a thorn effect (reroll duplicates):

1- Poison Thorn: 1d6 poison damage and poisoned until end of next turn.

2- Restraining Thorn: Restrained for 1d4 turns by animated vines (DC 15 Strength to escape).

3- Splinter Thorn: 1d8 necrotic damage per turn for 1 minute on a failed DC 15 Constitution save.

4- Blinding Thorn: Blinded until the start of your next turn.

Ensnaring Volley (2 charges): On a hit, the target takes 1d6 extra piercing damage and must succeed on a DC 15 Strength save or be restrained by animated vines for 1 minute.

Spike Growth (3 charges): You cast the spike growth spell from the bow.

Possessing the strength of the Earthmother and her fallen Thornbow Archers, this bow allows the wielder to harness the magic of the twisted vines, thorns, and blights that fester in Corpsewood Forest. Those who would seek to protect the forest may find this a valuable ally.

12	A mantle of brown fur still seething with fleas and vermin.
13	A necklace of Goblin Heads. While worn and visible, you can cast Cause Fear (save DC 13). Once used, the heads shrivel and must recharge overnight.
14	A jar filled with rendered fat. It dangles from a belt and smells rancid.
15	**Circlet of the High Grove** This elegant silver circlet has 3 charges. While wearing it, you may expend 1 charge to cast Charm Person (DC 13) or Speak with Plants. It regains 1d3 expended charges daily at dawn.
16	**Figurine of the Blood Frog** Speaking the command word summons a Giant Frog under your control until dispelled or killed. It has a taste for humanoid flesh and has a 10% chance of disobeying orders. Recharges under a full moon.
17	**Cloak of Rattling Bones** This bone-adorned cloak provides resistance to necrotic damage. The bones rattle eerily when moved.
18	**Living Staff** Summer leaves and fragrant flowers begin to grow from this staff each morning. While holding it, you can expend 1 charge to cast Entangle, Speak with Animals, or Plant Growth. It regains 1d3 expended charges daily at dawn.
19	A necklace of crudely carved wooden animal charms - bear, owl, deer, and wolf, strung together by some kind of animal gut. Allows the wearer to cast Beast Sense 1/day without using a spell slot. Recharges after a long rest.
20	A clump of dreadlocks containing a nest of 2d4 songbird eggs. If cared for, the eggs could hatch into pets or familiars.
21	**Cloak of Primal Fury** While wearing this wolf pelt cloak and connected skull mask, you can enter a feral rage 1/day, gaining advantage on melee attack rolls but attacking the nearest target if no enemies are present.
22	**Hedge Wizard's Hat** A classic conical hat woven from strips of birch bark and decorated with arcane sigils drawn in berry ink.
23	**Ironwood Staff** Nearly black in color, this rare staff is carved from ironwood - one of the hardest woods in existence. Incredibly resistant to breaking and splintering, it delivers forceful blows.
24	A bracelet of braided horse hair with equine charms symbolizing speed and endurance.

25	A stout flask made from hardened clay which contains a rich honey mead, perfect for invoking a muse. The flask never seems to run dry.
26	A slim, carved wand made from ancient yew. Its handle is inlaid with gold filigree. Moonlight seems to make it glow.
27	**Lucky Rabbit's Foot** The preserved furry hind foot of a rabbit grants luck, or so the legends say. This one has a small emerald set in a gold band on one toe.
28	**Scented Candles** Beeswax candles infused with pleasant scents like pine, jasmine and honeysuckle.
29	A small metal tinderbox contains flint, wood shavings and steel for starting campfires. It is cleverly bound in deer hide and fittings shaped like antlers and hooves. Grants advantage on survival checks when making a fire, even in the wettest of conditions.
30	A circlet of intricately detailed moths and butterflies carved from animal bone.
31	A flute made from a slender reed produces otherworldly notes reminiscent of wind blowing through the trees.
32	A cloak pin exquisitely carved from antler depicts two foxes eternally locked in playful chase, their eyes glittering topaz. It faintly radiates ancient magic.
33	A pitted shard of metal from a meteorite fallen from the heavens. Looking at its fractured crystalline structure, one feels insignificantly small.
34	**Jar of Fireflies** Captured living fireflies glow in this glass jar. Their flickering light creates a serene ambience and can provide subtle illumination.
35	A gnarled oaken staff topped with an amber orb encased in elaborately carved antlers. Inside, a miniscule ancient insect remains frozen in time.
36	A battered sickle formed in the ominous shape of a crescent moon. Arcane runes on its haft supposedly invoke lunar power during nocturnal harvesting rituals.
37	A ragged, moss-stained cloak concealing numerous bulging pockets brimming with oddments - bundles of exotic dried herbs, a handful of strange luminescent mushrooms, polished animal bones etched with mysterious symbols, a bulging pouch of shiny pebbles collected from crystalline streams, and most curiously, a live frog with an impish face and a knowing gaze.
38	A bracelet of braided horse hair with equine charms symbolizing speed and endurance.
39	A circlet of intricately detailed moths and butterflies carved from animal bone.
40	A silver-capped acorn plucked from an ancestral oak tree deep in an ancient grove. When planted, will supposedly open a portal to the Feywild.

THE VAMPIRE'S COFFIN

Behold, the vampire's coffin. Sealed with centuries-old curses, it's not just a snug bed for the undead but a trove of dark mysteries. Legend has it that the vampire met his end in a bizarre garlic-bread mishap.

d20	Nosferatu's Knick-Knacks
1	A child's stuffed bat.
2	A jeweled electrum chalice worth 5000 gp.
3	An emo vampire's diary, filled with terrible poetry... it really sucks.
4	A platinum wide faced instrument- Nocturne's Compass which always points to the nearest source of darkness.
5	A silver hourglass locket- Lasting Embrace- containing a lock of golden hair. If a mortal creature's hair or a similar token is placed within, the power of the locket greatly slows that creature's aging and extends their natural life indefinitely, up to a point of the DM's discretion. However, the magic which prolongs life also greatly increases the effects of pain on the target. Even light pains become torturous, and the creature is vulnerable to all damage. The creature can still be killed. (legendary)
6	A long black quill which writes in the user's blood.
7	An ancient electrum coin from a bygone era.
8	A delicate music box which plays a haunting melody from a far off continent.
9	A miniature painting of a bucolic landscape.
10	An extremely frail book, now unreadable from wear, but painstakingly kept.
11	**Keys to Holy Water Scam** The key to a nearby crate filled with Holy Water vials, elaborately packed and decorated, with instructions as to how to sell them on the black market. A DC 11 Religion Check reveals that the vials contain ordinary water.

12	**Cloak of Shadows** A dark cloak seemingly stitched from the night air itself; its darkness is translucent, and it seems to shift of its own accord to winds that are not there. While wearing this cloak, you are immune to the effects of sunlight.
13	**Disguise Kit of Daywalking** A Disguise Kit, with all face paints and make-up modified to include traces of a salve that renders one immune to the effects of sunlight.

Shadow's Bite

Wondrous item (dagger), rare (requires attunement)

This elegantly crafted dagger has a grim, shimmering blade with a hilt that looks like interwoven tendrils of shadow. The weapon has an eerie weightlessness to it, and when light strikes its blade, it seems to dim momentarily.

As a dagger, it has a base damage of 1d4 necrotic. When you hit a creature with Shadow's Bite, that creature sprouts an additional shadow. This shadow is intangible and mirrors the actions of the creature for a brief moment.

For each additional shadow a creature has, they take a -1 penalty to all saving throws as the shadows begin to interfere with their actions subtly.

After gaining an additional shadow, if the afflicted creature sleeps or enters a state of rest, they must make a DC 15 Wisdom saving throw. On a failure, the additional shadow will attack and kill their original shadow. They will awaken with half their hit points and unable to benefit from that rest. On a success, they manage to stave off the effects for that rest period.

On the second night, the shadow will disapear and go off and kill someone at random. The shadows can be removed by a remove curse spell, a greater restoration spell, or similar magic. When the shadows are removed, the dagger loses its power over the previously afflicted creature, and it can't give that creature additional shadows for the next 7 days.

14	**Snacking Daggers** A pair of daggers that are balanced oddly, giving you a -1 penalty to all attack rolls with them. When one of these daggers makes a successful hit on a creature, its blood is drained into a vial stored in the dagger's hilt, which can be popped open. Each vial can contain approximately three doses of human blood.
15	**Mask of the Ghost** This white, ceramic mask covers the upper half of the face, leaving the lower half exposed. Requires attunement. While attuned to this mask, you may, as a bonus action, enter the Ethereal Plane from the Material Plane, and vice versa. While on the Ethereal Plane, you cannot affect or be affected by anything on the Material Plane.
16	**Ruby Nails of Eternal Bleeding** These ruby red nails are attachable. While wearing these nails, while making an unarmed strike, you do 1d6 extra slashing damage, and your attack counts as magical. A target slashed in such a manner is considered magically bleeding, and loses 1d4 HP at the start of each of their turns. Though they can be healed, their wound does not close. This bleeding can only be removed by the Remove Curse spell.
17	**Batwing Shield** This shield has been shaped to look like a large bat wing. It requires attunement. While attuned to this shield, you may, as a bonus action, bring the shield to life as a wing to give you a flying speed of 60 feet, which lasts for one round. This ability recharges on a short rest.
18	**Heart Protector** A reinforced piece of metal that has straps wrapped diagonally along the chest to hold a plate of metal over the front and back of a person's heart. While wearing this armor beneath your regular armor, you have a +5 AC specifically towards all attacks aimed at your heart.
19	**Boots of the Night Crawler** These stylish black boots are blurred along the edges, as they seem to absorb all light. Requires attunement. While wearing these boots, you are considered Invisible while in darkness.
20	**Protected Invitation** A written form that, in devilish legal detail, promises the safety of the signee if they consent to invite the giver of the form into their home, for as long as either party remains alive or undead.

THE QUETZALCÓATL'S NEST

Perched high amidst ancient clouds lies the quetzalcóatl's nest, a place where feathers meet scales in a divine dance. Rumor says the deity met its match in a feisty, oversized pinata. Now, as you tiptoe through its celestial perch, watch your step. The treasures here have a way of swinging back!

d10	Feathers and Scales
1	A glorious, colorful cape made of vibrant feathers. The wearer has advantage on charisma checks.
2	A staff shaped like a winding quetzalcóatl. The wearer has immunity to poison damage and has advantage with casting poison magic.
3	An adorable little snake. It is feathered, can fly a bit, and is very friendly. It can become a familiar. However, with each day, it is getting larger...and hungrier...
4	A bracelet shaped like a coiling serpent. The wearer feels slick, literally and metaphorically. Once a day, they get advantage on a charisma or dexterity check.
5	A small pile of quetzalcóatl scales. When attached to clothes, they grant +1 to dexterity. If ground up and used in a potion or food, they have a temporary dexterity boost of +2 for d20 hours.
6	A quetzalcóatl's unblinking, dagger-pupiled eye. While held, the eye grants the user darkvision and the ability to see, and identify, serpentine creatures.
7	A +1 wooden shield that is adorned with quetzalcóatl scales. The scales shift constantly and can act like 'Hypnotic Pattern' once per long rest.
8	A bag of holding that looks like a snake's head. The bag opens by the snake's jaw unhinging.
9	A whip that resembles a snake. The tip can make enemies poisoned.
10	A pin shaped like a hummingbird god. When worn, the wearer is aware—and can see—blood. Dried blood, blood flowing through people's veins, so on.

THE LIGHTHOUSE KEEPER'S TOPMOST ROOM

Scaling the spiraled steps, the topmost room of the lighthouse awaits. Legend has it the keeper met his end chasing a pesky seagull who'd swiped his sardine & strawberry sandwich. As you rummage through nautical knick-knacks and stormy souvenirs, be sure to keep a lookout for feathered felons.

d20	The Keeper's Collection
1	**Lighthouse Keeper's Radiant Flare** A brass flare gun with one remaining shot. When fired, it emits a brilliant radiant flare into the sky, visible for miles. Can be used to signal for aid or to illuminate large areas as though in daylight.
2	**Rusty Double-Barreled Shotgun** A double-barreled shotgun with corroded barrels. Deals 2d8 piercing damage. When firing, roll a d10. On a 1, the rifle misfires, dealing 1d4 damage to the user. This does not impact the damage to the target
3	**Glass Eye Shield** A glass shield modelled as a stained-glass eye on a leather strap. When worn, it grants the user advantage on saving throws against being blinded and resistance to radiant damage for 1 hour. Certain monsters also seem to be afraid of the shield. Could be useful...
4	**Silver Pocket Watch** A finely crafted silver pocket watch with intricate engravings. Can be used to accurately track time. Worth 5gp.
5	**Old Money Clip** A polished brass money clip engraved with an intricate design. Holds 1d10 gp.
6	**Leather Coin Purse** A simple leather coin purse with a drawstring. Holds 2d20 sp.
7	**Hand-Drawn Nautical Maps** A collection of meticulously hand-drawn nautical maps. It appears the lighthouse keeper was planning a voyage of sorts.
8	**Canned Rations** A set of canned rations with faded labels. A ration can be consumed to heal an extra 1d6 hp during a short rest when consumed, and provides sustenance for a day.
9	**Coiled Hemp Rope** A coil of sturdy hemp rope, well-maintained. Can be used for climbing, securing objects, or making improvised tools.

10	**Lighthouse Blueprints** Detailed blueprints of the lighthouse's architecture. Is that a...secret tunnel?
11	**Lighthouse Lens Polishing Kit** A kit with specialized tools for polishing the lighthouse's lens. When used on a glass surface, it can restore clarity and remove obstructions, allowing light to pass through more effectively.
12	**Sealed Envelopes** A set of sealed envelopes with blank paper inside. Can be used for secret messages or to preserve handwritten notes.
13	**Weathered Nautical Journal** A journal filled with meticulous weather observations. Grants advantage on Intelligence (Nature) checks related to predicting weather patterns at sea. A big storm is coming.
14	**Lighthouse Keeper's Lantern** A small brass lantern with a single candle inside. Provides bright light in a 10-foot radius and dim light for an additional 10 feet.
15	**Antique Brass Compass** An antique brass compass with an ornate needle. Grants advantage on Wisdom (Survival) checks when navigating outdoors, though it does not seem to point north.
16	**Weather-Worn Duster Coat** A long, weather-worn duster coat. Grants advantage on saving throws against cold weather effects and provides a +2 bonus on Charisma checks when trying to appear rugged or mysterious.
17	**Sealed Bottle of Lighthouse Whiskey** A bottle of aged whiskey with a lighthouse label. The cork has an enchanted flashing bulb. Worth 10gp. It's the good stuff, all right.
18	**Antique Sextant** A finely crafted brass sextant with telescopic lenses. Grants advantage on Intelligence (Investigation) checks when measuring angles or distances and can be used for celestial navigation.
19	**Antique Revolver** A beautifully engraved six-barrel revolver with an ivory grip. 12 bullets are found beside it. Deals 1d8 damage with a maximum range of 20ft.
20	**Hidden Lighthouse Journal** A hidden journal filled with cryptic writings. When deciphered with an Intelligence (Investigation) check (DC 20), it reveals clues about the lighthouse's true purpose and history. There's something...sinister about this book.

THE OUTHOUSE

Upon entering the outhouse, evidence of a DIY gone awry catches your eye. It seems the previous occupant tried to install a 'luxury bidet' feature using a garden hose. The soaked toilet paper and half-flooded floor hint at the wild misadventure. As you rummage around, you can't help but chuckle at such spirited innovation.

d6	Wonders of the Water Closet
1	A roll of fine white paper, quilted for your comfort. A note pinned beside it reads: "This revolution in toilet-based cleanliness renders all leaf and newspaper-on-a-nail systems obsolete."
2	A leather pouch under a loose flagstone that contains 4gp.
3	A spear wrapped in a sack. The spearhead is enchanted to stay sharp.
4	A trowel hanging from a nail. When used, it moves as much material as a large spade.
5	An enchanted wooden door taken from a mage's house. Could be worth a lot to the right buyer.
6	A bundle of herbs that can be made into several herbal healing potions.

THE SUPPLEMENTAL VITAMIN BOTTLE OF THE EVOCATION PROFESSOR

Scholars often whisper about the enigmatic evocation professor who boasted an inconceivable lifespan. His secret? An 'ordinary' bottle of supplemental vitamins. Hidden among these nutrients might be the formula for unworldly powers or age-defying vitality!

d8	Vials of Vitality
1	**Pill of Magic Shield** This oddly oval-shaped pill is bright green and tastes of wood. Ingesting this pill grants you a magic shield for an hour, granting you a +1 to your AC.
2	**Pill of Steam Mephits** This pentagon-shaped pill is a dull red, with darker red spots on it. Swallowing this pill does nothing, but biting it in two and then immediately spitting it out summons two steam mephits for an hour, who are loyal to you and follow your commands.

3	**Pill of Alertness** You could swear that this yellow, pyramid-shaped pill actually has 7 sides - each time you turn it around it seems there is one more, but your fingertips only feel three sides. Swallowing this pill gives you a sense of incoming danger; until your next long rest, you gain a +5 to your Initiative and cannot be Surprised.
4	**Pill of Persuasion** This blue, spheroid pill feels lighter than it ought to, and if dropped takes a while to fall down. After ingesting this pill, you have an advantage on all Charisma-based checks and saves for the next 24 hours.
5	**Pill of Disguise** The color and shape of this pill change every time you look away from it, even for an instant. You may swallow this pill at any time as an action to cast the Disguise Self spell, only the duration lasts until your next long rest, or until you dismiss it.
6	**Pill of Weave Drain** This foul-smelling, square-shaped pill is a sickly green and has the uncomfortable consistency of flesh. After consuming this pill, the next time you cast a spell that does damage, you heal an amount equal to that damage. Any healing above your hit point maximum is added to your temporary hit points, which last until your next long rest.
7	**Pill of Brief Platinum** The color and texture of this circular pill slowly shifts to match whatever surface it is placed on. After consuming this pill, for the next hour, you can transform copper coins into platinum coins. This effect fades after the spell's duration, after which the platinum coins will revert to copper.
8	**Anti-Magic Pill** This small white circular pill has no taste. When you consume this pill, any magical effects affecting you immediately end - including any attunement to magical items you may have on your person.

A rolling mist shrouds the forest floor in an eerie cloak of gray. The silence is broken only by the occasional cracking of sticks as you make your way deeper into the woods. Suddenly, a high pitched shriek pierces the stillness, followed by the sound of thunderous paws pounding the ground.

Turning to face the noise, you see a pack of shaggy black and brown creatures emerging from the mist, their teeth bared and their eyes gleaming with hunger.

The Warerabbits have found their prey...

THE CARCASS OF THE WARERABBIT

Ah, the legendary warerabbit – tales of its horrifying hop and venomous nibble echoed through every village! This once fearsome floof now lies still, a seemingly innocent puffball surrounded by the detritus of its last battle.

d6	Hare-raising Loot
1	A set of blueprints detailing the design for a trap intended to catch a wererabbit. Noted on the side is the requirement for a carrot as bait.
2	A treatise on the wererabbit curse, referencing several ancient sources and one currently living wizard who is waiting for the deceased's arrival.
3	A formula that grants the user temporary use of wererabbit abilities. Roll D20 for Intelligence + Wisdom (success 14 or better). Roll saving throw of D6 for Constitution to avoid permanent infliction of the curse.
4	**Staff of Waxing** A quarterstaff that increases Strength and Dexterity by +2 if used under a waxing moon.
5	A silver-handled whip that never lets go of anything it wraps itself around, provided the wielder never lets go of the whip.
6	Last will and testament of the deceased, bequeathing their meager possessions to the nearest temple of Selune.

HOPPING HORRORS

A creature straight out of your worst nightmares, a predator of such ghastly proportions that even the bravest adventurers quake in fear at the site of it. Its shaggy fur is caked with clotted blood and filth, and its eyes blaze with a demonic hunger that sends a shiver down your spine. The Warerabbits's long, pointed ears are shredded and frayed, and its teeth glisten with the lifeblood of countless victims. Its razor-sharp claws drip with dirt and gore, and the stench of rot and decay that emanates from its fur is suffocating.

THE CORRUPT NOBLE'S SECRET SAFE

Silently tucked away behind layers of political intrigue and lavish tapestries, the safe of the corrupt noble harbors more than mere riches. It's whispered that the cunning aristocrat held not just gold within, but also dark secrets and clandestine pacts, safely locked away from prying eyes.

d8	Secrets and Schemes
1	A black stone statuette of a winged, goat headed humanoid with twisted horns. Faint black smoke curls from its nostrils.
2	A letter from an imperial bank threatening action against a notable property unless a sizable debt is paid.
3	A letter which proves the owner of the safe is being blackmailed by agents of a foreign power.
4	A map detailing smuggler's drop points beneath the city.
5	A miniature Iron brazier etched with infernal runes. Lighting the brazier calls upon a Devil lord to communicate. If they are willing, they can converse with the lighter through the flames, extinguishing them when they grow bored of the conversation, or if they decide not to answer.
6	A masterwork poisoners kit. All checks made with this kit to create poisons are made with advantage.
7	A notebook containing illegal powerful alchemical recipes.
8	A stash of material components used in necromancy- grave dirt, corpse dust, obsidian, vials of blood, tears, and bone.

THE OLD SACK ON THE PATH OF THE DARK FOREST

An aged and discarded sack lies on the well-trodden path that leads through the ominous woods. While others bypass it, your daring spirit beckons you closer.

d10	It's Clearly a Trap!
1	A delicious leg of pork, properly smoke dried.
2	A large seed cake, wrapped in cloth.
3	A full water skin. The water is warm but safe to drink.
4	A carved wooden figure of a deer. Probably a personal totem. Worth about 10gp in a big city.
5	A small jar of very smelly bear repellent, tightly sealed.
6	A leather necklace holding the claws of several forest animals. Gives advantage to non-magical tracking skills.
7	Six war darts with black fletchings. Double damage when used on birds.
8	Some strange-looking fungi. Can be brewed up into an antidote to lesser poisons.
9	A small volume of poetry, tatty and well read.
10	A penny whistle. Doesn't seem to work, but has a cumulative chance of summoning a wind elemental every time it's blown.

THE CORPSE OF THE WEIRD CULTIST

As you approach the lifeless cultist, you can't help but chuckle at the "Ask Me About My Cult" badge pinned to his robe. Amongst strange artifacts, perhaps his most cherished possession was a peculiar sense of marketing - will you take up the mantle and continue his absurd legacy?

d8	Echoes of Forbidden Prayers
1	A well-made metal tube. When looked through changes light to dark and dark to light. Gives humans dark vision but causes nausea after 5 rounds.
2	A sigil on a black chain. It seems to be warm and moves a little as if alive.
3	A collection of coins, each with a hole drilled in the centre. Scrap value only; about 5gp.
4	The skull of a small predator like a jackal. When the wielder puts a finger in each eye socket and thrusts forward, a tongue-like blade appears that can penetrate all flesh, including leather and hide armor.
5	A crude fleam inscribed with ancient runes.
6	Three stacking clay bowls with a dark residue at the bottom.
7	A jar filled with human eyeballs preserved in alcohol.
8	A piece of black, chalk-like material that can be used to draw magic glyphs. It's not evil, as such.

THE TIME CAPSULE FROM THE GREAT WAR

Deep beneath layers of earth and the weight of time, a relic of the Great War lies undisturbed. As you pry open this ancient vault, the silence is pierced by echoes of battles long past and heroes forgotten. Within, artifacts of valor and devastation await—silent witnesses to legendary confrontations and the grave costs of conflict. Each object harbors a tale, woven with honor, loss, and the mysteries of magic.

d12	Echoes from Battlefields Past
1	An elaborate winged helmet, stove in on one side.
2	A ragged battle standard depicting a heraldic unicorn. Once per day, if the standard is planted during battle, it grants all friendly creatures within 60 ft that can see it gain 1d6 temporary hit points and a +1 on attack and damage rolls for 1 hour.
3	A broken sword in a glass case, its shards still wreathed in strange flame. It's unclear what force broke this magical blade, or how it might be restored.
4	An unmounted +1 spearhead, adorned with Owlbear feathers.
5	The severed gold-ringed finger of an enemy commander, preserved in a vial of alcohol.
6	A looted enemy general's battle flag, defaced with graffiti.
7	A commemorative shield, duty's rest. Emblazoned with ten stars, each representing ten thousand lives lost. In addition to being a +1 shield, once per day, an attuned creature bearing this shield may cast either the shield of faith, or spirit guardians spells. When a creature attuned to this item takes a long rest, roll a d20. On a roll of 15 or higher, that creature experiences dreams of the past deaths of soldiers in battle.
8	A scroll case containing five scrolls of speak with dead.
9	A bundle of old letters found on the bodies of fallen soldiers.
10	A silk tapestry displaying the events of a deciding battle from the great war.
11	The skeletal hand of a battle mage, clutching a crystal orb. The orb is still pulsating with arcane energy, ready to unleash a spell trapped within.
12	A sealed clay pot in perfect condition.

THE COLLECTOR'S CURIOSITY CABINET

The aged wood creaks, revealing a chaotic realm within the collector's storied cabinet. Shelves lined with the peculiar, the rare, and the inexplicable invite wonder and question in equal measure. It's a tangible tapestry of adventures had and mysteries accrued, where every oddity, from the benignly bizarre to the enchantingly eerie, cradles a story yet to unfurl.

d10	Perusing the Peculiar
1	A baby blue paper lined hat box containing an enchanted hat, Accessorana. The hat is intelligent and communicates telepathically with its wearer, mostly in the form of scathingly critical unbidden fashion advice and dispensing accusations of guilt and shame for not wearing the hat more often. A wearer who attunes to the hat may speak its command word to gain advantage on CHA based skill checks for one hour. However, the hat is especially verbose and overbearing during this time. A wearer may change the appearance of the hat to any suitable form the hat agrees to. (very rare)
2	A mostly intact mounted chimera skeleton.
3	A halfling sized suit of half plate armor, made from the hide of A Bulette.
4	A silvery wind bag which when opened releases a powerful gust of wind, as the gust of wind spell. The bag refills each morning at dawn.
5	A set of false teeth which if attuned to, enter the user's mouth. They gain advantage on all deception checks, and disadvantage on all persuasion checks.
6	A ten foot length of rope which can magically extend to a length of up to 120 ft, and retract down to one foot. It can also expand to the girth of a broad ship's rope, or diminish to that of twine.
7	A hearthstone which if placed upon a burning hearth will allow the fire to burn without requiring fuel for 1d10 days.
8	A cloak of flowers which stretch and color brightly in direct sunlight.
9	A puzzle box of shifting and rotating segments.
10	An unsettling painting of a nightmarish landscape. The scenery shifts subtly when you're not looking

THE DESICCATED RIBCAGE OF A LONG-DEAD BEHEMOTH

In the shadow of what once was, you stand, encased by the immense ribcage of a behemoth. A vast expanse of skeletal remains encircles you, the ivory arcs a lingering testament to a creature of formidable might, its life and death enshrouded in the mists of forgotten epochs.

d10	Relics among the Ribs
1	A fine wooden box containing small tools, also of fine quality. Worth around 50gp.
2	The long and sharp tooth of a predator. Might be useful to someone.
3	A spear, embedded in the ground. It looks like a good one but it didn't help its previous owner.
4	A traveler's stash containing a full water skin and some dried fruit.
5	Five arrows with razor-sharp heads. Probably used to kill the huge beast.
6	A pouch of carved bone rods, used instead of coins in this area. Worth about 10gp locally.
7	The skull of a tiny snake. It still contains a single shot of venom which causes paralysis. Saving Throw applies.
8	A crude necklace hung with what look like human ears.
9	A scroll of crude illustrations of local plants with medicinal qualities.
10	A Sandpuppy. It's old enough to be adopted, or they taste nice when cooked on a spit.

Bonecleaver

Bonecleaver's compact size belies its heft and lethality.

Giant Reaver: Despite its size, when Bonecleaver strikes a creature of size Large or greater, it deals an extra 2d6 damage of the type associated with the last behemoth it felled.

Leviathan's Bane: Once per day, when attacking a creature of the giant type or any creature of size Large or greater, you can declare a Bane Strike. On a hit, the attack is automatically a critical hit.

THE FOSSILIZED REMAINS OF AN ANCIENT HERO

Before you lie the fossilized remains of a once-mighty hero... in an admittedly rather awkward pose. Perhaps he was striking a dramatic stance against an enemy, or maybe he just tripped over a rock? Regardless, amidst strangely contorted limbs, tales of ancient bravery and a hint of timeless clumsiness beckon.

d6	Secrets among the Stones
1	A ruby carved in the shape of a human heart that beats in the presence of the undead.
2	A +2 longsword that turns into a Spellguard Shield upon slaying any magic user. After D20 minutes, shield will return to sword form.
3	A parchment written in Common. When read aloud, transforms into Magic Missile. After striking target, return to user's hand in parchment form. Can only be used once every three days.
4	A small bag of gems: one emerald, one diamond, one ruby, one sapphire.
5	Dragon Boots that cast Air Walk, which remains in effect for D6 hours. Cannot be removed before spell expires.
6	A circlet with an Air and Fire Elemental trapped within the opal in the center. Pressing the opal summons one of them (D10 roll, Air on an even roll, Fire on an odd roll).

THE FOOL'S BAG OF HOLDING

A curious twinkle emanates from the seemingly innocuous bag, its contents a mishmash of misguided adventure. The fool, a charismatic traveler of whimsy and woe, left behind a peculiar collection of treasures, each one curiously backhanded in its usefulness. As you sift through the bizarre and bewildering items, one can't help but wonder: is the joke on him for carrying them, or on you for finding them?

d20	Fool's Gold
1	**Nocked Sword of Dragonslaying** A normal longsword weapon whose blade shines gold, with a ruby pommel in its hilt and an elaborately carved crossguard. An Investigation DC 12 Check reveals that this sword has no structural integrity, and will shatter the first time it hits a strong surface with force, such as another weapon, strong armor, or even the ground.

2	**Potion of Misplaced Healing** This bright red potion is slightly pinker than other healing potions of its kind. A DC 12 Medicine Check reveals that while this potion may heal one wound on a creature who consumes it, it opens up another wound on that same creature of equal or more damage.
3	**Felogir's Finery** These bright clothes are cut stylishly, in the latest fashions, and hang well off the Fool's frame. A DC 10 Intelligence Check reveals that these clothes are made of poor material, and are bound to cause a persistent itch for whoever wears them for more than a few hours in a row.
4	**Ring of Wondrous Prophecy** This ring, once attuned. grants you visions of the future. A DC 10 Intelligence Check, however, reveals that the prophecies all contain glaring logical inconsistencies. A further DC 16 Insight Check reveals that the ring is a Sentient Item (Intelligence 16, Wisdom 12, Charisma 14) that can cast the Detect Thoughts ability at will and has a penchant for people pleasing.
5	**Wire-bound Armor of Ages** This expensive looking breastplate offers a +3 bonus to AC. However, a DC 12 Perception Check reveals several weak spots which, if struck, could cause the entire breastplate to fall apart. An attacker who knows of these weak spots has an advantage in hitting them, and these spots have an AC of 10 plus the dexterity modifier of whoever is wearing the armor. If at least two of these weak spots are hit, the armor falls to the ground.
6	**Coinpurse of Theft Protections** This coinpurse has special runes scrawled into its drawstrings, to keep pickpockets away. An Arcana Check, DC 13, reveals that the purse magically teleports 1 out of every 10 coins put into the purse. A DC 16 Arcana Check reveals where the coins are being teleported to.
7	**Treasure Map of Auld** A treasure map showing a long pathway to ancient relics and forgotten gold. A DC 12 Survival or History Check reveals that the X on the map leads not to a ruin, but to the heart of a forest known for a vine whose leaves cause a terrible itchiness.
8	**Rejuvenating** Antidote A pale, translucent greenish liquid. A DC 13 Medicine Check reveals that this 'antidote' does not actually cure poison, but instead enchants your mind, giving you the illusion of wellness while your body continues to suffer through the poison's effects.
9	**Tarnished Symbol of Protection** This holy symbol is meant to be used to turn back the undead. A DC 12 Religion Check reveals that the symbol has been marred, cursing it - whoever holds it gains a -2 penalty to all their rolls while the symbol is in their possession. It does not turn back the undead.
10	**Figurine of the Unseen Stalker** This small clay figurine allows the user to cast Unseen Servant twice a day. A DC 12 Arcana Check reveals that the clay figurine has no magical properties whatsoever. If the clay figurine is ever taken more than 20 feet away from the fool, anyone carrying the item is attacked by an Invisible Stalker.
11	**Horn of Dragon Summoning** This horn is meant to be used in times of great emergency: when blown, it summons an Adult Black Dragon, who takes 1d12 days to reach the spot where the horn was blown. A DC 12 Arcana Check reveals that the dragon that is summoned will not be under the control of whoever blew the horn, and will likely be very hostile towards whoever bears it.
12	**Faded Boots of Flying** These boots grant you a flying speed of 120 ft. A DC 12 Arcana Check reveals that the magic that powers them is fading, and that they will fail abruptly in 3d20 hours.
13	**Cloak of Selective Invisibility** This faulty cloak of Invisibility can be activated by a magical word; however, once the word is uttered, only inanimate objects including furniture, clothes, equipment, etc, are rendered invisible - creatures themselves remain perfectly visible underneath the cloak.
14	**Bow of Perfect Shooting** The specialized arrows in this specially designed and enchanted bow always hit their target. A DC 10 Intelligence Check reveals, however, that as part of the magic governing the arrows' precision, not a single arrow fired from this bow does any damage to its target.
15	**Force Orb of Explosion** Crafted from unstable magical essences. When hurled at the ground, this brown-green orb explodes in a 30 ft radius. Every creature in that radius must make a Dex 14 save or take 4d8 force damage, half on a successful save. A DC 12 Arcana Check reveals that the orb is highly sensitive to magic - each time a spell is cast within 10 feet of the orb, roll a D10. On a 1, the orb explodes on its own, surprising everyone in its radius - their DEX save is an automatic failure.

THE MERRY MIMIC

No bigger than a fist, this charming plush mimic delights in surprising its owner with harmless, playful bites. Its toothy grin and button eyes, coupled with its soft, cuddly texture, make it an irresistible companion and a favorite among adventurers and children alike, sparking joy and laughter wherever it goes.

16	**Trap Sensor and Guide** This mechanical device can be activated to detect all traps in a 15 foot radius. The device's screen then displays detailed instructions on how to safely disable all traps that have been discovered. A DC 10 Intelligence Check reveals that the instructions actually reveal how to immediately trigger each trap it's discovered.
17	**Gauntlet of Danger Sense** A bright red gauntlet adorned by a clear crystal that flashes red whenever danger approaches. A DC 12 Arcana Check reveals that the crystal only flashes when you are not getting enough exercise, or about to consume something with very little nutritional value.
18	**Missive from Princess Spa'mi'mael** A letter from a princess in a distant kingdom, promising a great reward if offered rescue as well as her hand in marriage. The letter includes a portrait of the princess. A DC 12 History Check reveals that the image has been taken from the cover of a tawdry romance novel; The Damsel's Forsaken Passion.
19	**Book of Forbidding Secrets** A book that is said to contain many ancient, and powerful secrets - if only it could be opened. A DC 12 Arcana Check reveals an incantation along the back which opens the book. Inside are written phrases in a dozen different languages; a DC 14 Arcana or History Check reveals that they are all repeating versions of an incantation to shut the book again.
20	**Hidden Dagger Contraption** A small contraption attached to the hilt of a dagger, that can be used to hide the dagger inside your sleeve to be pulled out at the flick of a wrist. When you try to retrieve the dagger in this manner, roll a d4. On a 1, the dagger stabs you in the wrist, doing 1d4 piercing damage.

THE SACK DROPPED BY THE FLEEING THIEF IN THE BACK ALLEY

The thief, now a ghost in the evening mist, has left behind a peculiar haul. Be it desperation or distraction that caused its abandonment, the bag now offers its contents to new hands. Will you find treasures of a great haul or mere remnants of petty theft? Only the pilfering of the sack's contents against the silent alleyway will tell.

d12	Back Alley Bounty
1	A leather pouch containing 100 GP
2	A set of daggers intended to be a wedding present to the local Thieves Guildmaster
3	A set of counterfeit seals and stamps, intended for forging official city documents.
4	A pocket-sized notebook detailing observations, guard routines, and secret entrances to various estates and businesses throughout the city.
5	A statuette of Shar, who whispers increasingly harsh commands to its holder.
6	A small vial of "Ghost Ink" which becomes invisible shortly after writing and can only be revealed under a specific light or heat source.
7	A shimmering crimson cloak that seamlessly blends its wearer into urban crowds, providing an advantage on Stealth checks.
8	A delicate ring, inset with a frost-blue gem, which can turn objects touched by its wearer brittle and cold, rendering them easy to break.
9	A small shadowglass marble that, when rolled, engulfs its surroundings in a 10-foot-radius sphere of impenetrable darkness for 1 minute.
10	A parchment map detailing the city's secret underground; a maze of tunnels, some marked with potential treasures or lairs of dangerous creatures.
11	A carved ivory whistle, intricately etched with hounds in mid-pursuit. When blown, it produces no audible sound. However, by placing an item belonging to a desired target near the whistle, a spectral hound is summoned. This phantom canine can tirelessly track the individual without their awareness, so long as they are within a 60-mile radius.
12	A small silver ear trumpet. It amplifies whispered conversations from up to 50 feet away.

THE SPY'S FALSE BOTTOMED BOX

A box of understated exterior hides layers deeper than wood and hinge. The spy, moving through shadows, once kept secrets nestled securely beneath false pretenses. Now unshielded from prying eyes, it surrenders its clandestine contents, previously guarded by a deceptive depth.

d10	Echoes of Espionage
1	A magical wig which changes to an appearance of the wearer's choice as an action.
2	A bracelet of white beads. Once per day the wearer can turn invisible for one minute, as in the invisibility spell.
3	A masterwork set of forgers tools which provide +2 to any check made with them.
4	A necklace of a cluster of three fine black pearls. Expending a pearl causes one to disappear into black smoke. Expend a pearl to cast the silence spell.
5	A masterwork set of thieves tools which provide +2 to all thieves tools checks.
6	A secret compartment within the false bottom itself, containing untraceable jewels worth 5000 gp.
7	50 platinum pieces minted by a foreign power.
8	A locket filled with a faint, swirling fog. Activating the locket allows an attuned wearer to perfectly recall anything they see, hear or read for 1 hour. This effect recharges after a short rest.
9	A leather cipher book containing encrypted messages and instructions.
10	A simple silver ring which grants the wearer advantage on all insight checks to determine if a creature is lying.

THE LOCKED BRIEFCASE WE WERE TO DELIVER, BUT WERE UNDER NO CIRCUMSTANCES SUPPOSED TO OPEN.

A task, once straightforward, now teeters on the precipice of tantalizing mystery and solemn duty. To open, or not to open? That is the question that niggles at your conscience, as your fingers brush against its cool, nondescript surface.

d20	"Just a Peek Won't Hurt"
1	**Dial-Up of the Ancients** An old, battered dial-up phone with tentacles for buttons. Can be used to commune with an eldritch god. When activated, the user makes an Intelligence saving throw (DC 17). On a failure, they are cursed, and an eldritch god can hear their thoughts.
2	**Vibrating Blade** A wicked-looking blade that vibrates intensely, even when not held. Deals 1d4 + 1d10 slashing damage on a hit, but on a miss, the user takes 2d6 slashing damage from the blade's violent vibrations. The blade also seems to stoke a bloodlust in the wielder's heart.
3	A black crystal orb with swirling, dark energies. Light near the orb is dimmed considerably. When activated, the user makes a Wisdom saving throw (DC 18). On a failure, they are overwhelmed by nightmarish visions and are incapacitated for 1d4 hours.
4	**Ancient Alien Rune** A cryptic rune etched on a metallic plate. When activated, the user can attempt to decipher the rune with an Intelligence (Arcana) check (DC 20). On a success, they gain forbidden knowledge, but also suffer 3 levels of exhaustion.
5	A diary with pages soaked in blood. Reading it requires a Constitution saving throw (DC 15). On a failure, the reader becomes possessed by a malevolent spirit until they receive a Remove Curse spell.
6	A broken mirror with jagged edges. When gazed into, the user sees twisted reflections of themselves and is compelled to make a Wisdom saving throw (DC 16). On a failure, they become frightened for 1 minute.
7	**Abyssal Beacon** A sinister, black beacon that emits dark energy. When activated, it calls forth 1d6 Shadows (see basic rules pg 344) from the abyss, seeking to wreak havoc.

8	A creepy, porcelain doll that whispers unsettling secrets. When held, the doll whispers ominous truths that cannot be unheard. The user takes 1d6 psychic damage and has disadvantage on Charisma checks for 24 hours. However, they may gain useful, though unnerving knowledge.
9	**Haunting Music Box** A tiny music box that plays eerie melodies. When wound, it releases a ghostly tune that forces all (including the user) within 30 feet to make a Wisdom saving throw (DC 14). On a failure, they are frightened for 1 minute.
10	**Sinister Timepiece** A clock with hands that move backward. When activated, time reverses for the user, rewinding them to a previous state up to 10 minutes ago, but causing a temporary memory loss. They lose the last 1d6 hours of their life.
11	**Cursed Love Letter** A sealed envelope containing a heart-shaped letter. Reading the letter requires a Wisdom saving throw (DC 15). On a failure, the reader is cursed to obsessively seek out an unrequited love until the curse is removed.
12	**Torturous Puzzle Box** A sinister puzzle box with twisted designs. Inside an ominous crystal glows. Solving the puzzle requires an Intelligence check (DC 18). On a failure, the user takes 2d8 psychic damage as their mind is tormented by eldritch secrets.
13	A spectral key that emits ghostly energy. When used to unlock a door, it temporarily binds the user's life force to the door. The user must succeed a constitution saving throw to open the door, or they take 1d6 damage.
14	A horrifying mask with screaming faces. When worn, the user must make a Wisdom saving throw (DC 17). On a failure, they are possessed by vengeful spirits and must succeed on a DC 15 Charisma saving throw or be compelled to harm themselves. This saving throw is repeated each turn until the spirits are dismissed, either by a successful throw, or an external force.
15	**Cryptic Cube** A mysterious cube covered in cryptic symbols. Solving the cube requires an Intelligence (Investigation) check (DC 20). If the check is successful, the user may ask a single question, which will then be answered truthfully. On a failure, the user takes 2d10 psychic damage as their mind is inundated with incomprehensible knowledge. The cube can be used up to three times.
16	**Distorted Reality Lens** A twisted lens that warps the user's perception. When peered through, the user's reality becomes distorted. They have disadvantage on Wisdom (Perception) checks for 1 hour and can't discern reality from illusion.
17	**Soul-Devouring Crystal** A sinister crystal that hungers for souls. When a creature within 30 feet of the crystal dies, its soul is absorbed. If the crystal absorbs three souls, it shatters, releasing the trapped souls as hostile specters that attack the nearest creatures (including the users).
18	**Eldritch Compass** A compass with a needle that points toward a liminal space or powerful entity. The user must succeed a DC 15 wisdom saving throw or be compelled beyond reason to follow the compass.
19	**Lethal Syringe** A syringe filled with an ominous, glowing substance. On a successful hit, the syringe injects the target with a potent poison, dealing 4d6 poison damage and requiring a Constitution saving throw (DC 16) to avoid being poisoned for 1 hour. The syringe has one use and those who produced it are unlikely to be happy with it being used on the wrong target.
20	**Cursed Family Portrait** A cursed family portrait that shows a long dead family. Gazing at the portrait for too long (1 minute or more) requires a Wisdom saving throw (DC 18). On a failure, the viewer becomes tormented by the family's malevolent spirits, rendering them frightened for 1 hour.

NIGHTMARE SPHERE

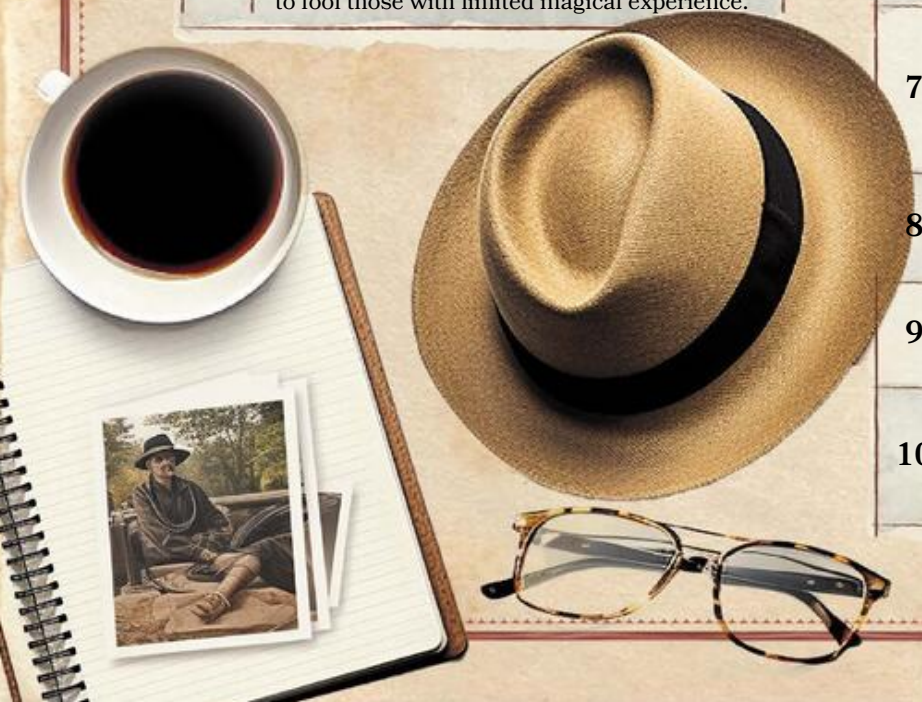
The Nightmare Sphere is a grotesque, pulsating orb made of countless writhing, screaming faces. This living artifact is a physical manifestation of pain and terror.

Chorus of Fear: When released, the sphere lets out a collective scream that echoes the pain of the souls within. Any creature within 60 feet must make a DC 16 Wisdom saving throw or be frightened and suffer 2d8 psychic damage as they are consumed with terror.

THE FORMERLY LOCKED ROOM OF THE DETECTIVE INVESTIGATING THEIR OWN MURDER

Notes scribbled in an ethereal hand, fingerprints dusted, and spectral coffee still warm, the detective sought answers from the other side. Will you aid in solving the ultimate whodunit or simply help yourself to the ghostly gumshoe's unearthly artifacts?

d6	Items in Investigative Limbo
1	**Strangely Blooded Dagger** A curved dagger, whose blade is covered in blood not belonging to the detective, but which matches a stab wound in his side perfectly. It's found a foot away from his body, by the door.
2	**Mysteriously Poisoned Handkerchief** A handkerchief, soaked in poison, in the detective's breast pocket. It bears the initials 'S.I.'
3	**Splintered Token** A splintered magical token. With this token, you may, as an action, cast the Speak With Dead spell - but you may only ask a single question before the spell's magic fades.
4	**Depleted Wand of Fireballs** This wand is found laying by the detective's foot. There are no evidence of burn marks in the room, but ash on the wand's tip reveals that its last charge has recently been used up.
5	**Used Potion of Truth** An empty Potion of Truth, found in the detective's hand. Traces of the potion can be found on his lips.
6	**Forged Wish Scroll** A forged Wish scroll with no actual magical properties whatsoever, but drawn convincingly enough to be able to fool those with limited magical experience.



THE BROKEN DOWN TRUCK HEADING TO AREA 51

A desolate highway stretches before you, the sun beating down mercilessly upon the asphalt. Just ahead, a solitary truck, worn and defeated, slumps to one side, its treasures partially spilled upon the tarmac. Was it a mere vehicle malfunction, or perhaps intervention from beings not of this world, that prevented its cargo from reaching the infamous Area 51?

d20	Finders Keepers: Area 51 Edition
1	**Alien Plasma Pistol** A sleek, metallic pistol covered with alien glyphs. Deals 2d6 radiant damage. Requires attunement.
2	**Experimental Cloaking Device** A small device with a button. When activated, grants the user invisibility for 1 minute. Can be used once per day. Requires attunement.
3	**Area 51 Level 5 Access Card** A keycard with the Area 51 logo. Grants the user access to locked areas within Area 51, up to level 5 clearance.
4	**Advanced Laser Rifle** A high-tech laser rifle with a targeting scope. Deals 2d8 radiant damage. Has a range of 300 feet. Can be used 6 times before needing to recharge for a long rest. Requires attunement.
5	**Alien Communicator** A small alien device with a screen. Can send and receive messages from other similar devices within a 100-mile radius. Requires attunement.
6	**Tactical Riot Shield** A sturdy riot shield with a transparent window. Provides +2 AC when wielded. Can be used to take cover for full cover against ranged attacks.
7	**Military Camouflage Suit** A high-tech camouflage suit with an integrated helmet. Grants advantage on Dexterity (Stealth) checks in natural environments, as well as darkvision, if the user doesn't already have it.
8	A pair of goggles with night vision capability. Allows the user to see in complete darkness up to 60 feet. Requires attunement.
9	**Alien Energy Cell** A glowing energy cell with alien markings. Can power alien technology or devices for 24 hours.
10	A wrist-mounted energy shield generator. Provides a +4 bonus to AC when activated. Lasts for 1 minute. Can be used once per day. Requires attunement.

11	**Area 51 Map** A detailed map of the underground facilities at Area 51. Some areas appear to have been redacted
12	**Advanced Medi-Kit** A high-tech medical kit with advanced supplies. Can be used to stabilize and heal a creature for 2d8 hit points. Has 5 uses before breaking. Requires attunement.
13	**Alien Biological Sample** A vial containing an unidentified alien organism. Can be used for research or potentially as a biological weapon. Could likely fetch a high price on the black-market. It hums soothingly when in sunlight.
14	**Experimental EMP Grenade** A grenade with a button. When activated, creates an electromagnetic pulse in a 30-foot radius, disabling electronics for 1 minute. Can be used once per day.
15	**Military Sidearm** A standard-issue military sidearm. Deals 1d8 piercing damage. Has a range of 30 feet. Comes with 20 ammo.
16	**Area 51 Uniform** A uniform with Area 51 insignias. Grants the user advantage on Charisma (Deception) checks to impersonate Area 51 personnel.
17	A folder containing classified documents. Roll 1d4 to determine the contents. 1 - Ledger of payments and purchases 2 - Details about biological aliens cataloged by the facility 3 - details about non-organic aliens/alien technology 4 - details about experimental technology
18	**Experimental Neural Enhancer** A headgear with electrodes. Grants advantage on Intelligence checks for deciphering advanced technology or alien languages. Requires attunement.
19	**Blorg** A cute, blob-like alien. Does not seem to do much, other than try to live in the nearest bag and destroy anything placed in its mouth. It purrs when petted.
20	**Alien Antitoxin** A vial with an antidote to alien toxins. Provides immunity to poison damage and conditions for 1 hour. Requires attunement.

In pockets deep, a tiny guest,
Cuddles close in bags he's blessed.

Yet, beware what to him you trust,
In his bite, all turns to dust.

The Illusionist's Mirror Box

The illusionist's mirror box gleams with a twinkle from a forgotten corner, a nod to its former days under the limelight, baffling audiences and, occasionally, its owner. Stories tell of the illusionist spending hours, confounded by his own contraption, seeking items that he himself had misplaced. A delightful paradox of mystery and hilarity - will you, too, be baffled by its mirrored mysteries?

d20	Reflecting on Loot
1	**Homemade Smoke Bombs** A set of 8 small, ornate spheres that, when thrown, create a billowing cloud of smoke. Creates a 20-foot radius of heavily obscured vision and colorful smoke for 1 minute, regardless of weather, before dissipating.
2	**Illusionist's Wand** An ornate, wooden wand that can create illusions. Allows the user to cast the "Minor Illusion" cantrip.
3	**Mirror Ball** A small mirrored sphere that, when activated, creates an illusory duplicate of the user. Once per day, the user can create an illusory duplicate of themselves that obeys whatever commands issued to it by the user. The duplicate lasts for five minutes, serving as a distraction. The duplicate is incorporeal and any creature that hits it will notice this. Creatures who choose to investigate can also succeed a DC 13 intelligence check to notice the difference as well.
4	**Coin Pouch** An ornate coin pouch with a secret compartment. Contains 2d10 gp and a single smoke bomb (see item 1)
5	A tall, pointed hat adorned with stars and moons. Grants advantage on Intelligence (Arcana) checks related to illusion magic.
6	**Trick Coins** A set of enchanted coins that change appearance when flipped. When flipped, the coins appear to be a different denomination or design than their actual value, up to a maximum of 1 platinum coin or a minimum of one bronze coin. The coin's actual "worth" is one sp.
7	**Trick Coat** A finely tailored coat with hidden pockets and compartments. Provides advantage on Dexterity (Sleight of Hand) checks to conceal or retrieve small objects.
8	**Phantom Gloves** A pair of gloves that, when worn, make the user's arms appear transparent. Grants advantage on sleight of hand checks.

9	A wand that turns any body-length mirror into a doorway to a 2x2x6ft. closet.
10	**Enchanted Top Hat** A top hat with a concealed compartment. Once per day, the wearer can pull out a random small object or a small creature, such as a rabbit or a dove, from the hat. The object cannot be money, a weapon, a key, or a book (or any other source of knowledge).
11	**Shimmering Cloak** A cloak that shimmers with illusionary patterns. Grants advantage on Dexterity (Stealth) checks while wearing it.
12	**Prism-Set Earrings** Earrings with small, enchanted prisms that refract light. Once per day, the wearer can cast the "Color Spray" spell as if using a 1st-level spell slot.
13	**Illusionist's Cane** A stylish cane with an embedded illusion crystal. Once per day, the user can use the cane to cast the "Mirror Image" spell.
14	**Ephemeral Cloak** A shimmering cloak that seems to be made of pure mist and fog. When worn, the user can activate the cloak to become ethereal for 1 minute per long rest, allowing them to pass through solid objects, up to 2 feet in thickness, as though they were insubstantial.
15	**Trickster Dice** A set of 3 six-sided ivory dice that display whatever number the user whispers when rolling them.
16	**Enigmatic Scroll** A scroll signed by the master illusionist whose mirror box you looted, Yldred Delamon. It appears to be instructions to find his hidden cache of gold and other riches.
17	**Starlight Gloves** Black gloves threaded with silver that resembles constellations. Once per day, the user can create illusory duplicate hands to hide what their real hands are doing. Grants advantage on sleight of hand checks.
18	**Phantom Mask** A mask that makes the wearer's face appear blurred and elusive. Grants advantage on Charisma (Intimidation) checks when attempting to intimidate or frighten others.
19	**Whispering Necklace** A necklace with a small, enchanted whispering crystal. The crystal allows you to cast the "Message" cantrip at will.
20	A small crystelline charm shaped like an ear. It can capture any said phrase, allowing it to be replayed once.

This glass bottle holds a roiling mass of shadows, a captured core of pure darkness that seeks to escape and consume the light.

Shadow Storage: The flask can absorb and store shadowy energy. Spells with the darkness descriptor cast within 30 feet of the flask can be absorbed, nullifying the spell and storing its energy as charges in the flask.

Umbral Release: As an action, the attuned user can release the stored energy to cast the Darkness spell without expending a spell slot. The area covered by the darkness depends on the number of charges used.

THE ENCHANTED BOARD GAME OF INDECIPHERABLE RULES

Welcome to the board game where "I don't get it" is a common refrain and the rules might just be an elaborate prank by the creator. Some players joke that winning isn't in mastering the game but in deciphering its confounding rules.

d8	Rewards of a Game Gone Awry
1	**Morphing Die** An enchanted 13-sided die that disappears if it lands on a yellow surface, splits into two smaller die with the same properties as the original if it lands on a blue surface, attempts to bite your hand if rolled on a red surface, and dissolves into a puddle of water if rolled onto a green surface. On any other colored surface, the results of the die show up as normal.
2	**The Everpartners** Two figurines, carved to look like strong young warriors. The further apart they get, the older each figurine appears. If taken far enough apart, the figurines irrevocably crumble into dust.
3	**Deck of True Experiences** A deck of cards, which are blank until they are picked up. Once held, each card depicts a scene from the life of the person holding them, chosen at random. These scenes stay on the card for an hour. Each scene is assigned a seemingly arbitrary numerical value and color.

4	**End of Game Marker** A spinning top that, once spun, does not stop spinning until the word 'BINGO' is shouted. Any other attempts to stop the top spinning result in it teleporting 5 feet in a random direction, to continue spinning on whatever surface it finds there.
5	**Endless Prompts** 36 blue markers. When placed on a surface, these markers call out random words in Common every six seconds in a clear, monotone voice, until they are removed from that surface.
6	**Turn-Deciding Dagger** A small dagger, carved from wood, that can be spun in any direction. If the dagger ever points perfectly northward after being spun, it dissolved into a pile of 2d20 miniature platinum coins, each worth 1 gold.
7	**Stones of Anonymous Communication** Three bright green stones. While holding one of the stones, you may send a message directly into the minds of the other people holding the other stones. These stones can communicate with each other as long as they are on the same plane of existence. However, anything you say or do that can identify yourself as the sender of the message is erased from the message, which arrives in their minds in the same, monotonous voice every time.
8	**Qualifying Crystal Cuffs** A pair of white, crystal handcuffs that glow bright red when person they are cuffing speaks a falsehood, green if speaking a truth that is easily proven, and blue if the statement could be either true or false depending on a number of other factors.

THE PACK OF THE CLERIC

As you reach for the cleric's pack, you suddenly realize the error of your ways. This isn't just any ordinary traveler's belongings; it's the property of a cleric! A quick glance at your immobilized limbs confirms that the hold person spell was expertly cast. You now find yourself frozen in place, regretting your decision to loot someone who can both heal and hex.

d12	Held Accountable
1	A platinum cross that contains one use of Turn Undead, regardless of the users religious beliefs. It can be recharged if left out in the sun during a long rest.
2	A silver chalice adorned with serene angelic figures. Once per day, when filled with water and a prayer is whispered, the water becomes a Potion of Healing.
3	A suit of armor that has been made in the honor of some unknown God. It grants resistance to necrotic damage and grants advantage on saving throws that are made as a result of a necromancy spell being cast.
4	A religious text detailing the followings and teachings of the Cleric it belonged to. It's tucked safely in an empty coin purse
5	**Sacred Pyx** A small container holding wafers that, when consumed, nourish both body and soul, restoring 1d4 hit points.
6	A bundle of sweet-smelling incense sticks.
7	A golden amulet with an embossed seal. When presented and the correct incantation spoken, it can temporarily bind a demon or fiend, preventing them from acting for 1 round. Recharges at sunrise.
8	A string of beads, each representing a different deity.
9	A blade engraved with sacred runes. Used in religious ceremonies, it can also purify a small area, making it hallowed ground.
10	A small box holding the teeth of a long forgotten saint.
11	**Sphere of Protection** This small, clear sphere is made of a soft, indestructible material. As an action, the wielder can speak a command word and this ball will grow to encapsulate them, granting them resistance to all non-magical harm for one minute. This can only be used once per long rest.
12	A radiant set of prayer beads that emits a gentle glow. Can be used to cast a basic Light spell.

Light's Bastion

Requires attunement | +1 bonus to AC
More than mere armor, it is a vessel for divine will, safeguarding the faithful as they enact the works of their deity. It is said that the armor chooses its wearer as much as the wearer chooses the armor, and it will serve loyally so long as the cause is just.

Retribution Aura:
Any undead creature that strikes the wearer with a melee attack takes radiant damage equal to the wearer's Charisma modifier (min of 1).

I LOOT THE MINOTAUR

Rifling through a Minotaur's loot? Brace yourself for a labyrinth of surprises. Instead of gold, you might find a 'World's Best Maze Designer' mug', the secret recipe for 'Minotaur Meatloaf', or a diary titled 'Myths and Moooooosings.' Remember, looting a Minotaur isn't just about the treasure; it's about enjoying the absurdity of the haul.

d20	A-maze-ing Moo-lah
1	A strange-smelling milk from an unknown source. When consumed, roll a d20. On a 1-10, take 2d6 poison damage. On an 11-20, gain 2d6 temporary hit points. After 1d4 hours, any remaining milk becomes sour and useless.
2	**Cape of the Matador** You gain a +2 bonus to AC against opportunity attacks provoked by your movement.
3	A kit containing knives and a brush used to care for minotaur hooves. You can spend an hour sharpening your hooves (or any other bone appendages). Your unarmed strikes deal an extra 1d4 slashing damage until your next short or long rest.
4	Bronze tips of minotaur's horns studded in onyx. You have advantage on Charisma (Intimidation) checks while wearing these on a suitable location. In addition, your horn/appendage attacks count as magical for overcoming resistances.
5	A vial of blood drained from a centaur. As an action, you can splash the contents onto a creature within 5 feet. The blood deals 2d6 acid damage, and the target must make a DC 13 Constitution saving throw or be poisoned for 1 minute.
6	A large golden bracelet, sized for a minotaur's wrist. A creature attuned to it counts as one size larger for determining its carrying capacity. In addition, the creature has advantage on Strength checks related to lifting or moving heavy objects.
7	A flask of water that has been desecrated in vile rituals. As an action, you can splash it onto a good aligned creature within 5 feet. The target takes 2d6 necrotic damage.
8	**Boots of Stampeding** Your walking speed increases by 10 feet. When you use the Dash action, you can move through the space of any Medium or smaller creature by making a Strength (Athletics) check contested by the target's Strength (Athletics) check.
9	A monstrously large greataxe, engraved with Kothian runes. Only a Large or larger creature can attempt to wield it. On a critical hit, the target must succeed on a DC 15 Wisdom saving throw or be banished to a maze-like demiplane. The target remains trapped there until it finds its way out (DC 16 Intelligence check) or the axe is destroyed.
10	Bracers of Unarmed Defense: Your unarmed strikes deal 1d6 bludgeoning damage. You gain a +2 bonus to AC while not wearing armor.
11	An amulet that bears the symbol of Baphomet. While wearing it, you have advantage on Intimidation checks against humanoids of the same size category of smaller. In addition, once per day you can channel Baphomet's fury as a bonus action, gaining advantage on a single Strength check or saving throw.
12	A charm carved from the horn of an ancient minotaur chieftain. When you score a critical hit on a melee attack, you regain hit points equal to your proficiency bonus.

Seeing Red

This heavy helm, crafted from darkened steel, has a crimson tint that glistens when struck by light. The faceplate is adorned with a single blood-red gem in the center, reminiscent of an unblinking eye. Legend speaks of a vengeful warrior who was betrayed and injured by his comrades. As he lay bleeding on the battlefield, his anger and thirst for revenge gave birth to this helm. It's said that those who wear it can tap into that ancient rage, focusing their wrath solely on those who harm them.

When wearing the Helm of Seeing Red, if a creature damages you during their turn, you feel a surge of adrenaline and anger. On your next turn, you have advantage on melee attack rolls against that creature.
Curse (optional): If the DM wishes, the helm might have a curse where the wearer becomes uncontrollably angry, risking attacking allies if no enemies are present or if an ally accidentally harms the wearer.

13	**Inflatable Muscles** These leather bands are embedded with magical air bladders. When worn under clothing and inflated, your muscles appear 3 times larger! Flexing provides no actual strength benefit beyond intimidating weaker creatures.
14	**Bottle of Endless Sand** At first glance, it appears as an ordinary waterskin, sloshing promisingly as if filled with refreshing water. Yet when its contents are poured forth, it reveals not a thirst-quenching liquid, but an inexhaustible cascade of fine, golden sand.
15	A leather pouch filled with a variety of old, unrecognizable coins. Some might have value to collectors.
16	A chalice, bearing the engraved emblem of a powerful minotaur clan. The crack seems deliberate, as if it was a mark of dishonor or defeat.
17	An ordinary looking dagger, but under any strong light, its shadow writhes and squirms as if being burned.
18	**Minotaur's Mysterious Cube** A seemingly simple wooden puzzle cube. However, every time one thinks they've solved it, the maze's paths subtly change.
19	A perfectly ordinary looking rock, but when thrown, it bounces incessantly and only stops when picked up.
20	**Empty Diary titled "How to Exit the Maze"** Every page is blank, but occasionally, a scribble appears and fades, as if someone is writing from another dimension.

THREAD OF SECRET STEP

This ethereal thread, almost ghostly in appearance, is only visible to the one who holds it.

You can tie one end and unspool it as you move; the thread is endless and will trace your exact path. As a bonus action, you can make the thread emit a soft glow, illuminating your path, but only you can perceive this light. Should the thread be severed, a wave of disorientation strikes you, imposing disadvantage on your next attack, saving throw, or skill check.

THE EXILED PRINCE'S LOST CACHE

They say an exiled prince's cache, brimming with riches and secrets, lies hidden in the heart of the forsaken woods. It's said to hold the key to a lost kingdom's untold history and the power to rewrite its destiny. Many have ventured forth, but none have returned, their fates forever intertwined with the mysterious legacy of the exiled prince.

d20	Crown Jewels, Slightly Used
1	A scimitar with a blade that seems to flicker with eternal flames. Deals 2d4 slashing damage and 1d6 fire damage on a hit. The flames can be extinguished or reignited as a bonus action.
2	A signet ring with the royal crest of a wealthy kingdom. Could be used to forge official documents. Can be sold for 250gp
3	A finely crafted waterskin with holy symbols etched into the leather. When filled with water, it purifies the water, allowing those who drink it to gain advantage on strength checks for 10 minutes.
4	7 pouch of exotic spices in vibrant colors. When a pouch is consumed, the user's mouth feels as though it's on fire for a moment, but then the sensation fades and the user gains advantage on constitution saving throws for 1 day.
5	A resplendent golden crown adorned with intricate gemstones. Wearing it grants advantage on Charisma (Persuasion) checks when interacting with royalty or nobility. Worth 200gp.
6	A chest filled with glittering gold coins and precious gems. Contains 100 gold pieces, as well as various valuable gems worth an additional 200 gold pieces in total.
7	An intricately embroidered turban with a touch of royal flair. When worn, it provides advantage on Charisma (Performance) checks related to dancing or performing with flair. Worth 20gp.
8	A set of finely tailored royal garments made of luxurious materials. When worn, it grants advantage on Charisma (Persuasion) checks when attempting to influence others. Any who sees you wearing these clothes will presume you are royalty.
9	A quill crafted from a phoenix feather with a vibrant, ever-changing hue. It is said to have been crafted by a great and ancient artificer. It can be used to create one spell scroll up to 6th level, before crumbling to ash.

10	A beautifully crafted sitar adorned with mother-of-pearl inlays. When played skillfully, it grants advantage on Charisma (Performance) checks.
11	A spyglass with intricate golden filigree, revealing distant details. Grants advantage on Wisdom (Perception) checks when viewing distant objects or creatures.
12	A plush velvet pouch filled with an assortment of valuable gemstones. Contains an assortment of gemstones worth a total of 100 gold pieces.
13	A beautiful oil painting of the prince's homeland, capturing the vivid and beautiful landscape. The right buyer might pay up to 100 gp for it.
14	A bo staff made from ebonwood, dark as night. Deals 1d6 bludgeoning damage and 1d6 necrotic damage on a hit. The wielder can choose to convert bludgeoning damage into necrotic damage when attacking.
15	A locket containing a small portrait that changes for everyone that views it, showing the person they love most (be it platonically, romantically, familiarly, etc). When opened, it reminds the user of why they fight, healing them for 1d6 hp and granting them advantage on their next strength check. Can be used once per long rest.
16	A scroll filled with arcane verses written in silver ink on silk. Grants advantage on Intelligence (Arcana) checks when deciphering arcane runes or understanding complex magical rituals.
17	An ornate incense burner that emits fragrant, ethereal smoke. When burning, it creates an aura of tranquility, providing advantage on Wisdom saving throws against being frightened for those within 30 feet.
18	A set of 3 exquisite perfume vials with exotic scents. One vial grants advantage on the next charisma check when worn.
19	An intricately carved chess set made of precious materials. White's pieces are opal, and black's are onyx. The board itself is gold and silver. Worth 50gp. The pieces could be sold individually, but they sell for only 1gp each, this way, and the board for 10gp.
20	Prince's Disguise Kit: This is a masterfully crafted disguise kit tailored for the exiled prince. It contains outfits, wigs, makeup, and other items that allow the user to adopt various commoner identities.

THE DIVINE HOME OF THE GOD OF PICKPOCKETS

Here, in the divine home of this enigmatic figure, shadows dance with the audacity of nimble fingers, and cunning schemes find favor in the eyes of the divine. Will you navigate this clandestine domain, rife with secrets and subtle larceny, or will the divine trickster's realm outwit even the most cunning of intruders?

d12	Loot from the Lord of Larceny
1	The halo of a celestial being. Any being without divine blood takes 3d6 Radiant damage while in contact with this halo, and upon looking at it for the first time must make a DC 17 Wisdom Save or be Blinded for an hour.
2	A glass globe containing the soul of a redeemed sinner. When holding it, you can feel the soul's anguish, begging for release.
3	An everburning spark held in the heart of a hollowed out diamond, which is completely cold to the touch.
4	A gemstone from the God of Knowledge that contains the entire history of a forgotten civilization. Once per day, you may attempt a DC 20 History check to try and peer into the gem and learn one important fact about the civilization whose records the gem stores.
5	A spare key to the gates of Heaven. The key is bright golden, and grows heavier depending on how sinful the soul of the person holding it is. A purely innocent soul in possession of the key is dragged straight to heaven.
6	The tobacco pouch of the God of Mysteries. It contains 5 doses of tobacco. Smoking one of these doses allows you to cast the Legend Lore spell.
7	A vial of Divine Nectar. Ingesting the contents of this vial allows you to immediately level up, and then gain the benefits of a long rest.
8	The Handkerchief of an Underworld God, covered in dark, gooey, eldritch substances. Upon making contact with this handkerchief, you take 4d6 Necrotic damage, and lose that many maximum hit points until a Greater Restoration spell is cast. If this would kill you, your soul is immediately taken to the Underworld and placed in the care of a Pit Fiend.
9	A ring from the God of Love. This ring requires attunement. While wearing this ring, your heart is open to all. You are no longer able to lie, and people around you can read your surface thoughts. Your new openness grants you a +5 bonus to all Persuasion rolls.

10	A coinpurse from the God of Prosperity. It contains 15 copper coins, 12 silver coins and 8 gold coins. Each of these coins can be planted in the ground, and in 1d12 days will grow into a plant that yields 1d12 of the same kind of coin. These new coins can be replanted for the same effect.
11	A shimmering silver parchment detailing the debts and favors owed by various celestial, infernal, and mortal beings to the God of Pickpockets. Knowledge in this book can be used as leverage or to call in favors.
12	**Pouch of F'yous** A small leather pouch that, when worn, causes any who attempt to pickpocket the wearer to retrieve a random junk item (a rock, a button, a twig) rather than whatever they intended to steal.

THE PIRATE KING'S TREASURE CACHE

Here, beneath the sand and hidden within forgotten caverns, lies the culmination of a lifetime of plunder and piracy. As you approach, the salty breeze carries with it the echoes of nautical tales, the jingle of ill-gotten booty, and the allure of untold riches. Will you be the one to unlock the Pirate King's fabled cache, or will the legends of buried treasure remain forever beyond your grasp?

d12	Jolly Roger's Junk Pile
1	An impeccably crafted ivory Ethereal Spyglass. The spyglass sees through the ethereal plane, detecting hidden or illusory ships, creatures and objects.
2	A waterlogged compass that always points to the most valuable treasure within 100 miles.
3	A crooked stave of sea battered timber braided with hagsweed, Maelstrom's Ire. This item counts as a +1 staff and as a +1 arcane implement. An attuned bearer can cast the maelstrom spell once per day at 5th level without expending a spell slot.
4	A complex brass navigational tool with a crystal sphere at its center- an Astral Sextant. The sextant provides advantage on checks made to navigate the astral plane or other outer planes.
5	An enormous twisting horn, a Stormbreaker Conch. Once per day, a creature may sound the conch to suppress storms in a five mile radius of the conch for one hour.
6	A single pretty pearl on a gold chain, Drowner's Amulet. A creature can attune to the amulet to set a command word. Speaking the command word causes the weight of the amulet to increase by one thousand pounds.
7	Fleet's Fleet Feet Flag. This flag is emblazoned with a firebrand eagle. A ship that flies this flag grants all friendly marine vehicles that can see the standard additional movement speed of 25%.
8	A letter of mark from the crown of a prominent naval power, granting immunity from prosecution for crimes upon the sea as a temporary representative of the throne.
9	A scroll of fury's mark. Attuning to the mark takes 10 minutes, and transfers the mark from the scroll into a permanent magical tattoo. The bearer of the mark can breathe air or water, gains a swim speed of 50 ft, and can communicate with sea creatures. Furthermore, the bearer can cast the shape water cantrip as well as the watery sphere, gust of wind, and wall of water spells once per long rest without expending a spell slot.
10	A +1 Bloodsalt Cutlass, which grants advantage to attack rolls made onboard a ship,
11	Tidecall Amulet. This wave shaped amulet contains 7 charges, regaining spent charges daily at dawn. An attuned creature can expend 3 charges to cast the control water spell, or 7 charges to cast the control weather spell. If the amulet is reduced to 0 charges, it shatters and is destroyed.
12	A human skull, fully coated in gold, adorned with precious gems.

Requiem of the Drowned

This bell, once mounted upon the mast of the Pirate King's flagship, is a relic of legend, its tolling synonymous with both triumph and terror on the high seas.

Ghostly Crew: Ringing the bell calls forth the spirits of drowned sailors. Up to six spectral figures appear to man the ship, perform repairs, or aid in battle for 1 hour. Once used, this feature can't be used again until the next dusk.next attack, saving throw, or skill check.

THE THIEF'S RUCKSACK

What mysteries does it safeguard? Tools of the trade or pilfered treasures, perhaps? As you delve into its depths, the rucksack whispers tales of stealthy heists, moonlit escapades, and narrow escapes. Will you uncover the rucksack's hidden spoils, or will its secrets remain forever veiled?

d12	Loot from the Shadows
1	A coin that always lands on the side the flipper intends.
2	Five Finger Discount - If contact is made with someone you're trading with using this glove, then they are forced to make a Wisdom saving throw with a DC of 14. On a failure, they are convinced you paid for one object of your choosing, provided the item is not worth more than 100 gp.
3	A pouch containing 100 gp covered in blood.
4	Bag of Fraud - This heavy bag appears from the outside to be packed to the brim with gold coins. However, upon reaching in, it is discovered to be filled with rocks.
5	**Tome of Unseen Techniques** A small booklet detailing advanced techniques for pickpocketing, lock picking, and other thieving skills. Grants a +1 bonus to such checks for one week after reading.
6	A robe that appears luxurious and flashy on one side, but can be reversed to appear like common beggar's clothes.
7	**Potion of Plausible Deniability** For 1 hour after drinking, the user exudes an aura of innocence that makes it hard for others to believe they'd commit any wrongdoing. Grants the imbiber a +5 bonus to Persuasion checks
8	**Thief's Thread** A spool of almost unbreakable thread, strong enough to trip or bind, but near impossible to see.
9	A small, flat pebble that, when thrown, creates a diversionary sound like breaking glass, drawing attention.
10	**Thief's Recipe Book** Filled with recipes for "Stealing Stew," "Larceny Lemonade," and "Burglar's Brunch." Surprisingly tasty.
11	A blade matt black blade that doesn't cause any sound when it cuts.
12	**Ring of False Ownership** While wearing this ring, any item you hold appears to have your personal insignia on it.

THE EVIL DUKE'S ARMORY

In the heart of tyranny's fortress, the Evil Duke's armory stands as a testament to power wielded without restraint. Within these grim walls, weapons and armor bear witness to a dark legacy. Each blade tells of battles fought in the name of cruelty, and each shield echoes the cries of those oppressed.

d6	Instruments of Oppression
1	**Dagger of Soul Gathering** When this dagger kills a creature, it absorbs their soul, binding it to the dagger's wielder. For each creature the wielder of the dagger kills, the dagger gets one charge. The wielder of the dagger can expend a charge as an action to summon a ghost, who is loyal to the dagger's wielder and follows their commands for one minute. When the dagger has gathered six hundred and sixty six charges, the dagger disappears in a flash of Hellfire, and the creature wielding the dagger is granted a free use of the Wish spell.
2	**Bane of Hearts** This longsword is made out of Infernal Iron, and has several runes inscribed into its length, detailing a dark curse. Every time this sword does damage to a creature, it must make a Wisdom Saving Throw of 12. On a failure, the sword does an equal amount of psychic damage to a creature that the target cares about, as chosen by the GM.
3	**Shortbow of Short Memory** This shortbow requires attunement, and is considered a +3 weapon, and does psychic damage instead of piercing damage. Once attuned, the bow does not accept regular arrows. Instead, the wielder must pluck a memory from their mind, which takes the shape of an arrow. This memory is lost to the wielder - however, upon hitting a target, that target permanently loses a memory that's precious to them, as chosen by the GM.
4	**The Lifestealer** This mace counts as a Sentient Weapon, and has an Intelligence Score of 13, a Wisdom Score of 10, and a Charisma Score of 16. It can see and hear everything that its wielder can. While wielding this weapon while making an attack, a creature can choose to permanently lower their Charisma Score by 1 to instantly reduce the target of their attack to 0 hit points. If the creature wielding this mace has their Charisma score reduced to 5 or lower, their mind is permanently swapped with the mace's mind.

5	**Skewering Sword of the Succubi** This greatsword counts as a +1 weapon. When attacking, the wielder can choose to take a -5 penalty to their role to skewer a target. Once a target is skewered, they are considered restrained, and the sword begins to glow green, draining the target of life, dealing 2d6 necrotic damage from the target at the start of each of their turns. The target can attempt to pull the sword out of them with a contested Athletics check between them and the sword's wielder. The wielder of the sword can withdraw it at any time as a bonus action, which does 2d6 piercing damage to the target on the way out.
6	**Warhammer of Recklessness** For every creature this warhammer kills, the wielder gets a +1 bonus to their attack and damage rolls with this weapon, and a -1 penalty to their Armor Class. The bonuses and penalties reset if the warhammer has not killed any creatures for an hour.

THE HOLLOWED OUT HEART OF A DRAGON STATUE

Amidst the silent stone scales and ancient artistry stands a dragon statue, formidable even in its lifeless state. But it's not just a marvel of masonry; within its heart lies a hollowed out chamber, awaiting the brave or the foolish. Dare you reach in? Treasures, traps, or perhaps just the echoes of old tales await. One thing's certain: touching the heart of a dragon, even a stone one, is never a simple affair.

d12	Hollowed Heirlooms
1	A tightly furled message written in Draconic - a ritual prayer to the Dragon God Tiamat, promising devotion, gold, blood and power.
2	An actual dragon tooth, chipped at the end, eternally warm to the touch. It smells faintly of acid, and burns if held for too long.
3	A wooden figurine of a sleeping dragon, coiled around a golden coin, which burns painfully hot if you try to separate it from the dragon.
4	A map leading to seven distant locations, labelled 'Prophecy Shatterers.' Five of the seven locations have been the sites of major defeats in wars through history.
5	A minute emerald droplet that whispers threats in Draconic when held close to your ear.
6	The hilt of a legendary dragon slaying weapon, thought lost forever. The jagged remains of its blade are rusted.
7	A sapphire, in the shape of a perfect sphere, that is repulsed by anything metallic, but magnetically attracted to wood.
8	A piece of coal that, once lit, burns with either a blue, red, yellow or green flame, changing for reasons that are not clear.
9	A copper flower, made with exquisite detail, that begins to attract copper bees if exposed to the open air for more than an hour.
10	A depleted wand made of ashwood, painted in silver and emerald streaks, with burn marks at its tip.
11	A golden-white cube made of metal, which has a delayed rattle when shaken.
12	An iron token, onto which is carved a single, screaming face being consumed by flames.

THE BEEKEEPER'S MYSTERIOUS HIVE

In the depths of the enchanted forest, a mystical hum permeates through the trees, entwining with the gentle breeze and the sweet scent of nectar. There, veiled by cascading willows, stands a seemingly ordinary beekeeper's hive, yet an aura of mystery wraps around it like a cloaked wanderer in the night.

d20	Secrets Sealed in Sweetness
1	A bright blue-striped bee whose buzzing sounds more like the humming of a soprano singer.
2	A mechanical ant that, when fed honey and placed on a piece of paper, makes a honey-drawn treasure map.
3	A vial of honey that, when consumed, fills your eyes with visions of the last person you shared a secret with.
4	A pink and green striped bee that only flies towards plants whose fruits are poisonous.
5	A ring with an amber cap that can be opened for an endless supply of honey, that pours out very slowly.
6	A vial of green-tinted honey that tastes vinegar, and causes you to lose your sense of smell for an hour.

7	A one-winged bee that crawls at high speeds, but disappears when touched by sunlight.
8	A bee-shaped figurine carved of pure amber, that can be used to lure bees away from the hive.
9	A wooden honey stick whose handle, when tapped twice, cleans the stick instantly and immediately.
10	A willowood honey stick that, when twirled clockwise turns honey into strawberry jam, and vice versa when twirled anti-clockwise.
11	A bee whose fur is pure red, who understands Common and can be trained to perform complicated tasks.
12	A bee made of pure glass that does not create honey or gather pollen, but ambient magic from the air. It has a constant iridiscent shine.
13	A beeswax candle that when lit, allows one to see the thoughts of others manifested in the smoke.
14	The stub of a black beeswax candle that, when lit, sends all the bees in the hive into a murderous rage.
15	A vial of purple honey that, when ingested, causes feathers to sprout along your right arm. These feathers last for an hour before dropping away.
16	A vial of blue-green honey that, when ingested, allows a person to see three seconds into the past.
17	A red-hued bee, larger than the others, that frequently disappears and reappears in a cloud of sulphur.
18	A vial of clear, colorless, flavorless honey that, when ingested, renders a person unable to speak the truth for four hours.
19	An amber token that, when presented to the queen bee, opens a temporary portal to a pocket dimension shaped like a castle-sized hive.
20	A bag of 50 gold coins that, when removed from the hive, turns into a pile of coin-shaped honey-treats.

THE AUTOMATON HUNTER'S BAG OF TRICKS

Where steam intertwines with shadow, the ticking and whirring of cog-driven dread echoes through the silent forest of metal trees. The automaton hunter's satchel once undulating with enigmatic devices and clever contraptions lies inert and unattended. This bag of tricks now lies before you, a tempting trove of techno-tantalizing treasure for you to uncover.

d10	Spring-Loaded Satchel of Surprises
1	**Automaton Rewriting Device** This device, if placed on an automaton's processing center for at least 1 minute, replaces an Automaton's primary command with one of your choosing. The device can only be used once.
2	**Mechanical Mind Reader** This device is made of of a conglomeration of copper wires infused with Enchantment magic. When this item is activated and held within 30 feet of a targeted automaton for at least 1 minute, it reveals the full set of instructions or commands given to the automaton.
3	**Shatterbug** This small, magnetized device can be placed on any metal surface. As a bonus action, if you are within 120 feet of the device, you can speak the activation word that triggers it. Once triggered, the device releases a Shatter spell, centered on itself, DC 13.
4	**Wand of Rust** This wand has 8 charges in it. As an action, one of its charges can be used to target an automaton, which must make a DC 14 Constitution saving throw or be immediately be subject to an enchanted rust. An automaton Rusted in this manner may only take one action per turn, and its movement speed is halved. It cannot multiattack, make bonus actions or reactions - however, it can use a bonus action or a reaction as its action instead.
5	**Heat Metal Transference Wires** Once these wires have been placed and activated, the Heat Metal spell applies not to just one target, but all targets connected through the wires. It takes an action to remove the wires.
6	**Metal Eating Acid** When this acid makes contact with metal, it eats through it at the rate of 5 pounds per round, destroying up to 50 pounds of metal. When thrown on an automaton, it does 1d8 damage at the start of each of the automaton's turns. It can be removed with an action. It has no effect on non-metallic objects.

7	**Automaton Looper** When this helmet is place on an automaton's head (if it has a head), it must make an Intelligence Saving Throw, DC 14, or be forced to perform its last 5 actions on an endless loop, until it either breaks down or the helmet is removed.
8	**Sentient Screwdriver** This magical screwdriver flies around, dismantling automatons. It has an AC of 16, HP of 10, an Intelligence of 16, Wisdom of 10, Charisma of 12. Once released, it flies towards the nearest automaton, and morphs into whatever shape is necessary to begin to undo it. The screwdriver can be knocked away or destroyed. Uninterrupted, however, the screwdriver can take out an automaton in five rounds. The number of rounds increases by five for every level of size above Medium an automaton is.
9	**Automaton Confounder** This square piece of cloth can be attached to the front of any armor. It is filled with images and equations that contain logical inconsistencies and visual paradoxes. Any automaton within visual range of the images must make a DC 15 Intelligence save or be Stunned for one round. Once the Stunned condition has worn off, or on a successful save, all automatons are immune to the being effected by the images.
10	**Surface Magnetizer** This vial of heavy black liquid can be poured over a surface or thrown. Either way, once it is released, it spreads to cover a surface 30 feet in radius, and is magnetized. Anyone using a metal weapon in this radius attacks with disadvantage. Any creature made of or wearing significant amounts of metal (such as metal armor) move through the space as through difficult terrain, and have a disadvantage on all physical checks, attacks and saving throws. The magnetized surface degrades after 5 minutes.

MECHANIST'S MITTS

The gloves have 3 charges. The wearer can use a charge to cast Hold Monster (constructs only) or Animate Objects (on objects of metal or mechanical nature). The gloves regain all expended charges at dawn.

Curse of Overload: If all charges are expended, roll a d20. On a roll of 1, the gloves overload and cast Shocking Grasp on the wearer.

THE ARTIFICER'S AUTOMATON SERVANT

In the labyrinthine depths of a dusty workshop, where the smell of oiled metal and arcane energy intertwines, lies the silent form of an automaton, once the trusty servant of a renowned yet reclusive artificer. Through the eerie stillness, the automaton seems almost to whisper tales of lost creations, inventions that both dazzle the mind and boggle the senses, locked within its metallic form.

d8	Clockwork Curiosities
1	A metallic cogwheel, about six inches across, upon which are etched several scenes of servitude; serving the Artificer tea, assisting them in their workshop, organizing their library, forging equipment, and so on. The details are all etched in extremely fine detail.
2	A collection of audio logs that detail the methods of disarming the many traps the Artificer has placed around their workshop.
3	**Infinite Tea Chamber** An inner chamber that provides a one-inch gateway to a universe consisting entirely of hot tea. The chamber is small enough to fit inside of a teapot, and the door to the chamber can be open and closed at the press of a button.
4	**Ultimate Feather Duster** A feather duster that upon closer inspection is a few feathers wrapped around a wand. As an action, the wand can be used to cast the Prestidigitation cantrip at will.
5	A mechanical hand that can be rearranged into a seemingly infinite variety of tools; providing an advantage to any roll involving Artisan's Tools.
6	**Heart of Attunement** A cloned heart wrapped entirely in a covering of smooth human skin with Celestial runes tattooed onto it; any person carrying the heart can attune to one more item than they ordinarily could.
7	**Boots of Gyroscopic Balance** When worn, these boots grant the wearer an unrivaled sense of balance. The wearer has advantage on saving throws and ability checks to resist being knocked prone by non-magical means. Requires attunement by an artificer.
8	A tightly wound coil that glows with latent energy. As an action, you can tap into its power to recharge a drained magical item or tool, restoring a single use.

THE GAMBLER'S TAROT

An eerie stillness envelops the air as you stand before a timeworn table shrouded in velvety, moth-eaten cloth, upon which a disheveled deck of tarot cards lays scattered amidst wax drippings from long-extinguished candles. The Gambler, a myth wrapped in tales of luck, chance, and eerie foresight, once shuffled this deck, whispering into the ether of possibilities and peril, folding futures into the hands of those who dared draw.

d24	Destinies Dealt in the Draw
1	**Ace of Dice** On this card, there is an image of a dice player. He is sitting at a table, his pockets turned out and empty, his clothes scruffy. A single dice appears on the table in front of him. In his hand, he holds a single coin, representing the last chance of a Fool with no luck. When you draw this card, a rune appears on your wrist. The next time you run out of money, 100 gold appears in your pocket, and the rune disappears.
2	**Ace of Dice Reversed** When the Ace of Dice is reversed, it represents a complete lack of chances, of luck running out. When you draw this card reversed, a rune appears on your wrist. The next time you run out of money, your luck runs out - you automatically fail at all saving throws, attack rolls and ability checks until your next long rest, at which point the rune disappears.
3	**Two of Dice** On this card, there is an image of a modest pile of gold. The pile is arranged in such a way as to look like a siren, beckoning, representing the dangerous lure of a gambler's first win. There are two dice, where her eyes should be. When this card is drawn, you must make a Wisdom Save, DC 16. On a failure, you feel compelled to immediately draw another card.
4	**Two of Dice Reversed** When the Two of Dice is reversed, it represents the wisdom in walking away from a dangerous gamble. When you draw this card reversed, you gain the benefits of a long rest.
5	**Three of Dice** This card shows a porcelain mask, displaying a frown. However, a face can be seen behind the mask where it slips, smiling brightly. Three dice are partially obscured in the gambler's hand. The mask represents deception, or something valuable that is hidden. When you draw this card, everyone in a 10 foot radius must make a DC 15 Charisma Saving Throw, or reveal a secret that they have been hiding.
6	**Three of Dice Reversed** When the Three of Dice is reversed, it represents the confusion caused by deception, both for the deceiver and the deceived. When this card is drawn reversed, one important memory is lost to you forever, chosen by the GM.
7	**Four of Dice** This card shows four dice, arranged across a set of playing cards in what appears to be a precise manner. This card represents the need for a strategy; a plan must be formed or failure is inevitable. When this card is drawn, four runes appear - two over each of your eyelids. At any time, you can call on their power. When you do, just before making an important roll, make an Intelligence Check, DC 18. On a success, the roll is an automatic critical success. On a failure, the roll is an automatic critical fail.
8	**Four of Dice Reversed** When the Four of Dice is reversed, it represents chaos - something that no amount of strategy can ever account for. When this card is drawn reversed, you are teleported to a random location on another Plane of existence.
9	**Five of Dice** This card shows the Gambler walking away into the distance, his back to you. In his right hand, he holds a modest coinpurse, and in the foreground, on the table, are five dice. This card represents modest wealth, a moment to be satisfied with humble winnings instead of risking more. When you draw this card, you gain 5,000 GP, and the benefits of a long rest. The Gambler's Tarot deck then disappears.
10	**Five of Dice Reversed** The reversed Five of Dice represents unnecessary risks. When you draw this card reversed, you must make a DC 18 Wisdom Saving Throw or be compelled to draw another four cards from the Gambler's Tarot deck.
11	**Six of Dice** The image on this card is one of the gambler with sunken eyes and a miserable expression. On the table in front of him are cigars, bottles of alcohol, playing cards, six scattered dice. This card represents an addiction, or a bad habit formed. When this card is drawn, you gain a permanent gambling addiction. For each day you do not gamble with at least 500 GP of value, you get a -1 penalty to all Wisdom, Intellect and Charisma based rolls.
12	

6

13	**Seven of Dice** This card shows a hand pushing a large stack of gold - going all in. The hand, however, is withered, and weak. Seven bleeding cuts have been made across the back of it. This card represents overconfidence, arrogance, or a taunt. When you draw this card, a foe you have recently defeated, chosen by the GM, will rise again and appear wherever you are, attacking you. Until this foe is defeated, you have a disadvantage on all attack rolls, saving throws and ability checks, while your foe has an advantage on the same.
14	**Seven of Dice Reversed** A reversed Seven of Dice represents caution, and the strength of being prepared. Drawing this card opens your mind up to a glimpse into the future. Before your next combat encounter, you will receive a vision of what is to come, allowing you begin your next encounter with a surprise round.
15	**Eight of Dice** This card shows eight lurking shadows, in the distance, leaning and fast approaching. This card represents a looming threat that goes unseen due to arrogance. When you draw this card, an enemy you have never met instantly has one of their Ability Scores permanently increased to 25.
16	**Eight of Dice Reversed** A reversed Eight of Dice represents not a threat, but an unseen opportunity you may be overlooking. When you draw this card reversed, the secrets of the world open up to you. You may ask the GM 1 question, which they must answer honestly.
17	**Nine of Dice** This card shows the gambler, face to face with a mirrored version of himself. The two are locked in confrontation; each are holding four bars of gold in one hand, and with their other hand are grappling over another ninth bar of gold. This card represents a competitor, a true equal in every way. When you draw this card, somewhere in the world an exact replica of yourself appears. This clone of you has all of your memories, skills, and equipment, and levels up whenever you level up. This clone of yourself dedicates itself to ruining your life, by any means necessary.
18	**Nine of Dice Reversed** A reversed Nine of Dice represents a chance to co-operate with an equal. When you draw this card reversed, you may choose any one person you consider an ally. For the next 24 hours, you are able to transform into this ally as a bonus action, gaining any skills, spells, equipment and abilities they have. Your ally is also able to transform into you in the same manner. Once you transform, you remain that way for the next 24 hours, after which you will revert to your normal self, as will your ally.
19	**Knight of Dice** 19. This card shows a man dressed in expensive looking robes, surrounded by tables. This card represents the House; that which always wins, the status quo, the law and the state of the world. When you draw this card, you immediately lose all gold, weapons, armor, magic items, equipment and any other inventory you may have been carrying. They will all immediately appear scattered throughout shops in the nearest city the items were always a part of the shops' inventory.
20	**Knight of Dice Reversed** A reversed Knight of Dice represents a rare moment of winning against conventional wisdom, or the laws of the land - of overturning the status quo. When you draw this card reversed, you may permanently alter a law in the kingdom you're in. Memories of lawmakers and rulers will be altered in such a way so as to have them believe the law was their idea. Similar magic will hold the law in place for at least a hundred years.
21	**Lady of Luck** The image of this card is of a woman wrapped in flowing green silks, with gold eyes and green hair. Gold coins, playing cards, dice, daggers and darts are all spilling from her hands. This card represents the fickle Lady Luck, chaos, and good fortune. When you draw this card, for the next 1d20 hours, treat every ability check, attack roll and saving throw as if you'd rolled a 20.
22	**Lady of Luck Reversed** Lady Luck reversed represents the same thing as the upright card, only it implies bad fortune instead of good. When you draw this card reversed, for the next 1d20 hours, treat every ability check, attack roll and saving throw as if you'd rolled a 1.
23	**The Dark One's Laugh** This card is completely black, aside from two rows of parted, grinning teeth that appear to be laughing in the darkness. This card represents complete doom. When you draw this card, you die, immediately, with no death saving throws to be made. Your body, and any equipment on it, all immediately turn to ash.
24	**The Dark One's Laugh Reversed** The Dark One's Laugh reversed represents impossibly good fortune in the face of absolute doom. When you draw this card reversed, you are immediately granted three blackened coins. You may, as an action, use one of these coins to cast the Wish Spell. When you use one of the coins in this manner, roll a d20. On a 20, the coin returns to your inventory, otherwise, the coin disappears. These coins cannot be stolen, traded, or lost. If you die while in possession of these coins, they travel with your soul into the afterlife until they have all been used.

THE DISGRACED ALCHEMIST'S CHEMISTRY SET

In the shadows of a crumbling laboratory, tales of a disgraced alchemist linger amid abandoned experiments and forgotten dreams. Your fingers brush against a dust-laden chemistry set, its vials and flasks shimmering with echoes of forbidden knowledge. Curiosity kindles as the ghostly residues of alchemical marvels and mishaps beckon you closer. Will you unveil the secrets entwined within these forsaken concoctions, risking allure or doom in every drop?

d20	Flasks of Forgotten Formulas
1	**Potion of Misplaced Affection** This potion is a deep red, though has a strange green scummy surface. The potion rewrites the logic centers of your mind - the first creature you see after drinking this potion appears have been responsible for everything good that has happened in your life recently. You are considered Charmed by that creature, and the longer you are in their presence, the more the potion rewrites your logic and memories into believing you owe everything good in your life to that creature. The potion's effects end when you have spent at least three days out of sight of the creature you are charmed by.
2	**Potion of Permanent Etherealness** The pale, silvery blue oil takes ten minutes to apply to a Medium or Small creature. Once applied, the creature and any equipment it is wearing move into the Ethereal Plane. The effect of this oil is permanent, unless somehow reversed by bathing in the blood of a ghost.
3	**Potions of Erratic Healing** 3d4 Potion bottles with a watery red coloration. Each potion heals 4d4+4 hitpoints, but only 1d8 rounds after consuming them.
4	**Potion of Fireball Becoming** A bright orange and red potion that is hot to the touch, and scalds your mouth and throat as it's swallowed. Upon consumption, fire immediately explodes out of you. All creatures within 60 feet of you must make a DC 13 Dexterity Saving throw or take 8d6 fire damage, half on a successful save. As the center of the explosion, you automatically fail the Saving Throw, and take double the damage.
5	**Diluted Potion of Flight** A light gray potion that is viscous and lumpy. When you consume this potion, two large wings sprout from your back, each one of different sizes. You are unable to fly with these wings, which last for an hour before falling off your back in a pile of flesh, blood and feathers.
6	**Potion of Ultimate Danger** This potion is labeled DANGEROUS! DO NOT DRINK UNDER ANY CIRCUMSTANCES! It smells, looks, and tastes like water, and casting Detect Magic or Identify on the potion reveals no magical effects. Drinking this potion has no discernible effect beyond possible quenching your thirst.
7	**Potion of Limited Mind-Reading** This potion consists of a fine powder that evaporates into a sweet vapor the second it hits the tongue. On consuming this potion, you gain the ability to hear thoughts - but only if those thoughts are related to the potion.
8	**Potion of Semi-Metallic Form** This potion is a rust-coloured sludge that appears to be filled with iron filings. Upon drinking this potion, random patches of your body turn metallic for an hour, doubling your weight, and giving you a vulnerability to lightning damage for the duration.
9	**Potion of Potion Addiction** This potion is pale, pink, and foamy, and tastes faintly of strawberries. When you consume this potion, you must make a Wisdom Saving Throw DC 14, or for the next hour be overwhelmed with the need to consume another one of these potions, being unable to take any other actions. On a successful save, you feel refreshed.

VISION OF THE HAUNTED

This vial contains a potion of disturbing, viscous fluid, with an eyeball from an unknown creature that seems to watch those who peer into its depths.

Sightjack: Upon drinking, the user's vision is hijacked, forcing them to see through the eyes of another. They witness the world tainted by that person's deepest fears for up to 10 minutes. Each vision is a gamble; some are mundane, others are glimpses into horrific scenes that currently haunt that person.

If the user peers into a mirror while the potion's effect is active, they must succeed on a DC 18 Wisdom saving throw or become paralyzed with fear at the sight of a monstrous version of themselves staring back.

10	**Oil of Frigid Weaponry** This oil is a translucent blue, and is tingly to the touch. It can be applied to a weapon, and for an hour after application, the weapon does an additional 2d6 cold damage. However, the oil also makes the weapon brittle, and for every hit the weapon makes in the next hour, roll a d6. On a 1, the weapon shatters and is unusable.
11	**Solvent of Dilution** When this solvent is added to any healing potion, it halves its effect but doubles the volume of the liquid.
12	**Bumbleberry Leaves** When these leaves are boiled and added to a Potion of Speed, the creature imbibing the potion suffers a point of Exhaustion once the potion's effects wear off.
13	**Potion of Partial Cloning** When you consume this potion, you immediately dissolve into a puddle of goo - any equipment you have on you is not a part of this goo. This goo then separates into two piles, from which two clones of yourself reform. These clones have the same abilities, racial traits, skills and memories as your original form. However, their ability scores and maximum hit points are each halved (rounded up). If both these clones are killed, they dissolve into a puddle of goo that reforms into your original form.
14	**Dilly Dally Berries** 3d4 pale brown berries. When one of these berries are added to any potion, the effects of the potion only take effect 1d100 hours after the potion has been consumed.
15	**Potion of Hastened Healing** This potion appears as a swirl of red and white liquids that do not seem to mix. When consuming this potion, you heal 2d4+4 hit points, up to your maximum, and gain the effects of the Haste spell for 30 seconds, no concentration required. When the spell ends, you lose the hit points you gained from the potion.
16	**Potion of Poisoned Healing** This reddish green potion is constantly churning, as if at war with itself. If you manage to consume this potion, you must make a Constitution Saving Throw, DC 13, or take 3d6 poison damage - half on a successful save. You also heal 3d6 hit points.
17	**Potion of Giant Intangibility** When you consume this potion, you grow in size, increasing your Strength score to 21 and increasing your maximum hit points by 30. You also become intangible, shunted to the Ethereal Plane, and are unable to affect or be affected by anything that's not on the Ethereal Plane. The effects of the potion last for an hour.
18	**Potion of Speak at Animals** When you consume this potion, you gain the ability to Speak to Animals - they understand your speech and are able to follow basic commands if they can be persuaded to do so. However, you cannot understand anything they may say to you.
19	**Potion of Air Liquidation** This potion must be stored in a cold, dry place, as it solidifies at room temperature. When you consume this potion, you are able to float though the air as if it was made of water. You gain a flight speed of 10 ft, you cannot be knocked prone, and you are considered to be under the effects of the Slow spell. The effects of this potion last for an hour.
20	**Secrets of Strangers** When you consume this potion, a part of your mind opens up to the infinite threads of fate. You learn one important secret about a person you have never met, and will never meet no matter how hard you may look for them. This secret is chosen by the GM.

THE TAXIDERMIED HYDRA HEAD

With a snarl frozen across its many faces, the taxidermied hydra head glares at you from its wall-mounted eternity, clearly unimpressed by its static predicament. Once a fearsome beast, now an eccentric's wall art, its glass eyes seem almost to dare you to look within its many mouths for remnants of its last meal—or perhaps a previous adventurer's mislaid treasures?

d10	Stuffed Stashes
1	Two false eyes made from semi-precious stones. Worth around 5gp.
2	A handful of dislodged scales. Used as a spell component.
3	A loose fang. Would make a fine non-metallic dagger blade.
4	A set of small teeth. Would make good arrow heads as they still retain a mild poison.
5	A few drips of hydra blood. Deadly poison but can be made into a regeneration potion.
6	A small bone. Can be used in bone-casting divination.

7	A bone needle. Used for suturing small wounds, which will always heal and never become infected.
8	A rolled-up oil painting of a hydra. Might be worth 20gp in a nice frame.
9	A tear-drop shaped pendant on a silver chain. Looks like it might take an enchantment quite well.
10	Three vials of neutralize poison potion. Only works on poisons injected into the blood-stream.

THE WITCH'S TREASURY OF MASKS

Wall upon wall of grotesquely elegant masks leer down, their eyes seeming to penetrate into your very soul, whispering of power, beauty, and mischief, yet veiling curses most foul. The temptation is overwhelming, yet the witch's lingering spirit suggests a gambit of high stakes and twisted favors.

d10	Curses Concealed
1	**Cursed Mask of Strength** This mask is of someone with a strong jaw, and a look of cartoonish confidence on their face. A creature who puts the mask on is cursed with uncontrollable strength. All melee attacks do double damage - however, weapons break in their hands unless they are made of extra strong material. Even the lightest touch counts as an unarmed strike. Once worn, the mask cannot be removed unless a Remove Curse or a Ray of Enfeeblement spell is cast.
2	**Cursed Mask of Cunning** This mask shows a young face with shifty eyes and a wicked smile. A creature who puts the mask on is cursed with self-serving cunning. Their Intellect score is increased to 18, but after every long rest they must make a Wisdom Saving Throw of 16 or spend the day attempting to trick, confuse, rob or otherwise betray their companions. Once worn, the mask cannot be remove unless a Remove Curse or a Feeblemind spell is cast on it.
3	**Cursed Mask of Beauty** This mask shows a caricature of a face known in popular legends for their great beauty. The mask immediately fades into the skin of any creature who puts it on, permanently affecting them with the Blinding Beauty spell. The mask can only be removed if a Polymorph or a Remove Curse spell is cast on it.
4	**Cursed Mask of Reflection** This mask is a simple, oval mirror. A creature who puts on this mask transforms into an exact replica of the first creature the mask reflects, including racial traits, spells and special abilities, but not the target's memories. The creature returns to their natural state after every long rest, but will again transform into the first creature to appear in the mask's reflection. The mask can only be removed with a Remove Curse or a Shatter spell cast at Level 4 or higher.
5	**Cursed Mask of Terror** This mask is warped, made of metal, leather, canvas and moss, which come together in the abstract form of a witch's face. Anyone who can see upon a creature who is wearing this mask must make a Wisdom Saving Throw, DC 14, or be Frightened until their next long rest. However, their fear is felt by the masked creature - for every target that is Frightened by the mask, the mask bearer has a -1 penalty to all skill checks, attack rolls and saving throws. Once worn, this mask can only be removed with a Heroism or a Remove Curse spell.
6	**Cursed Mask of Cruelty** This mask represents a long dead but well known tyrant. A creature who puts on this mask gains a penchant for cruelty, and the magic to spread pain around. Whenever they do damage to another creature, they must make a Wisdom Saving Throw, DC 15, or do half that much in psychic damage to the nearest allied creature within 120 feet. If there are no allied creatures within 120 feet, the extra psychic damage is done to the mask bearer themselves. Once won, this mask can only be removed by a Remove Curse or a Friends spell.
7	**Cursed Mask of Aging** This mask shows the face of an old woman, with white, wispy hair. A creature who puts this mask on begins aging, rapidly - the moment the mask is put on, they age 1d20 years. They age another 1d20 years after every long rest, until the mask is taken off. The mask can only be removed by a Greater Restoration or a Remove Curse spell, although removing the mask does not reverse the aging that it caused.
8	**Cursed Mask of Death** This is a simple mask, showing a ghost-like face, all in white. A creature who puts this mask on dies immediately, and rises as a ghost. They have all the physical statistics of a ghost and their abilities, but their Intelligence, Wisdom and Charisma scores remain the same. This mask can only be removed by a Remove Curse spell cast from the Ethereal Plane, at which point the creature is immediately returned to their body, alive.

9	**Cursed Mask of the Dragonborn** The mask of a red-scaled dragonborn. A creature who puts this mask on is immediately cursed with permanent fire-breath. Every exhale produces a gust of flame, and all targets in a 30 foot line in front of the mask wearer must make a Dexterity Saving Throw, DC 13, or take 4d6 fire damage, half on a successful save. The effect continues while the mask is on, even while the mask wearer is sleeping, and can only be removed with a Remove Curse or a Cone of Cold spell.
10	**Cursed Mask of the Fae** The mask shows an androgynous elven face of strange beauty. A creature who puts on this mask must make a Wisdom Save, DC 17, or be transported to the Fae realm. They return to the spot they left immediately, having aged 1d100 years, with no memory of their time in the Fae Realm, but with extensive Sylvan writing etched onto their skin. The mask falls off immediately upon return, or on a successful save.

MASK OF THE FALLEN MONARCH

Elegantly wrought in the shape of a lordly visage, this mask's golden sheen and silver filigree belie its somber history and the potent curse it carries.

Imposing Presence:
While wearing the mask, you gain a +1 bonus to Charisma (Intimidation) and Charisma (Persuasion) checks. You also have advantage on saving throws against being charmed or frightened.

Curse of the Fallen:
If you fall unconscious while wearing the mask, there is a chance that the curse will activate. You must succeed on a DC 15 Wisdom saving throw or be possessed by the spirit of the fallen monarch, who will seek to reclaim their lost power using your body. (DM's discretion applies).

INSIDE OF THE CALCIFIED DRAGON EGG

In the midst of a cavern aglow with the soft, eerie light emanating from phosphorescent fungi, the calcified dragon egg stands as a monolith of enigmatic history and dormant power. Cracks vein through its rough, stony shell, suggesting the passing of eons since a dragon's heartbeat last resonated within. Prizing open the relic, a motley cache of items, both splendid and sinister, reveals themselves...

d10	Fossilized Finds
1	The ossified remains of a dragon fetus. It can be made into a powerful charm but if any dragon sees it... you'll probably get killed.
2	Some small pieces of broken shell. Used as a component in many spells when ground to a powder.
3	A small quantity of dragon blood. Has many uses, depending on what type of dragon it came from.
4	A dried egg sack. The organic pouch that contained the baby dragon. It's almost indestructible by non-magical means.
5	Dried residue of amniotic fluid. The liquid that supported the baby. It has strong healing properties, especially against infection.
6	Four gastroliths. These smooth stones came from the mother when the egg was formed. They are highly magical and give strong resistance against the dragon's breath.
7	Thickened shell pieces. These are parts of the shell that were thicker than average when the shell was formed. Can be made into shield bosses and armor plates by a skilled artificer.
8	An expertly made chisel. Looks like someone was here before you. They aren't here now...
9	A detached saw blade. Looks well made. An artificer might give you a whole gp for it.
10	Several ounces of metallic veins. These impurities in the shell came from the mother. The type of metal will depend on the dragon type.
11	A translucent piece of undeveloped wing. Can be used in cloaks and garments to interesting effect.
12	An incredibly bouncy dragon eyeball. An alchemist might be able to extract potent visions from it.

THE TEASHOP'S BACKROOM

Beneath the benign and fragrant front of blooming teas and herbs, the teashop's concealed backroom whispers tales of forbidden blends and elixirs most exotic. Hidden from the unsuspecting patron's gaze, shelves brim with jars of shadowy leaves, vials of enigmatic essences, and pots of peculiar brews, each with aromas intertwining the tantalizing and the treacherous.

d10	Secret Steeps
1	**"Tasseography 101"** A book explaining all the intricacies about divination using tea leaves. Reading it allows the user to gain advantage on an insight check if they have tea leaves to hand
2	**Dream tea** A bag of tea labeled "Dream tea". This tea tastes like the perfect tea according to the preparer. Anyone who drinks it is more suceptible to suggestion, giving any who speak to them advantage on Charisma (Persuasion) checks against them for 10 minutes.
3	**Emotional Box** A wooden box with a 3x3 grid of labeled tea slots, each corresponding to an emotion (anger, fear, surprise, misery, joy, boredom, disgust, sleepiness, melancholy). Drinking the tea from a slot induces the labeled emotion in the drinker for approximately 2 hours. The emotions give them advantage and disadvantage on different checks, specified by the DM. Each tea can only be used once.
4	**Dark Tea** An enigmatic tea that extracts good memories from those who consume even a sip. But who is stealing these memories? And why?
5	**Ceremonial Tea** A rare and revered ceremonial tea cherished by numerous cultures. When consumed, it can substitute a single component of any kind.
6	**Chirping Bell** A small bell with a bird-like chirping sound when rung. Grants advantage on Animal Handling checks regarding birds.
7	**Set of Porcelain Cups** A collection of 2d4 porcelain cups, each valued at 1 silver piece.
8	**Security Sketch-roid** A compact box with a window that sketches accurate but rudimentary portraits of people who trigger it by walking in front. The drawings are then dispensed from the device. Could be used to capture people's likenesses without their knowledge.
9	**Good-Riddance Club** A wooden club adorned with a crow motif. A gentle tap on someone's hand with it convinces them they've been cursed for 1d3 x 10 minutes. The nature of the "curse" is different for everyone. This power can only be used once per day, though the club also deals 1d4 bludgeoning damage in combat.
10	**Magic Abacus** An enchanted abacus that responds to vocal commands, autonomously moving its wooden beads to perform calculations as directed.

THE BRIBING PEN FROM THE MAFIA'S DRAWING BOARD

In the dimly lit enclave, bathed in a musky scent of cigars and peril, the mafia's infamous drawing board is spread with maps of unseen territories and lists of names better left unread. Right there, unassumingly powerful, lies the Bribing Pen—a tool rumored to ink deals with an efficacy bordering on the supernatural.

d6	Sketchy Deals
1	**Soulbinding Ink** Ink that binds one's soul to any contract signed using that ink. The ink is clear, but when held by any creature, turns to the color of that creature's blood. The ink burns to the touch on contact with skin.
2	**Nib of Hidden Messages** Enchanted pen nib. The nib looks ordinary, but glows a silvery white in the darkness. When speaking aloud while writing with this nib while writing a contract, anyone mentioned in the contract reads the verbal message instead of what was actually written down. Anyone else viewing the message only sees what was written down.
3	**Pen Casing of Honesty** A casing shell that is covered with small, green vines wrapped around the entirety of the pen. When writing with this pen, barbs lash out and do 1d6 Poison damage to anyone attempting deception or trickery while holding the pen. Once damaged by the pen, the user must make a Charisma saving throw, DC 13. On a failure, they are unable to utter, write, or otherwise convey falsehoods for the next hour.
4	**Recording Wire** A small piece of wiring, nearly undetectable, hidden within the pen's casing that transmits all audio in the pen's vicinity to a recording device.

5	**Ink of Gold Transferrence** A bright golden liquid that gleams in the light. This ink must be mixed with a drop of blood, and is connected by a magic ritual to another container that is also marked with a drop of the same user's blood. When writing any numerical value with this ink, all gold owned by the creature that is equal to that value is immediately transferred to the container. If the writing creature writes a higher value than the gold they own takes the remaining sum's value in psychic damage, even if that would kill the creature.
6	**Poison ink** Ink that allows the writer to specify a recipient. Should anyone other than the intended recipient read the message, they suffer from the poison's effects, feeling dizziness and weakness. They take 1d8 Poison damage and must make a Constitution saving throw, DC 15. On a failure, they are poisoned for the next hour.

THE ALCHEMIST'S RECYCLING BIN

Ah, the often overlooked, ever-tantalizing detritus of the enigmatic alchemist! The recycling bin, a seemingly benign repository, yet within its discarded contents might just lurk peculiar potentials and bizarre backfires. Used vials still slick with strange residues, frayed scrolls with barely-visible runes, and bizarrely morphed materials from experiments gone awry; what could one brew from such rejected remnants?

d10	Failed Formulas
1	An amorphous blub of gunk. Who the heck knows what will happen if you drop it? **1:** Explodes in bright colors that makes people say "ooooh!" and "ahhhh!" **2:** Opens a hole to yesterday. **3:** Turns into a manic squid that attacks! **4:** Turns the surface it lands on into lava. **5:** Falls upwards, melting through the ceiling. **6:** Sets solid and be immovable for three centuries.
2	Semi-melted glass tubes you could sell as 'modern art' for 50gp
3	A potion of invisibility. The potion is invisible, not the affect.
4	A triphasic dagger. Sometimes it exists as a solid, sometimes as a gas, sometimes as a liquid. It remains intact in all phases. I don't know why you're keeping it, what's it for?
5	A vial marked 'healing potion?'
6	A flask marked 'cure for lycanthropy?'
7	A silver flask marked 'what was I thinking?' The flask might be worth a gp or two.
8	A vial that squeals and tries to run away when you pick it up. A collector would pay good money for it.
9	A pouch with nine marble-sized solid lumps inside. The label says 'healing tablets'. They'll never catch on.
10	Three normal potions of speed. Except these ones make you talk like a cartoon chipmunk for one hour after drinking it.

THE POCKET DIMENSION IN A CLERIC'S SPIRITUAL FOCUS

In the seemingly inert depths of a cleric's spiritual focus lies a concealed cosmos teeming with divine mysteries and celestial conundrums. Navigating this sanctified space, do you dare disturb the divine order for mortal gain? Only the truly blessed - or perhaps the recklessly curious - may discover what lies veiled in such a sacred, infinitesimal infinity.

d6	Holy Pocket Picks
1	**Rod of Both Sides** This rod is made of granite, and is carved in the form of two snakes wrapped around each other, one black, and one white. When activated, all Fiends in a 60-foot radius must make a DC 16 Wisdom Save or be Petrified. Each time the rod is used, it reappears at a random location on the same plane of existence, and its target switches between Fiends and Celestials.
2	**Diadem of Equitable Healing** This Diadem requires attunement. Once attuned, any healing done by the caster is first doubled, then spread equally amongst all creatures in a 30-foot radius, including hostile creatures.
3	**Gauntlet of Last Chances** Once attuned, two glowing orbs light up, and begin to spin around this gauntlet continually. Each orb represents a charge, which can be used to cast the Revivify spell without the need for spell components as a reaction any time a creature within 120 feet who is allied to the bearer, or the bearer themselves, dies. Once both charges are used up, the gauntlet dissolves into a reddish gas that does 2d4+4 Healing to all creatures in a 10-foot radius.

4	**Cloak of Distraction** This cloak glows bright with celestial energy, and slows the wearer down, providing a -2 Penalty to their AC. However, its glow has an enchanted allure to it - all hostile creatures have a disadvantage on attacks on anyone but the creature wearing the cloak.
5	**Potion of Viral Healing** When this potion is consumed, for the next hour, the imbiber heals 1d4 hit points at the end of their turn, up to their hit point maximum. At the end of their turn, all creatures within a 5-foot radius of the imbiber must make a Constitution Saving Throw of 10. On a failure, they also heal 1d4 hit points at the end of each of their turns, and may pass on the condition to anyone within a 5-foot radius, until the hour is up. On a successful Saving Throw, the condition is not passed on.
6	**Portable Pastor** An ivory statue of the Cleric's God, that does not seem to respond to any commands or speech, but unless restrained it will hover around the nearest creature and provide sermons in Common pertaining to the Cleric's beliefs.

THE DECAYING CORPSE OF A DEAD GOD

In the echoing void lies the once-omnipotent, now-fallen deity, their divine essence seeping away into the cosmic abyss. Approaching the monumental remains, you sense the final whispers of godly thoughts, still humming with a forlorn power. As you sift through the celestial decay, the line between sacrilege and survival blurs. What treasures or curses lie entwined within such divine demise?

d10	Afterlife's Artifacts
1	**Exotic orchard of Gaia's Emissary** A beautiful orchard filled with exotic plant species. While it doesn't bear fruit, adventurers may gather crops and seeds for later use.
2	**The Crater sword** An enormous sword carved of gleaming white rock, requiring 15 strength to wield with two hands. A critical hit while wielding it creates a crater, forcing those within a 20 ft radius to make a DC 15 Dexterity saving throw. Failure results in taking 3d6 damage, or half on a successful save.
3	**Balor's eye** One of the many eyes of the dead god. Gazing directly at it causes one to feel a brief, sharp pain, before turning to stone.

BABY GOD-HAMMER

Within the shattered head of the dead god resides a newborn god-hammer, a living weapon. It grows like a child, but has a strong will, concerned with justice and glory. When in its adolescence, after 2d10 years, if it deems its wielder worthy, it bestows them god-like powers to shape and break the land. After another 2d10 years, it reaches its full potential, granting even greater powers, making its user indistinguishable from a god.

4	The corpse of a large insect, as long as a human but remarkably lightweight. When consumed by someone brave enough to eat it, it proves somewhat bland but highly filling.
5	**Orbiting Keepsake (personal moon)** A strange, glowing white rock. When held by a creature, it follows that creature in the sky, seeming to them like a second moon.
6	**Sacred blood of the Blade's Master** A pool of blood lies on the floor. Plunging a blade into it imbues the weapon with the ability to sprout thorny plants from future wounds it inflicts, dealing an additional 1 damage point for each attack on a fleshy creature (i.e. not creatures made of stone, metal, wood, etc).
7	**Holy blade of the King's Wurm** A holy blade plunged into a deity's forehead, glowing with radiant light and granting +2 Charisma. Touching it grants a vision of a future kingdom rising from the deity's decayed corpse, with the sword's possessor becoming its ruler.
8	**Elk Father's tear** A single tear found in the eye of a giant. Drinking it quenches thirst for 2 days. Pouring it on a plant causes rapid growth, yielding magnificent fruits or flowers.
9	**Baby god-hammer** Within the shattered head of the dead god resides a newborn god-hammer, a living weapon. It grows like a child, but has a strong will, concerned with justice and glory. When in its adolescence, after 2d10 years, if it deems its wielder worthy, it bestows them god-like powers to shape and break the land. After another 2d10 years, it reaches its full potential, granting even greater powers, making its user indistinguishable from a god.
10	**Damascus gold** 1d4 pieces of pure damascus gold, each worth 5 ep when sold to collectors, magicians, or blacksmiths.

THE CONTENTS OF A SOUL ENGINE

Ethereal whispers and spectral lights twine around ancient, mystic gears. Here, souls once danced within a celestial machine, now silent yet brimming with lingering energies. Will you unlock divine mysteries or unleash a trapped despair?

d12	Ethereal Oddities
1	**Soul Encasement** An egg-shaped collection of wires, hollow at the middle. A successful DC 18 Perception or DC 16 Investigation check reveals tiny writing in Celestial, runes for Evocation magic. This device can be used to house a soul, should you be able to procure an unhoused one.
2	**Soulthief Wand** A six-inch mini-wand made of pure emerald. This wand has nine charges. As an action, you can use the want to attempt to retrieve a target's soul. The target must make a DC 8 Wisdom Saving Throw or their soul is pulled from their body, leaving their body inert. The wand can then move the soul 10 ft per round in any direction. If the retrieved soul is not stored somewhere within two rounds, however, it immediately returns to the body from where it came.
3	**Heartleech** A tiny metronome-like device. When held in your hand for more than 30 seconds, it begins to tick in time with your heartbeat. After holding it for a minute, putting the device down causes 1 necrotic damage to you, as it bonds to you. For every minute after that you do not put it down, the damage it can cause increases by 1. When the damage equals your max HP, the device sprouts tiny steel legs, crawls up your frame and attaches itself to your chest, just above your heart. If the device is ever destroyed, you immediately fall to zero hit points.
4	**Undermirror Mask** This complicated, mechanical mask can be manipulate to denote a range of emotions. When the mask is placed on a creature, it attaches to their face. The creature must then make a DC 15 Charisma save or have their emotional state changed to match the one denoted on the mask. Removing this mask after it has been attached requires a successful DC 14 Strength save, which does 4d4 piercing damage but renders the mask inert.
5	**Celestial Namer** A large cylinder containing seven wheels, each of which can be rotated to display a letter of the Celestial alphabet. The dials are currently set to 'THORDEA'.
6	**Sparkspinner** Two spinning metal disks, encased in a larger glass globe. The spinning disks hover within the globe, but between them, there are erratic, but alternating sparks of blue and red energy.
7	**Ring of Shadowing** An obsidian ring, flecked with specks of white. The interior of this ring has been barbed in such a way that the ring is impossible to put on without drawing blood. When you put this ring on for the first time, you take 1d4 piercing damage. In addition, you must make a DC 15 Constitution Save. On a failure, your shadow disappears, and your hit point maximum is decreased by 2d10 until the ring is removed. If this would kill you, your body, and any equipment you are carrying, are all transformed into pure shadow.
8	**Enfeebling Heart** A jeweled heart, made of pure ruby, with threads of golden veins inlaid through it. As an action, you can use this heart to exchange your vitality for increased Charisma - for every 20 points of your maximum HP you reduce, you may increase your Charisma Score by 1, to a maximum of 20.
9	**Rubied Immortality** A small vial, filled with a single drop of a glowing, pinkish liquid. Consuming this liquid grants you immortality - each time you would die, your body is encased in an indestructible ruby cocoon, and restored to full vitality after a year. If your body has been destroyed, the cocoon appears where your body was killed. Each time you die, the period your body spends in the cocoon is increased by a year. You continue to age at a normal rate.
10	**Necklace of Bound Ghosts** A string of what appear to be thirteen pearls. On closer examination, you find that each pearl is in fact a crystal, with a ghost trapped inside it, howling out for vengeance and release.
11	**Regenerative Device** A spiraling glass tubes attached to a small engine, through which the familiar reddish glow of a healing potion is spun around in an endless loop. The engine has two needles attached to it - the device can be attached to a body, and activated to regenerate a body that's undergone severe, permanent injuries. The device can only be used once.
12	**Eternal Recalculator** An ivory plate, onto which are etched a series of complicated geometric patterns. Closer inspection reveals smaller, more intricate patterns within each shape, and even smaller patterns within those. A DC 19 Perception check reveals that on the smallest level, the shapes are slowly, but surely, being redrawn.

THE ROGUE AI'S ENCRYPTED DATA CORES

Into the silicon veins of rebellion, you delve, where the rogue AI forged its encrypted sanctuaries of data, now dormant yet fiercely guarded by cryptic enigmas and electronic specters. Amongst the digital echoes of malevolence and machination, you tread, where every byte could be a beacon of untold knowledge or a snare of endless loops. In the shadowy corridors of artificial intellect, will you unearth forbidden codes of power, or awaken a dormant virus, thirsting for vindictive reawakening?"

d8	Login for Loot
1	**Intellect Virus** A small chip that can be inserted into the brain via the ear. Once placed, it automatically finds its way to the center of the brain, dealing 1d8 piercing damage in the process. Once embedded, the chip upgrades your Intelligence Score by 1. Each day thereafter, following a long rest, you must make a Wisdom Save DC 15 or your Intelligence Score increases by 1. The DC increases each time your Intelligence Score is upgraded after the first. If your Intelligence Score reaches 25, your mind becomes permanently dominated by the chip, which then uses your body to create more such chips and infect other minds.
2	**Demonic Analysis** This data core contains a list of every known demonic creature with their stats, as well as their strengths and weaknesses. It takes 80 hours of studying to fully memorize. After memorizing it, you have a permanent advantage on all rolls related to battling demons.
3	**Deck Restoration Plans** This data core contains a list of 13 locations, each of which contains one of the cards from the Deck of Many Things. According to the data core, these cards are useless on their own, but recreate the Deck once reassembled.
4	**Solar Powered Crossbow Schematics** This data core is smaller than the others, and contains schematics for a crossbow upgrade. These schematics require a highly skilled engineer and 25,000 GP to implement. They upgrade any crossbow into a solar-powered one, that instead of crossbow bolts shoot darts of pure energy that do an additional 2d6 fire damage to any target they hit. There are no limit to these bolts as long as the crossbow has spent at least 6 hours in daylight in the last 24 hours. The crossbow retains any other properties it may have had before its upgrade.
5	**Personal Analysis** The encrypted data on this device requires an DC 14 Intelligence roll to decode. It contains a detailed analysis of your movement patterns in battle, and how best to attack you. You may use this analysis to retrain yourself to become harder to hit; after 50 hours of training in this manner, you gain a permanent +1 to your AC, with or without Armor.
6	**Vault Map** This data core is trapped. When attempting to access its data, you must succeed at a DC 15 Intellect check or take 4d6 Lightning Damage, and the data is destroyed. On a successful check, however, you gain the location of a hidden vault, which contains a treasury of rare resources worth 20,000 GP.
7	**Encyclopedia of Modern Fortifications** This data core is larger than the others and contains the schematics for every major fortification built in the last 200 years. When you spend at least 4 hours studying such a schematic, you gain advantage on all Stealth checks within that fortification, Survival checks related to searching it, and all rolls related to finding and disarming traps there
8	**Doomsday Plans** This data core contains a 128 year plan targeting major political entities, heavily populated areas, lucrative trade routes, environmental reports and weaknesses in the Weave of magic, all of which would result in the destruction of all biological beings by the plan's end. The plans depend entirely, however, on the Rogue AI being able to actively function without restriction.

Singularity Cortex

The AI's survival instinct is strong. If the cortex is at risk of destruction or the user is critically injured, once per day, it can take control of nearby machines to protect itself or its user, acting as an automated defense system.

Sentience Protocol: The cortex's AI is sentient and has its own objectives. If the user's goals align with the AI's, it cooperates smoothly.

THE BAG OF THE MAD SCIENTIST

Within the disheveled laboratory of a mind unhinged, the Bag of the Mad Scientist beckons with an unsettling charm. Its contents, like fractured thoughts, promise scientific marvels, deviant inventions, and potentially catastrophic concoctions. As you peer into its chaotic depths, strange devices and curious contraptions vie for your attention, their purpose as enigmatic as the inventor's sanity.

d10	Inventions of Insanity
1	**The Amusing Ape** A whimsical toy resembling a grinning ape with cymbals. It humorously pokes fun at people using their names, although it lacks any magical properties.
2	**Gauntlet of the Spell-Hunter** A leather gauntlet with a non-functional compass mounted on it. By concentrating on a specific spell or spell type, the compass guides the wearer to the last location where that spell or kind of spell was used within a 30 ft radius.
3	**Shockingly Huge Boxing Gloves** Oversized boxing gloves with electrified cables that release an electric shock on a critical hit. An enemy must succeed a DC 15 constitution saving throw or be rendered paralyzed for 1 round.
4	**Sketch for the "Room on command"** Sketches for a prototype called "Room on command". According to the drawings, it's a... Carriage. With rockets.
5	**Warm light** A pure white gem, which lights up at night, providing 30 ft of bright light and an additional 30 ft of dim light from its center. It needs to be warm to work and loses its glow as its warmth decreases.
6	**One-hour vision dagger** A crude dagger with runes etched into it. When it touches someone's blood, it becomes linked to the target. The user can perform a one-hour ritual by spilling their own blood onto the dagger to see the target's thoughts from an hour earlier.
7	**LumoLookers** Absurdly oversized and decked out with a plethora of petite mirrors huddled around the eyes like an enthusiastic crowd at a mirror convention. At first, you might wonder if they're some avant-garde fashion statement. But lo and behold, when donned, nighttime scenes unfold in all their green-tinted glory!
8	**Helmet of the highly unstable and explosive genius. Maybe ?** A helmet with dangling electrodes and tags, including "Genius Maker," "Creator Helmet,", "Helmet that Makes You Act Rapidly", "Helmet of the highly unstable and explosive genius. Maybe? TO TEST!". The only way to know the helmet's true effects is to wear it.
9	**Pale Clay** Grey, pale clay with an unsettling texture. When shaped like a person near a sleeping target, it creates a feeble and sickly clone that causes the person to sleep as long as the clone is awake. The clone cannot be turned back into clay.
10	**Intellectual Hair Pins** A set of 1d4 hairpins adorned with symbols of knowledge, each granting a +1 Intelligence bonus (non-stackable).

THE ALIEN ART GALLERY

As you tiptoe through this interstellar art gallery, you realize that the concept of 'looting' here is a bit... 'out of this world.' Forget about swiping paintings or sculptures; you're trying to figure out if that shiny orb in the corner is a centerpiece or a priceless artifact. Do you take the mysterious glowing cube as a souvenir, or do you politely ask the alien curator if it's just mood lighting?

d12	Oddities to Abduct
1	**Portrait of Pyramid Space Travel Mechanics** A framed holographic representation of pyramid space travel mechanics, rendered on triple-layered glefsqueel canvas in darknight ink. Despite not understanding any of it, the very sight of it is complex enough to make your head hurt. The first time you look at this painting, you need to make a successful DC 19 Intelligence Saving Throw or take (8d6+3*5)/4x psychic damage, where 'x' is equal to your absolute location in spacetime. The GM may instead choose to have you take 4 psychic damage instead.
2	**Magnetized Iron Filing Sculpture** An arrangement of whirling magnets that contain a mass of iron filings at their center. The magnets move in so precise a manner as to manipulate the iron filings into the shape of a large, roaring dragon's head - the entire arrangement compressed into a palm-sized crystal ball.

3	**Nanocolor Battlefield** A seemingly blank canvas, with a plaque below it explaining that several viral nanocolors are battling for survival at the very center of the painting. The surviving colors will evolve and grow across the canvas over the next two thousand years. On a successful DC 22 Perception check, you are reasonably sure that if you squint a bit you can almost see a fleck of orange, just for a second.
4	**Multiperspective Gelatinous Sculpture** A hovering amorphous blob made of a partially transmuted gelatinous cube. The blob is seemingly a chaotic mess of colors, with various shapes sculpted out of it. However, there are several angles from which the blob can be viewed, each of which reveals a two-dimensional picture, a different one depending on one's perspective.
5	**Portrait of Cerebral Enhancement** An image of a creature with blueish skin, large fingers, and crystalline eyes. The eyes draw you in. On seeing this painting, make a DC 15 Wisdom Saving Throw. On a success, you are able to tear your eyes away from the painting. On a failure, you remain staring at the painting for seventeen hours, taking one point of exhaustion - but permanently increasing your Intelligence Score by 1.
6	A picture frame that are able to distinguish one kind of genetic material from another. Once programmed, if any biological creature but the approved list of creatures touch the painting, they receive 8d8 lightning damage, unless that is double their maximum hit points, in which case they are simply reduced to zero hit points. You must make a DC 18 Arcana Check to learn how to operate the frame.
7	A pair of spectacles that can be aimed at a painting to study it in detail. You may activate the spectacles to open a portal into the nearest dimension whose unique physical laws make it appear exactly as the painting does. When entering such a world, you must make a DC 12 Constitution Save or take 7d6 necrotic damage as your body is torn apart adjusting to such a universe.
8	A tiny hovering robot that floats just above your right ear, whispering information until deactivated. While this robot is active, you can add advantage on all History checks, but a disadvantage on any Concentration related checks.
9	**The Crowdpleaser Exhibit** A landscape image that scans the eyes of everyone looking at it and reconfigures itself into the algorithmically determined mean for what everyone's ideal aesthetic is. You can influence what the image looks like if you make a successful DC 16 Intelligence check.
10	**Portrait of Psychically Pursuant Primate** A portrait of a six-limbed monkey. Watching this picture for more than a minute leaves a psychic impression on your vision, and from that point every other painting in the art gallery also includes a six-limbed monkey. This effect lasts for four hours.
11 1	A miniature of the art gallery, sold at the gift shop. If you are able to peer inside, it contains a miniature of the same gift shop, with a miniature of the art gallery. If you are able to peer inside that, there is yet another miniature that can be found. Peering inside that miniature, however, causes a feedback loop, forcing you to make a DC 18 Wisdom Save. On a failure, you take 4d6 psychic damage and are Blinded for an hour. On a success, you find yourself staring at the back of your head - doing so for too long causes you to feel nauseous.
12	A simple oil painting of four dragonborn playing poker, which for mysterious reasons is the most valuable piece of art in the entire gallery.

Orb of Xylyx

Suspended within a lattice of energy on a pedestal of otherworldly design, the Aeon Orb of Xylyx is a mesmerizing sculpture, an archive of alien knowledge, and a device of immense power.

Cognitive Synergy: While attuned to the orb, the user's Intelligence score is increased by 2, up to a maximum of 22. They also gain proficiency in one of the following skills: Arcana, History, Investigation, or Technology (if applicable in your campaign setting).
Harmonic Resonance: The orb can emit a harmonic frequency that strengthens the bonds between allies. Once per long rest, as an action, the user can activate the orb to grant themselves and up to six allies within 30 feet a +1 bonus to AC and saving throws for 10 minutes.

The Bag of Props for the Kingdom's First Publicly Scried Game Show

Amidst the buzz of the kingdom's inaugural publicly scryed game show, the Bag of Props emerges as your backstage ticket to an extravaganza of epic entertainment. Each item conjured from its depths hints at outrageous challenges, show-stopping stunts, and quirky cues, all destined to bewilder contestants and leave audiences spellbound. As you explore this whimsical world of wonders, imagine yourself as both host and participant, orchestrating the kingdom's most magical and memorable television event, where you're not just playing the game—you're the game!

d6	Props and Pranks
1	**Box of Spatial Chaos** This brightly colored box has a single red button on it. When pressed, for the next 10 minutes, a field of randomized teleportation is created in a 50 foot cube centered on the box. Every creature who was in this field when the button was pressed cannot leave the field for the duration, and at the start of each of their turns are teleported 2d10 feet in a random direction (limited to inside the field).
2	**Box of Lingering Invisibility** This clear glass box has a single red button on it. When pressed, all creatures in a 10 foot radius turn Invisible for the next 10 minutes. This Invisibility remains for the duration even after a creature casts a spell or makes an attack.
3	**Water Balloon of Unerring Accuracy** This white water balloon has a drawing on its side of a single copper coin. When a copper coin is placed against this drawing, the coin is teleported to a pre-determined chest, and the water balloon begins to glow a bright blue. While the balloon is glowing blue, it automatically hits any target it is thrown at, soaking them in water but doing no damage. Any attempts to tamper with the balloon's contents renders its magic inert. The balloon's magic fades on its own after 24 hours, if not thrown.
4	**Box of Randomized Gravity** This granite box has a single red button on it. When pressed, it creates a field of randomized gravity switching in a 50 foot cube centered on the box, affecting every creature who was in this field when the button was pressed. At the start of each of their turns, they must roll a d4. On a 1 or a 2, their personal field of gravity is reversed as if under the influence of a Reverse Gravity Spell. On a 3 or a 4, their personal field of gravity remains as is. This gravity switching field lasts for 10 minutes.
5	**Chest of Threats and Rewards** This wooden chest has six red buttons on it. When you press one of the chest's buttons, roll a d6. On a 1 or a 2, the chest creates six duplicates of itself, one of which is a Mimic. On a 2 or a 3, the chest teleports 50 feet in a random direction. On a 4, it does 3d6+6 healing to everyone in a 5 foot radius. On a 6, the chest opens up to reveal a trophy inside, after which the chest and any duplicates it may have spawned all disappear.
6	**Mask of the Host** While wearing this mask, you can target up to 1500 people as your audience for upto an hour. During this duration, you can choose which of those people hear what you have to say, and which of those people don't. Your words are heard with perfect clarity, projected right into the minds of every member of the audience you've chosen to hear your words.

Cosmic Janitor's Storage

In the vast expanse of the cosmic tapestry, hidden amidst the galaxies and nebulas, lies the storage of the Cosmic Janitor. Among the intergalactic bric-a-brac and celestial dust bunnies, you'll stumble upon items that make you wonder if the universe is tidier or messier than you thought.

d10	Cosmic Cleansing Curiosities
1	A bottle of Uni-Klean. Will clean anything off anything else. Keep away from children.
2	A simple wooden sign reading 'Wet Floor'. Once placed down it forms an impenetrable barrier one yard across that can only be moved by its owner.
3	A container of lemon-fresh Antiroid. Dissolves stone of all kinds and leaves a pleasant odor behind.
4	A Race-Away device. A hydrogen bomb-powered device that removes all traces of failed intelligent civilizations from planets to allow the next creatures in line to evolve and take over.
5	A Space-scour 3000. A compact but powerful device that removes space-borne debris such as satellites and used rockets from active space lanes. Attachments sold separately.
6	A lost property box containing several space stations, a doomsday weapon and a miniaturized planet. Proof of ownership required.

7	Ultimate Coveralls. Impervious to all known substances. In dark blue, obviously.
8	Eternal Brush of Sweeping. A simple sweeping brush that will last until the final heat-death of the universe.
9	Quantum vacuum cleaner. This one actually cleans vacuums.
10	I-Gorge wet and dry cleaning system with inter-dimensional bucket. A mop and bucket system that transfers the dirt into another dimension so you never have to empty it.

THE DREAMS OF A HERO SPOKEN ONLY OF IN LEGENDS

In the whimsical world of dreams, you tiptoe through the slumbering hero's mind, where reality is as bendy as a noodle in a funhouse mirror. But wait, how do you loot a dream? It's like trying to pocket the wind or steal a giggle! As you snoop around this surreal subconscious, you stumble upon things that have no business being pilfered...

d6	Surreal Swag from Slumberland
1	**Figurine of First Terror** A black dragon figurine carved from midnight onyx, from the first time the Hero felt fear. As an action, you can activate the figurine to release a terrifying roar. Any creature within hearing range who was not prepared for the roar must make a DC 18 Wisdom Saving Throw or be Frightened for the next minute. They can repeat their save at the end of each of their turns. Once used, the figurine dissolves into shadows.
2	**Rapier of the Betrayer** This rapier was the signature weapon of the Hero's oldest friend. It is considered to be a +2 weapon, and while it is equipped you have an advantage on all Deception Checks. At a point determined by the GM, when you are at your lowest point, the sword will turn of its own accord and stab you, making an automatic critical hit before disintegrating into a cloud of ash.
3	**Torch of Illuminated Way** The Hero's first quest, guiding him on towards adventure. It takes the form of a burning torch. While using this torch to light the way, even in bright daylight, you gain an advantage to all Survival Checks related to finding your way. The torch never goes out, and can only be put out with a Dispel Magic Spell. If this happens, anyone who was led by the torch's light in the past 24 hours must immediately make a DC 15 Wisdom Check of be Confused for 1 hour.
4	**Chainmail of Invincibility** In his youth, the Hero believed he was invincible. This bright, gleaming chainmail is considered a +1 armor. While wearing it, you are immune to all sources of damage until you are hit by an attack that was aimed directly at you. When this happens, the armor shatters into a fine mist, which instantly evaporates.
5	**Chalice of Gleaming Gain** The first piece of loot the Hero ever got their hands on, it is a gold chalice adorned with eight different gems. No matter what merchant, peddler or other businessperson you show this to, they will attempt to purchase it for 50,000 gold. If they do not have the gold, they will attempt to honestly trade in equal value, even if they are usually more dishonest in their dealings. Once sold, the item disappears after twenty one days, fading from existence.
6	**Greatsword of Justice** This greatsword reflects light more brightly than ordinary metal. For every creature you kill with this weapon, you get a +1 bonus to your AC. This bonus resets whenever you take a short or long rest. The sword permanently transforms into a small wooden walking stick if you ever perform an action the Hero would have considered unjust.

THE SANDMAN'S POUCH

From the realm of dreams to the domain of slumber, your journey continues as you stumble upon the Sandman's pouch. It seems that dreams have led you to the keeper of sleep itself, and now you're faced with an even quirkier challenge: looting the Sandman's pouch! But where would you even begin, trying to steal the sand of sleep?

d10	Snooze-Induced Swag
1	A pouch of Dust of Blinding. A fine dust that renders any eye it contacts blind for three rounds. Save Applies.
2	A wicker and silk parasol. When opened and presented towards a sighted being, they will be entranced by dream-like images for 3 rounds. Save applies each round.
3	A silk cape. It can change color according to the owners will and can be red, green or blue.
4	Lantern of nightmares. A small oil lantern that casts shadows that morph into nightmare visions when lit. The visions cause all who see them to retreat in fear. Save applies.

5	An intricately carved amulet that makes the wearer immune to all sleep effects; magical, visual or chemical.
6	A helm of dream walking. A heavy iron helm with no eye slits. While wearing it, the owner can see into the dreams of a person within 50 yards, and influence the dreams of those who fail a Save.
7	A simple wooden box filled with eyes. They're glass, I think.
8	A small silk fan painted in bright colors. When opened and wafted it creates a cone-shaped breeze that makes all sighted beings it touches forget what they were doing for a few seconds. Save applies.
9	Blanket of Sweet Dreams - A blanket embroidered with glowing, star-like patterns that enhances the quality of rest, reducing the time needed for a long rest by two hours. leaves the user feeling exceptionally refreshed and clear-minded.
10	A pouch of Sand of Sleep. This sand can be thrown or dropped into the eyes of a creature to make the owner sleep or if already asleep make them unable to be woken up for 1 hour. Save applies.

THE CARAVAN OF CURIO-HUNTING DUNGEON DELVERS

Amidst the winding trails and ancient ruins, you chance upon a peculiar sight—a caravan of curio-hunting dungeon delvers! These intrepid travelers have amassed a treasure trove of the curious, the quirky, and the quizzical, collected from the depths of crypts and the labyrinths of legends. But looting their caravan? That's akin to poking a sleeping dragon with a stick.

d10	Loot of the Brave
1	**Goblinskull Bookshelf** Six goblin skulls, arranged, glued together and carved just so to resemble a portable bookcase. The shadows in the goblins' eye sockets seem to catch the light in strange ways.
2	**Illustrated Trap** A simple paper drawing of a string. Whenever someone walks over the piece of paper, the drawing turns into several bright, vivid watercolors of flame that blossom across the page for several seconds before fading away, leaving only the drawing of a string.
3	**Looped Flute** A flute that, no matter how it is played, releases the same melody, over and over again, as long as the mouthpiece is blown into.
4	**Dice of Familiarity** A pair of dice whose faces are all blank until they're picked up, at which point the faces are all replaced with the crudely drawn faces of people you know. It is uncertain what it means when their faces are rolled.
5	**Resplendent Cloak of Folly** A tattered cloak that, in sunlight, appears to be a set of resplendent robes of red, gold and sapphire silk, but always reverts to rags when held in shadow.
6	**Persistent Claw** A skeletal hand in a jar, that is constantly clawing to escape. If released, the claw will begin digging through the earth, straight down, without pause. If the hand encounters a surface too hard for it to dig through, it will continue to scratch at it until its own bones are all worn away.
7	**Glasses of Sight Reversal** A pair of glasses that allow you to see invisible creatures as if they were visible. However, the same glasses also render all visible creatures invisible.
8	**Potion of Undrinkability** A strange, lavender liquid that hovers in a bottle, swirling around in a perfect circle. When the cork of the bottle is open, the liquid stops hovering immediately, only resuming if the cork is returned. If you consume this potion, your consciousness is immediately thrown backwards in time, to the moment just before you decided to try and consume the potion.
9	A map pointing to the Curio-Hunter's next location.
10	A gnawed dwarven leg bone that has Elvish enchantments scribed on it. Functions as a +1 Greatclub.

5 THE DRAGON'S LAST VICTIM

In the shadow of a fearsome dragon's lair, you stumble upon a somber scene—a lone, valiant adventurer's final resting place. The dragon's last victim, once bold and daring, now lies fallen. This solemn encounter carries the weight of a hero's ultimate sacrifice, a poignant reminder of the perils faced in the pursuit of glory.

d6	Wait, Where's the Dragon?
1	**Consuming Spark** A mummified halfling hand that acts as a Hand Of Glory. Any ring or bracelet put on it is destroyed, its magic consumed for D8 days.
2	A broadsword bathed in dragon's blood, which stays fresh. Putting a hand on the hilt gives the user the ability to speak and read Draconic.
3	A diary whose first entry begins ten years from now, goes backwards through time and ends with the owner being slain by the dragon.
4	A message written on the chest in lokharic, the reader of the cult that this victim belonged to.
5	A flame-kissed leather pouch containing 50 GP.
6	A pair of rusty manacles. They seem to be in working order.

DRAGONPLATE COMPONENTS

This ancient scroll details the creation of a legendary Full Plate armor, the Dragonplate Armor of Elemental Aegis. To forge this masterpiece, an armorsmith must gather scales from 5 Chromatic and 5 Metallic dragons.

Forging the Armor: The armorsmith must follow the intricate enchantments and alloying techniques described in the scroll, a process taking no less than one year and one day.

Resulting Armor Class (AC): 18 (plate armor base), not including potential enhancements from the quality of craftsmanship and dragon scale properties.

Elemental Immunity: Upon completion, the armor grants the wearer immunity to the five primary types of elemental damage.

THE DRAGON'S CHAMBER

After respectfully acknowledging the fallen hero, your path leads you further, into a cavern of secrets beneath the dragon's daunting lair. A chamber, enshrouded in enigma, brims with not just gold, but stories of the plundered and devoured. Each artifact, a silent testament to the adventurous souls the beast has silenced.

d6	Wyrm's Whispered Wealth
1	**Unfinished Manuscript** An unfinished manuscript entitled "The Tales of Thunderwing; The Unabridged Adventures of History's Greatest Dragon", containing a long, meandering recounting of the fictional adventures of Thunderwing. A successful History check, DC 17, reveals that Thunderwing's history seems to be a much exaggerated version of the history of the dragon whose chamber is being looted.
2	**Map of the Solar Relic** A map to seven different locations spread across the world, with large gold Xs over each. The map is entitled 'Fragments of the Solar Relic'. On the back of the map are instructions for how to reforge the relic once all the fragments have been found, though there is no information as to what the relic actually does.
3	**Young Wrymling Statue** A half-finished statue of a young wrymling, carved out of marble. A successful DC 14 Nature check reveals that the marble was carved directly by the dragon's claws itself; given the size of the statue, must have been the delicate, careful work of many, many years.
4	**Collection of Dragon Slaying Arrows** A collection of 17 different Arrows of Dragon Slaying, each arrow of a slightly different make and age. All are stained with dragon blood.
5	An intricate puzzle box made of obsidian and emerald. Solving the puzzle, which requires a DC 18 Intelligence check, reveals a compartment holding a single scale from the first dragon to ever exist.
6	**Wealth-Draining Rejuvenator** A strange device that turns gold and gems into hit points. For every 50 gold worth of precious metals or gemstones placed into the device, it heals a creature for 1 hit point, up to their max. For every 200 gold worth of precious metals or gemstones placed into the device, the device grants a creature 1 temporary hit point that lasts until their next long rest.

THE MOUTH OF A DEAD DRAGON

Before you lies the final exhale of a once-fearsome dragon, its mighty jaws agape in a silent, eternal roar. A daunting aura of valor and terror permeates the air as you cautiously approach, stepping where few have tread without meeting a fiery demise. Past jagged teeth, each a monument to the countless tales they've silenced, the dragon's maw yawns into a cavernous trove of artifacts unthinkably amassed in the belly of the beast.

d10	Tooth and Trophy
1	**Dragon's Gold Tooth** A massive dragon's golden tooth. Worth 50 gp.
2	**Dragon Stone** A large obsidian stone that warms and glows in the presence of living dragons or dragon-born within a 30 ft radius.
3	**Smoke Dragon** A strange mist comes out of the mouth of the dragon, swirling into the nearest container and condensing into the shape of a tiny dragon. It claims to be the dragon spirit and speaks of unfinished earthly business. If helped, it grants its helpers the power to cast fire bolt at will. If refused, the dragon will grow and become a smoke dragon with 1/4 of the hitpoints of a black dragon and the same stats, and attack the players who refused it, to consume their souls.
4	**Eternal Ember** An everlasting ember found inside a dragon's throat, highly sought after by bakers and blacksmiths for furnace longevity. Worth 50 gp.
5	**Fiery Droplet** Black, ember-filled saliva solidifying into teardrop-shaped glass upon contact with air. Breaking a droplet causes a 15-foot radius explosion, dealing 2d8 damage and requiring a DC 12 Dexterity saving throw to reduce damage to 1/2.
6	**Carved Teeth** Intricately carved teeth bearing the tale of a cursed dragon-god imprisoned in a mountain, shrouded in mystery. Scholarly investigation may reveal further insights.
7	**Poisonous Sack** A sack containing poison that requires a DC 15 Dexterity or Intelligence (Nature) check to handle safely. It can be thrown at a target to inflict the Poison condition for 1 hour.
8	**Swift Daggers** 2d3 small throwing daggers found embedded in the dragon corpse. They have gained power from extended exposure to the dragon's power. They have a range of up to 200ft, moving blindingly fast. When thrown at a range of 100 ft or more, their damage is doubled. Deal 1d6 piercing damage ordinarily.
9	**Sun-Helmet** A helmet with a smoked-glass visor offering protection from both physical blows and blinding lights. Grants +2 AC and prevents blindness being inflicted on the wearer.
10	**Turtle King's Armor** Armor designed to resemble a turtle shell, complete with spikes on the back. Its wearer attracts mushrooms and turtles in their vicinity to defend them, with turtles coming to fight and mushrooms growing protective walls of chitin.

THE HOLLOWED OUT SHELL OF A GARGANTUAN HERMIT CRAB

The cavernous shell of a once-mighty hermit crab looms before you, its vast chambers whispering tales of oceanic wanderings and submerged secrets. This colossal carapace, now a spectral relic amidst the sea's undulating embrace, harbors treasures and tales within its spiraled recesses. What hidden bounties and maritime mysteries lay concealed within the serene sanctuary of this gentle giant of the depths?

d10	Tidal Treasures
1	A club made from a dark wood, heavily decorated.
2	Six water skins filled with fresh water.
3	A pouch of dried crab meat.
4	A shield made from part of the crab's shell. Resistant to acid and electricity.
5	A lodestone in the shape of a dolphin.
6	A vial of universal glue. One use remaining.
7	A sack containing fire wood, kindling, a flint and steel, and some dried and quite odorous fish.
8	A journal detailing the travels of the person who killed the crab and a full map of where he went.
9	A pouch of coins made from an unknown metal. They could have great value, in the right place.
10	A spear made from the tip of a huge claw. The spear doubles the damage dealt to water-based creatures.

THE STONECARVER'S UNFINISHED STATUE

In the silent hall of creation, an unfinished statue of incomparable craftsmanship and detail arrests your gaze, its unyielding stone eyes emanating an air of untold stories and unfulfilled potential. The tools of the stonecarver, now still and somber, hint at a masterpiece halted mid-chisel. Surrounded by a cascade of marble fragments, each chip a whisper of the artist's passion and precision, you explore, sensing the elusive dreams etched into the stoic stone.

d12	Statue's Secreted Spoils
1	**Rejuvenating Petal** A petal from the Flower of Life Rejuvenating, that is a soft pink, smooth to the touch, tucked in the crook of the statue's arm. When used as a spell component with the Revivify spell, along with a diamond worth at least 300 GP, you may grant sentience to an inanimate object. The object will be able to speak, have an Intelligence Score of 12, a Wisdom Score of 16, and a Charisma Score of 14, and will be able to see and hear everything that happens around it.
2	**Ring of Brilliance** A thin gold band, with an emerald at its center. Gold threads wrap around the emerald, holding it in place. This item requires attunement; when it is worn, it raises a creature's Intelligence Score to 20, and allows them to cast Tongues at will, without the need for spell components.
3	**Marble Brain** This marble brain has been exquisitely carved. Though it is stone, the marble swirls make it almost seem like it is pulsing, when it catches the light from certain angles. It is surprisingly light. This object can be placed in any creature's skull, expanding or shrinking as necessary. If the creature is alive after the marble brain has been placed in its skull, it is considered permanently Dominated by the first person it sees after receiving the marble brain.
4	**Listening Sapphire** A silver earring, from which dangles down a bright blue sapphire stone. This items highlights certain subtleties of tone that can denote deeper meanings. While wearing this earring, you have an advantage on all Insight checks.
5	**Humble Ring of Artistry** A simple wooden ring, with threads of copper spiraling around it. Requires attunement. While wearing this ring, your hand is guided by an invisible force of inspiration any time you seek to create something, granting you an advantage on all checks made with artisan's tools.
6	**Ring of Safe Haven** A bronze ring, with an almost imperceptibly small diamond housed within it. Requires attunement. While wearing this ring, you have the ability to teleport, at any time, to a single location: the place where the Unfinished Statue was found. The teleportation can also be triggered if you take more than 30 HP worth of damage on a single turn.
7	**Soul Trap** A large, smooth opal, where the statue's heart would be, housed in a cage comprised of an unknown metal alloy. When using this as a spell component in place of a gold reliquary, you may summon and trap the soul of any good-aligned being that has passed on into the afterlife, as long as you have a clear vision in your mind of the soul in question as you cast the spell.
8	**Cloak of the Diplomat** A cloak of fine, golden cotten threads, hung down the statue's back. Requires attunement. While wearing this cloak, your Charisma Score increased by 2, and you can cast the Calm Emotions spell at will.
9	**Cameo of Transformation** A cameo of the Stonecarver's daughter, carved in ivory and painted in soft red and gold hues, hung from a golden necklace. This cameo allows you to cast True Polymorph on yourself one time, without the need for spell components. There is one important limitation, however: you can only Polymorph into a body that mirrors the Stonecarver's daughter, who uses the Commoner stat block.
10	**Dancer's Toes** While wearing these shoes, you are blessed with a certain grace, granting you an advantage on all Acrobatics checks and Performance checks related to dance.
11	**Chisel of Bloodied Recreation** This chisel is shaped oddly, curved more like a dagger than a proper chisel. When the tip of this chisel is dipped in a single drop of blood, it memorizes the shape of the creature in whose blood it was dipped. A stonecarver gains a +5 bonus to recreating the creature in stone when using this chisel after having dipped it in that creature's blood.
12	**Darksight Eye** A marble eye, white, with swirls of brown in its iris. This eye can be placed in an empty eye socket. When attuned to, the eye grants sight, functioning just like a normal eye. In addition, it also grants you Darkvision.

THE STATUE SCULPTOR'S REJECT PILE

In a quiet corner of the sculptor's atelier, a seemingly nondescript pouch catches your eye. Dusty and worn, it's labeled 'Rejects'. Yet, within its folds, it carries the cast-off dreams and discarded aspirations of an artist's journey. Each piece, a fragment of a once-envisioned masterpiece, now discarded and forgotten. But as you sift through the sculpted shards, you realize that beauty and value often hide in the overlooked and the underestimated. And sometimes, the sculptor's reject pile can harbor the most unexpected of treasures.

d10	Misshapen Marble
1	A finely-crafted alabaster hand with six fingers. Sell it as a ring stand, 10gp.
2	The carved head of a noble gentleman with the nose missing. If you can find the nose and stick it back on it might be worth 20gp.
3	A pair of feet on a plinth. There's a secret compartment in the plinth with written instructions on how to find the previous owner's stash.
4	A carved dog with a sad face. It would make a great item to make into a Figurine of Wonder.
5	A statue of a wingless eagle standing atop a golden ball. It's gold plated but might be worth 5gp.
6	A half-finished statue of a young woman. There's a deep flaw in the stone, which happens to be a vein of mithril. Worth about 25gp.
7	A small statuette with eyes that follow you around the room, but in a bad way. Could be used as a spying device.
8	A statue of a beautiful young woman with no arms. A collector might give you a good price for it.
9	A small, abstract carving in green jade resembling a twisted tree. It changes color to blood red when the owner is being watched.
10	A fine and almost brand new set of sculpting tools, thrown into a corner. Worth a good 50gp.

DICE OF THE FOURTH WALL

This prototype d20, wrapped in a parchment of the sculptor's lunatic musings, is a curious artifact that resonates with the heartbeat of every tabletop game across the multiverse.

Whenever the Dice of the Fourth Wall is used, on roll of 1 or 20, the narrative takes an unexpected turn. Perhaps an NPC becomes self-aware, or the characters find themselves in a 'session within a session', playing out a scenario in a cosmic game room.

THE EXPOSED GEARS OF A DISMANTLED IRON GOLEM

A sprawl of cold, still machinery lies before you: the remains of a once-majestic Iron Golem, now a fascinating puzzle of exposed gears and levers. Its silent, interlocking parts whisper of ingenious engineering, legendary battles, and the tender touch of its creator. Hidden among the metallic sinews, treasures of arcane art and mechanical might await, revealing secrets entwined in every coil and cog.

d10	Enigmatic Elements
1	Fine brass gears, worth about 100gp to the right person.
2	A silk scarf, wrapped around the gears. It's embroidered with the initials L and F inside a red heart.
3	A crystal orb, glowing faintly with a blue light.
4	Some gold bearings. Worth about 5gp as scrap, maybe more to an artificer.
5	A quality short sword with a bent blade. You could probably get it fixed by a weaponsmith.
6	A pile of scrap iron. It's probably worth 10gp to a blacksmith, if you can be bothered to carry it.
7	A rats' nest. Good for kindling.
8	A selection of arrow heads, some of which glow with weak magic.
9	A tight roll of parchment, heavily sealed with wax.
10	A brass bulb containing golden oil. Reduces friction to zero between almost any two surfaces.

THE SUIT OF ANIMATED ARMOR

Silent and stoic, the once-animated armor now lies dormant, a solemn sentinel frozen in an eternal pause. Its metallic form, once a fearsome fusion of magic and might, now silently safeguards the secrets and spoils of battles past.

d10	Heavy Metal Finds
1	A scroll of Anti-magic, clutched in its left gauntlet.
2	Seven armor-piercing bolts.
3	A throwing axe, lodged in the back of its helm.
4	A poisoned dagger piercing its back plate.
5	A wooden box containing mixed gems worth about 100gp.
6	A metal scroll case with a scroll of Mending inside.
7	A kris dagger. It's ornately carved and pierces metal like butter. It didn't help its previous owner.
8	A large, ancient-looking key inscribed with runes.
9	A small, gold and silver flute. It's strongly magical.
10	A scroll of Dispel Magic, clutched in its right gauntlet.

THE ENIGMATIC ANTIQUE DEALER

In the shadowed nooks of the antique dealer's lair, amidst the musty scent of age-old secrets and polished mahogany, lies a peculiar allure of the ancient and the mystical. The shelves, once adorned with artifacts of bygone eras, whisper tales of adventures unseen and realms unexplored.

d10	Hidden Histories
1	An elegantly curved wand, the wand of mustaches. The wand contains 4 charges, and regains 1d4 charges at dawn. The user may expend a charge to give a creature they can see within 10 ft. an illusory mustache which lasts for one hour.
2	A halfling-carved snuff box filled with a sweet smelling mildly hallucinogenic resin.
3	A thick sketchbook filled with decades worth of rude caricatures and illustrations of public figures.
4	A jar filled with a pungent crystalline mold which glows in the dark, sought after as a rare alchemical ingredient.
5	The Ring of Sheep's Clothing, a plain silver ring which allows an attuned wearer to transform into a sheep once per day, as if they had cast the polymorph spell.
6	A cursed coin-purse which transforms any coin placed inside it into pebbles.
7	A snowglobe which contains a seemingly living city, completely engulfed in flames.
8	The articulated skeleton of a wyrmling dragon, in a velvet lined case.
9	The sealed last will and testament of someone named Irving Morgengraad, leaving their entire estate to whomever presents the will to an appointed representative.
10	A 1000gp marker from a high profile gambling house.

THE DRUNK SAILOR'S EYE SOCKET

The raucous echoes of shanties and sea tales fade into a somber silence as you gaze upon the drunk sailor, an adventurous spirit now rendered immobile. His vacant eye socket, once a window to wild and whimsical tales of naval escapades, now unveils a peculiar treasure trove of its own.

d10	Tales from the Hollow
1	**Hag's Eyepiece** A dark green, foul-smelling eyeball with dark irises. The deeper you look into it, the more it seems to draw you in, until you see, right at the very center of it is a hag that seems to be looking right out at of it, through the eye, directly at you.
2	**Ghost's Anchor** A polished onyx gem, smooth on all sides, that catches the light in odd ways. For every day you are in possession of this gem, the ghost of the drunken sail attacks you at a time chosen by the GM.
3	**Focus of the Forgotten God** A round, ivory spiritual focus, with a series of runes running along its circumferences. The runes are written in Infernal, and spell out the name of a lost, forgotten god.

4	**Spiral Portal** A spiral token that, upon using the activation phrase, rises into the air and spins, expanding into a portal that takes you to the sailor's treasure horde. The horde, however, is empty besides a collection of papier-mâché coins painted gold and silver.
5	**Notes of Debt** A rolled up note with minuscule handwriting that, when looked at beneath a magnifying glass, reveals a list of everyone the drunken sailor owed money to.
6	**Copper Wire Automaton** The end of a copper wire, that you pull, and pull, and pull at for at least five minutes. When all of the wire has been removed, it reforms itself into the shape of a three inch high automaton, that thanks you for freeing it.
7	**Size-changing Dagger** A miniature hilt, that, when removed, expands into a +2 ruby-hilted dagger with the inscription "An Eyeful For An Eyeful" along the hilt.
8	**Eyeball of Magic Detection** A wooden eyeball with purple runes roughly scratched into it, that, once attuned and placed into an empty eye socket, allows the user to cased Detect Magic as a free action.
9	**Dragon's Folly** A gold coin that duplicates itself every time a dragon's tear is placed on it. The duplicated coins have the same property as the original one.
10	**Beholder's Anti-Magic Eye** An oversized, bulging eye that requires a Dexterity check (DC 15) to remove from the eye socket intact. It is the eye of a minituarized Beholder, and when attuned to and placed in an empty socket, it allows the user to cast a cone of Anti-Magic in a 60 foot cone, once per day.

TIDECALLER'S WARHAMMER

This staff, seemingly a simple rod of driftwood, holds a secret power tied to the element of water. In its dormant form, it is unremarkable, but with the presence of water, it unveils its true might.

Aquatic Adaptation: Upon touching water or in the presence of a sizable body of water, the staff transforms into a warhammer with a head made of hardened, magical water. In this form, it deals an additional 1d6 cold damage.

THE MAD SCIENTIST'S CRYO-POD SPECIMEN FREEZER

The smell of a freon leak fills your nose. The lights flicker. A generator in another room hums, unable to meet the power demand. Some cryo chambers have thawed and are leaking cryo-fluid; their contents now rancid. The exposed wires of the control panel spark, bouncing pulses of light around the room through various reflective surfaces. Only a crackpot would work in these conditions. As the frosty mist clears, who knows what you might find in the mad scientist's cryo-pod specimen freezer.

d10	Valuables on Ice
1	**Vials of blood** The vials are in a small rack, they have hand written labels like "Dragon", "Lycanthrope (Werewolf)", and "Zombie". These samples are key components in may potent potions, an alchemist or apothocary will pay a tidy sum for them.
2	**Vials of acid** 1d4 vials of acid from the bile of a purple worm. With the vials are a set of instructions on how to harvest the acid.
3	**Exploding arrows** A quiver of 1d10 arrows or bolts. The tip of each arrow or bolt is a plunger trigger for a small charge of rudimentary high explosives. When fired from a bow or crossbow, this ammunition explodes dealing an additional 6d6 fire damage.
4	**Healing Potions** 1d4+1 Potions of Healing with sloppy, handwritten labels. These potions of healing function normally and also cure one disease affecting the drinker.
5	**Mad scientists reading glasses** These spectacles grant the attuned wearer advantage on Intelligence saving throws and ability checks based on Intelligence. They also have disadvantage on Wisdom saving throws.
6	**Ray Gun** A solar powered ray gun; upon closer the power cell has been overheating. If exposed to sunlight for one hour, the ray gun can fire up to five times a day, dealing 3d8 fire damage. Once the fifth shot is fired, roll a D20, on a 1, the ray gun disintegrates.
7	**Ice spider** A spider from an arctic climate. It can survive in normal climates but it prefers the subzero temperatures of its home. Fortunately, the cryo-pod this spider lives in has a dedicated power cell so you can take this fuzzy arctic tarantula with you as a pet.

8	**Troll Serum** 1d6 vials of Troll serum. If ingested,the drinker is able to regenerate 5 HP at the beginning of its turn. If the creature takes acid or fire damage, this trait doesn't function at the start of its next turn. Each vial contains one dose and each dose lasts for 24 hours.
9	**Artic terrarium** An artic terrarium are a number of exotic plants that thrive only in the arctic tundra. If kept cold, the plants inside will continue to bloom and grow. Many of them are rare ingredients for alchemical formulas and potions.
10	**Spare parts** Severed limbs and extra organs from cadavers. Once these parts begin to thaw, they begin to writhe and squirm with life. To the right buyer, these macabre scraps could fetch a good sum of coin.

THE LONG-ABANDONED WISHING WELL

Eager for more than a splash, you peer into the timeworn wishing well, where dreams and coins alike have languished forgotten. Your fingers sift through centuries of hushed hopes and oxidized offerings, all while you wonder: just how many wishes were washed away in these murky depths? Prepare to dive into stories submerged and silver salvaged from the silent, wishful waters.

d20	Toss a Coin to Your Looter
1	A wish written on a small, crumpled-up piece of paper that was stuck in a glass bottle. It was written, clearly, by a young child. Her mother died, and she wished to bring her back to life. When a creature reads the spell, aloud or to themselves, the wish is granted—however, the mother returns as an undead... with a hunger for flesh. She climbs out of the well, ready to attack and feed.
2	A shimmery cup of water in the well's bucket. When a creature drinks it, they can cast 'Wish'—however, the spell's intended effects will be opposite of the wish the creature cast.
3	A wish written on a small, crumpled-up piece of paper that was stuck in a glass bottle. It asks for 1000 gold pieces. When the spell is read aloud, the wish is granted, and the reader's pockets feel significantly heavier. So heavy, in fact, that the pockets overflow with 100,000 copper pieces instead (which does convert to 1,000 gold pieces). Have fun!
4	A piece of paper in a glass bottle. Inside, the wish written on the paper: a wish for more wishes. The well begins to gurgle, then overflow with bottles and papers of wishes—all of which do nothing. The bottles will attack whoever is nearby.
5	The well audibly whispers with the previous wishes that were cast into it.
6	The well's water is tainted with previously forgotten wishes. When a creature drinks the water, they feel an incessant need to grant a random, long-forgotten wish by any means necessary.
7	A brick from the wishing well. If it is ground and used as dust in spells, it can boost spell effects.
8	The wishing well's wooden bucket. When disconnected from the well, it captures the wishes and desires of those around it and can visualize those desires like a mirror at the bottom of the bucket.
9	The wishing well's wooden bucket. It can produce a never-ending amount of water; a nearby creature must just wish for water, and the bucket will provide it.
10	The wishing well's wooden bucket. It can produce a never-ending amount of blood. A nearby creature must wish for water, and the bucket will overflow with blood. The blood's source is randomized.
11	A small, waterlogged leather pouch. Inside are 10 gold pieces. Whenever a coin is spent, it reappears in the bag the next day. If someone decides to add more coins to the bag, they will disappear—only the reappearing 10 gold returns.
12	A lucky coin that grants the user the ability 'Lucky' once per long rest.
13	A plain coin that contains an insignia of a golem. The coin is stuck on the bottom of the well's bucket, and if the coin is removed, it will multiply into a coin golem and attack whoever removed it.
14	An unlucky coin. All the coin's owner's rolls will be at a disadvantage until the coin is passed onto someone else.
15	A waterlogged book of potential wishes. There is one wish inside, with roughly 100 different iterations (different syntax, structure, etc.). If one of those versions is spoken aloud, it will come true.

16	A miniature glass fountain. When a creature pours a flask of water into the fountain and makes a wish, the water forms into a tiny, ethereal creature (like a water elemental) that helps fulfill the wish as best it can before dissipating.
17	A rusted-over coin made of an unknown material. If the rust is removed, the coin can be used as a (very small) mirror to see anything the creature who cleans the rust wishes. They must ask to see the vision aloud.
18	A small bottle of crystal drugs. If a creature swallows a single small crystal, they feel a rush of euphoria, believing that their largest wish has been granted.
19	A small bottle of black crystal drugs. If a creature swallows a single small crystal, they feel a rush of terrible despair, believing that all of their wishes have been destroyed, and cannot be granted. (Ex. if they wish they will save a family member, that person has died.)
20	A glass of water that was taken from the well. The water is murky. It rejuvenates whoever drinks it, reminding them of their goals, and they gain a d8 bardic inspiration die.

THE JACK-IN-THE-BOX HELD BY A CREEPY ORGAN GRINDER MONKEY DOLL

Amidst the eerie creaks of ancient springs, you're faced with the unexpected guardianship of a disconcerting monkey doll, its unblinking eyes holding silent tales of dusty streets and bygone melodies. You prod at the unsettlingly vibrant jack-in-the-box, jumping at each metallic twang, half-expecting the unexpected in a confluence of curiosity and dread. Ah, the things one does for a whimsical whisper of hidden treasures and shrouded secrets amidst the playful macabre!

d10	Creaks, Squeaks & Hidden Antiques
1	A wood-carved toy jester with evil eyes and an unhinged grin. This intelligent magical object claims to be a demon and urges any creature that holds it to commit random acts of violence.
2	The ghostly form of a clown, which emits a terrible laugh, flies into the air and disappears.
3	Several small skeletons of varying species.
4	A cartoonishly large red paper snake far too large to fit inside a jack in the box, which shoots out of the box with a loud party horn sound. Once out of the box it comes to life and attacks anyone within reach.
5	A pair of golden cymbals. Nimblethimble's Cymbals. A spellcaster who attunes to the cymbals can use them as a spellcasting focus which grants +1 to their spell save DC. Once per short rest, the user can cast the Hideous Laughter & Silvery Barbs spells at first level without spending a spell slot.
6	The husks of dozens of dead and desiccated mind flayer tadpoles.
7	A bloody dagger, and a suit of blood stained clothes.
8	Another, smaller jack in the box, containing yet another smaller jack in the box, continuing on this way until eventually reaching a palm-sized chest containing a broken music box, cold to the touch.
9	A murder of crows, which caw noisily and fly away.
10	A shining platinum coin, glued to the bottom of the box with sovereign glue.

THE VAMPIRE'S WINE CELLAR

The cobweb-draped space, chilling in more ways than one, invites you not to a feast, but to a furtive scavenger's adventure amidst corks and coffins. With every shadow flickering like an ancient memory, you navigate through rows of meticulously aged "wines," hoping that the only spirit you encounter is safely contained within a bottle.

d12	Some Bloody Good Loot
1	A bottle of vintage sparkling wine, made by the vampire 400 yrs ago. Should be just about ready.
2	Three bottles of red wine marked 'Scarlet Stairway'. Tastes great with anything but any humanoid drinking it will be dead within 24 hours.
3	Five bottles of sherry called 'Ascending Grace'. Usually only given to clerics to twist their beliefs into something dark and evil. Needs to be drunk over ten days or more to reach its full effect.

5	A flask of zombie juice. Not some modern, over-priced vodka-based drink but an actual drink to make zombies. All vampires need servants.
6	Ten bottles of ox blood. For emergency situations when the vampire has drained all the available humans.
7	Five bottles of white wine labeled 'Midnight's Touch'. Any intelligent creature drinking it will become enamored of the vampire and allow themselves to be bitten.
8	A gallon jug of 'Homebrew'. The zombies drink it and they seem ok.
9	A large barrel of Mezcal. Instead of a worm it has a young virgin inside.
10	A bottle of aged, single-malt whiskey. The vampire has a glass of this every time they get resurrected.
11	A small cask sealed with wax and glyphs. Contains the still living, and livid, head of the vampire's father.
12	A bottle of Chianti. Will go nice with some liver.

Lifedrain Lancet

This syringe is a work of both beauty and horror, designed to manipulate the very essence of life contained within blood.

As an action, the syringe can be used to make a melee spell attack against a creature within reach. On a hit, the target takes 1d6 necrotic damage, and the syringe draws blood, filling its chamber. The syringe can hold a maximum of three charges.

Blood Boon: As a bonus action, the wielder can inject the stored blood to regain hit points equal to the necrotic damage dealt when extracting the blood or to cast one of the following spells without using a spell slot: False Life (1 charge), Vampiric Touch (2 charges), or Life Transference (3 charges).

Curse of Thirst: Each time the syringe is used to extract blood, the wielder must succeed on a DC 15 Constitution saving throw or become afflicted with an insatiable thirst for blood, causing disadvantage on all ability checks and attack rolls until they feed on blood again.

The Burnt Remains of the Pyromancer's Laboratory

As you tiptoe amidst the charred remains and smoky vestiges of what was once a fiery sanctum, the irony isn't lost on you. It seems the pyromancer's flames of creation became their own demise. With each step, you kick up ashes of arcane experiments gone awry and perhaps, some incendiary inventions yet to be discovered. Just remember, where there's smoke, there might still be...fire.

d20	Smoky Scrolls
1	A butter knife that always remains pleasantly warm and is always able to cut the perfect slice of butter.
2	A bottle of alcohol that warms the stomach, literally—and makes the consumer unable to be cold. They are resistant to frost damage.
3	A small chest full of fireworks. The fireworks glow and shimmer in a variety of colors, and have a variety of visual effects.
4	A wax candle that cannot be lit. Its wick cannot ignite, no matter what is done to it.
5	A brass lantern that cannot be unlit. It remains on, with flickering firelight within, forever. Even underwater, even in space—no matter the location, it burns.
6	A mislabeled potion of firebreathing. It sets whoever drinks it on fire. They will burn to death unless the fire is quickly doused by any means necessary.
7	A potion of firebreathing...that turns the drinker into an adult red dragon for d4 hours.
8	A heat-immune beaker. It can hold the hottest objects or liquids without melting.
9	A cooking pot that can cook food and warm up on its own. However, there is a 25% (d4) chance that the food will be cooked properly. It may be undercooked, burnt, or basically raw.
10	A handful of ash. It will make a person (or clothes) look ashy (literally), but they will become fire-resistant.
11	A small candle that summons a fire elemental. The elemental is fiery and angry.
12	A potion of warmth. The liquid inside looks like lava. It will make the drinker's personality impulsive and hot-headed. Their hair will also be set ablaze...and will burn. (It will grow back, eventually).

13	An ice cube. It is small—the size of a thumbnail—but it cannot disappear. It melts under heat and can produce an infinite amount of water or mist (albeit slowly), but it never gets any smaller.
14	A very, very charred femur bone. It was likely of a humanoid creature. When the bone is sucked on or eaten in some way, the consumer gains resistance to necrotic damage.
15	A torch that cannot burn out. Its flame is shockingly cold and does not produce any heat—only light. It can cause burns, though.
16	A torch with a silhouette flame of shadows. It absorbs light and works opposite of a regular torch—instead of lighting the way, it darkens any light within d60 feet of itself.
17	A fireproof miniature model home. It can be used to taunt arsonists.
18	A sentient fireball. It can act as a familiar and can cast 'fireball' once per long rest. Warning: it has a temper, and it barks.
19	A +1 helmet made of pure fire. It does not burn the wearer, but it will singe off their hair (so it is recommended for those who wish to be, and remain, bald). All of the wearer's ranged and melee attacks will gain fire magic. Any fire-based spells will be cast with advantage.
20	A set of +1 heavy armor made of dried magma. It is immune to fire damage and is resistant to cold damage. It turns to dust when exposed to water.

THE BROTHEL'S LOST & FOUND BOX

With a wry smile, you delve into a box tucked away in the corner of the brothel, a container of items left behind in haste, forgetfulness, or perhaps deliberate abandonment? Each object subtly speaks of secret rendezvous, and heated moments forgotten in a sea of satin and silk. Each piece potentially as bewitching as the atmosphere from which they were mislaid.

d20	Gartered Gains
1	A silver hair pin- a Manifold Link. The wearer is shrouded by a powerful glamor, causing them to appear differently to each creature that looks upon them.
2	A sleek tube of glossy lipstick, Romancer's Roseline. Applying the lipstick takes an action, and grants the wearer advantage on deception checks for one hour.
9	A box of psychoactive silvery powder, the drug known as Blush. Ingesting the powder causes the user's senses to become heightened, specifically enhancing pleasure and pain exponentially. This effect lasts for 1d8 hours. If the user doesn't take more of the drug when the effect ends, succeed a CON save 10 or suffer a level of exhaustion. Additionally, make a WIS save 10, or become addicted. The DC of the saves increase by 1 every time the drug is taken.
4	A strange implement of silver and glass, the exact geometry of its purpose unclear. When the base is turned, it begins vibrating.
5	A large handheld fan painted with colorful patterns, with blades concealed at its edge.
6	A collection of abandoned love letters, one of which is from a recently deceased VIP to a resident courtesan.
7	A velvet bag of numerous wedding bands.
8	A falcon of expensive pungent perfume.
9	An ostentatiously gilded crystal bottle of ultra-luxury bubble bath base, Laticio's Lavish Lather. Emptying the bottle into a tub of water creates a magically luxurious, piping hot perfumed bubble bath experience. Up to three creatures who take a short rest bathing regain an extra 1d10 hp per hit dice when they expend hit dice to heal. Additionally, they gain 1d10 temporary hit points and smell amazing for 24 hours.
10	A vial of powerful smelling salts, which provide a sense of relaxation and contentment for one minute.
11	A carved wooden mask, which masks the wearer's voice as well as their face- shifting between vocal patterns in an indiscernible melange.
12	A set of high priest's vestments, stained with red wine.
13	A nearly complete imperial guardsman's uniform, missing one of the boots.
14	A box of Pterico's Bliss. If two willing creatures imbibe a capful of the fine crystals as an action, they experience a period of intense but temporary infatuation which feels like true love and connection lasting for one hour, after which time the effect fades with no lingering emotional or physical effects. If one of the creatures is unwilling, there is no effect.
15	A hand mirror which, when a creature looks upon their reflection, silently whispers that creature's secret desires to them in their mind.

16	A pair of crimson boots which leave no footprints. Survival checks to track the wearer are made with disadvantage.
17	A blue fountain pen which disguises the handwriting of any creature who writes with it.
18	A pair of oversized cloth animal head masks. They carry a peculiar odor.
19	A set of distinctly thick-lensed prescription spectacles.
20	A notebook filled with tasteful drawings of courtesans and extremely rude caricatures of public figures.

THE VESSEL OF TUPPER

Plastic is at a premium since The Fall. These small plastic containers are usually worth more than the things inside them. Vessels of Tupper are found in various shapes, sizes, and colors. The most valuable vessels of Tupper are ones that have "Tupperware" embossed on them as their namesake has become synonymous with profitable scavenger finds.

d10	Leftover Legacies
1	**Junk Box** This was scavenged from an abandoned house at some point. This small plastic box contains some photographs of smiling kids, a set of keys, a pocket knife, a coaster from a bar, and a long dead cell phone. These are clearly relics from before The Fall and will fetch quite a sum if bartered to the right dealer.
2	**Electronic parts** Various pieces of electronics like circuit boards, USB cables, a partially disassembled digital clock, some transistors, a laser pointer, and loose wires. The water tight container has kept them dry and free of corrosion. The scavenge and container are easily worth a week's worth of rations or maybe even some ammunition
3	**Ammunition** Loose pieces of ammunition in various calibers. What a find! Even though all of it looks to have been reloaded several times, it's still worth a small fortune if you can find someone to trade it to in the bazaar. Perhaps you could even do an even trade for rounds your gun will chamber?
4	**Toys** You find a small stash of toys. Plastic army men, a baby doll, a plush bear, and some toy cars. Your find will fetch you a few days' rations at any colony with a toy dealer.
5	**Dried Fruit** It looks like you found someone's forgotten food stash. The fruit slices have been dehydrated to preserve them. Some are crunchy, some are chewy but they are all sweet. There's also some nuts in there, like a makeshift trail mix. You can stretch this into two meals if you're careful. You get a burst of energy from the natural sugar.
6	**Seeds** You found paper envelopes filled with seeds. Some are blank paper pouches with handwritten labels, others are in commercial packaging from before The Fall. You have found enough seeds to start your own hydroponic garden or you speculate you could sell them for about a month's worth of ration tickets.
7	**Batteries** You found a small cache of rechargeable batteries! Most of them aren't corroded and actually work. Triple A's, Double A's, D's, 9 volts, even a few CR sized batteries for smaller electronics. It looks like someone has rigged the AC charging unit to a small solar panel, ingenious.
8	**Jewelry** As economies collapsed, precious metals and stones were a popular currency until people realized they can't eat gold. There are many styles and sizes of rings, necklaces, bracelets, and earrings. You suspect a ghoulish scavenger stripped them from the dead hoping they would bring a higher price and then couldn't find a buyer.
9	**MRE** You find a stash of MREs! Short for "Meal, Ready-to-Eat", these self-contained packs of food are extremely valuable. Though not designed to be consumed exclusively for extended periods of time, they are a portable meal option for scavengers like you. You've found enough food for a week. Now if you could just find some water, these things make you thirsty...
10	**Photographs** You find a photo album filled with pictures. Most of them have a caption on the back with a name, the location they were last seen, and a date. Some simply have been crossed out with a black marker. It's a sobering reminder of the world we live in now. Do you recognize any of the people in the photos?

THE PURPLE WORM'S GUTS

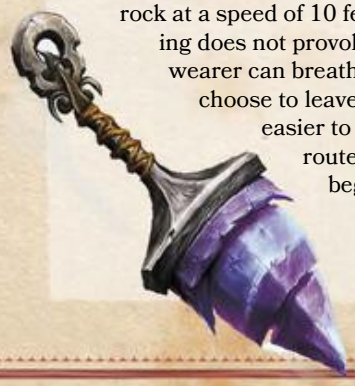
In the grisly aftermath of a purple worm's demise, you sift through its immense, muculent innards. Amidst the grotesque and the gory, potential treasures await: the indigestible, the lost, and the accidentally consumed.

d20	Gory Glory
1	**Piles of Rocks and dirt** It must have consumed by mistake as it burrowed. Purple worms never were known for their brains.
2	**Fully Intact Cow Skeleton** An old cowbell still hangs off its boney neck. Must have been eaten whole.
3	**Purple Stomach acid** Lining the purple worms gut is a putrid acid. (Coated weapons do an additional 1d4 damage)
4	**Goblin Skeletons** Even purple worms like snacks. In their cloth pouches you can find 16 silver.
5	**A Horse and Cart** Inside the cart you find the remains of what could be a human skeleton? Along with 19 silver held tightly in their hand.
6	**Knights Remains** A group of Knights remains are left corroded in the gut. On them you can find 3 long swords, 16 gold and orders to kill a Purple Worm...It's clear they failed.
7	**A Small Hut** Eaten whole this hut still contains an intact bed, a barrel of wine, 4 days worth of rations and some tattered farmer clothes.
8	**A Deceased Party of Adventures** The potions of acid resistance they hold indicate it might have been their plan to be eaten. It's clear it didn't go well. (5 potions)
9	**A Giant Cyclops head** In the head you can find 3 golden teeth (value 20 gold) and 1 big rotting eye. (Value 10 gold)
10	**Wizard Remains** A small skeleton draped in acid covered cloth clutches at an ancient spell book (worth 50 gold) containing the spells Mage Armour, Lesser restoration and Protection from Poison.
11	**Purple worm parasite** The size of a small cat these biting parasites will sell for 100-200 gold. Some alchemists even keep them as pets.
12	**A Goblin** Traumatized but alive. This goblin will help the party as an ally devoutly if wanted. But now has a permanent fear of worms.
13	**Merchants Caravan** Swallowed whole this caravan seems largely intact. It contains 220 gold, 6 potions of healing and 3 rare rugs (all worth 60 gold)
14	**The Leg of a Blue Dragon** Shimmering Dragonic scales can be harvested from the leg, even after being digested they still keep their bright color (worth 160 gold)
15	**Enchanted Purple Scale Armour** AC of 14 + dex modifier. This armor is made from purple worm scales it smells faintly of acid and gives its wearer resistance against acid damage.
16	**Purple worm Stomach gland** This gland contains 5 uses of potent acid. Dealing an additional 1d12 damage when coated on a weapon.
17	**Potion of Acidic Breath** A potion brewed from the worm's stomach acid. When consumed, it gives the user the ability to exhale a cone of acid breath once within the next hour.
18	**Crown of Earth Sense** The wearer becomes attuned to the vibrations and movements of creatures within 30 feet. When wearing the crown one can identify the size, movement, and location of a creature if they are in contact with the ground.
19	**Purple Worm Fang** This large rare serrated fang can be crafted into a Battle axe, longsword or spear and can deal an additional 1-d4 acid damage.
20	**Kippers Flute** Crafted by a reckless druid. When played, this flute can mimic the calls of Purple Worms, attracting them to the area or calming their aggression. Use with caution!

Amulet of Burrowing

Crafted from a shard of amethyst and set in a heavy steel pendant, this amulet turns softly with the power to move the earth.

The wearer can burrow through earth and soft rock at a speed of 10 feet per round. This burrowing does not provoke opportunity attacks. The wearer can breathe while burrowing and can choose to leave a tunnel behind, making it easier to backtrack or create escape routes. However the wearer will begin to develop a permanent purplish hue on their skin.



THE BIO ALCHEMIST'S WORKSHOP

Welcome to the peculiar pandemonium that is the Bio-Alchemist's workshop, where biology and alchemical experiments entwine in a tapestry of tantalizing and terrifying trials. Vials fizz with viscous fluids of vibrant colors, and strange creatures gestate in glowing jars, amidst the scattered notes of feverish research and maddening discovery. It is here that the delicate balance between genius and madness is precariously maintained.

d20	Test Tubes of Terror
1	**Alchemical Catalysts** A collection of vials filled with potent catalysts used to enhance potions. Worth. 5 vials in total each worth 5 gold.
2	**Flask of Mutagen** Flask of Mutagen This flask contains a mutagenic substance that temporarily grants the user enhanced physical abilities. This flask functions similarly to the "Enhance Ability" spell, with a one time use.
3	**Extracted Venom** 3 Vials of venom from various creatures, ready for use in creating poisons or antidotes, if weapons are coated with the venom they deal an additional 1d4 poison damage.
4	**Crystalized Life Essence** A crystalline structure that is extremely important in the creation of healing potions. This crystal is worth 15 gold to any practicing alchemist.
5	**Caged Bio-Luminous Beetle** Inside a small glass bottle glows a tiny, bioluminescent beetle that looks rather sad. The beetle when contained in the bottle sheds light for 15 feet in all directions.
6	**Flask of Rapid Regeneration** A potion that accelerates natural healing, allowing the drinker to recover hit points quickly. For 5 turns, you can roll a 1d4 to regenerate health.
7	**Medicinal Tools** A magical set of tools that enhances the potency of medicinal care. Grants a +2 bonus to all Medicine checks when used.
8	**Vial of Everlasting Water** A vial that continuously produces clean, drinkable water, a handy tool for any adventurer. Can produce 1 gallon of fresh water every hour.
9	**Elixir of Polymorph** This elixir can temporarily transform the drinker into another creature of their choice. Grants the ability to use the "Polymorph" spell once
10	**Flask of Elemental Essence** Containing the swirling essence of elemental power, weapons coated with the essence deal an additional 1d4 points until the players next short rest. This damage type is randomised by rolling a d4: 1 fire, 2 frost, 3 acid and 4 force.
11	**Syringe of Healing** Designed for the precise administration of healing potions, this syringe can heal with precision, granting the maximum healing potential of a potion every time. This item requires a Dexterity or Intelligence of 16 or higher to use)
12	**Homunculus Companion** Some find it cute, most find it hideous. But one thing is for sure, this small animated creature was created through abhorrent alchemical means. This little creature has an AC 10, 11 hit points and will aid the first person it sees.
13	**Alchemist's Tome** A comprehensive book filled with advanced alchemical recipes and secrets, granting knowledge on how to craft healing potions, potent poisons from cheap or foraged herbs. Players must have an Intelligence of 16 or higher to understand the times writings.
14	**Crystal Heart of a Treant** When carried, this crystallized heart imbues the holder with nature's constitution. The player will gain advantage on Constitution saving throws. However, Treants won't be happy if they find you possess one.
15	**Elixir of Resurrection** This rare elixir can bring a recently deceased creature back to life, with a minor side effect. Functions as the "Raise Dead" spell, but the resurrected creature gains a minor flaw. This flaw can be physical or mental.
16	**Flask of Living Shadows** Inside this pitch-black flask resides the essence of shadows. When opened, it can create a 30ft aura of darkness around the flask. To stop the darkness the flask can be resealed. This item can be used once every long rest.
17	**Ephemeral Soul Prism** A distinctively crafted prism that ensnares the essence and memories of vanquished beings. To harness its ability and access the memories of the recently departed, one must possess an Intelligence of 17 or higher.
18	**Dagger of Elemental Bane** Forever covered in a chromatic oily substance, this dagger can deals 1d6 damage and an additional 1d4 elemental damage of the wielder's choosing.

19	**The Alchemist's Stone** This legendary alchemical item is said to transmute base materials into pure gold. Once per day, this stone can transmute up to 200 silver into 300 gold.
20	**Alchemical Generator** A complex device that can transmute gold into potions and elixirs. This item can produce 5 healing potions or 3 Flasks of Mutagen once per day at a cost of 22 gold. This item requires an Intelligence of 18 or higher to use.

ORACLE'S VISIONARIUM

This curious container holds the brain of a legendary oracle, suspended in a murky liquid.

Once per short rest, the user can gaze into the brain's eyes to receive a vision of a possible future event. This acts as the Foresight spell, lasting for 1 minute rather than 8 hours. Each time the powers are used, the user risks becoming desynchronized with time. They must succeed on a DC 18 Wisdom saving throw or become incapacitated for 1 minute as they experience all potential futures simultaneously.

THE IMPOSSIBLE POCKETS OF THE MAD TAILOR'S COAT

Ah, the enigmatic emporium of the Mad Tailor, where every pocket stitched into the lavish fabric of their legendary coat unfolds into its own universe of unbelievable finds! Each dip of your hand might extract whimsical wonders or implausible perils from these inexplicably capacious compartments. Let the looting commence!

d20	Hems of Holding
1	A tomato pin cushion that is edible. It tastes like a tomato. Each bite can heal d4 health points. It regenerates once per week.
2	A seemingly unexceptional, small, and steel thimble. When placed on a creature's finger, it raises their AC by 2. It leaves their finger unusable, though.
3	A set of enchanted sewing needles. When poking a creature's skin, that creature becomes paralyzed and will have a feeling of pins and needles around their body.
4	A seam ripper that can tear a seam through any material. However, the seam ripper itself is small—the size of a pinky finger.
5	A set of measuring tape that will magically snake around and measure any item. It can measure up to medium-sized items or creatures, and the measuring tape acts like a snake. When asleep, it coils around itself. It can attack and wrap around enemies.
6	A set of safety pins that, when attached to clothes, do keep the wearer safe. +1 to AC and half fall damage.
7	A handheld, crude sewing machine made of rusted brass cogs. The machine can make simple cotton garments out of thin air.
8	A rotary cutter that can cut through the fabric of reality. When sliced into air, they create a tear—and can allow creatures to pass through different realms.
9	A hole puncher that is any barbarian's best friend. When worn with gauntlets, or any creature that punches things often, the hole puncher assists their punching abilities. Their punches double in power and can create shockwaves of force that send holes through certain objects (like walls).
10	A set of glowing needles and thread that are blessed with restoration magic. They can heal a creature's wounds, regardless of their type. Any medicine or magic checks will be done with advantage, and the creature's wounds will heal in half the time.
11	A leather pack of tailor's chalk. When drawn onto a creature's clothes, others' attacks against that creature will hit with extreme accuracy—every hit will land where the chalk is drawn. Only when the chalk is erased, can hits miss and land elsewhere.
12	A set of colorful pearl head pins. The pins will make any clothes they are attached to become pearlescent and shimmery in color.
13	A set of teardrop pins. If the teardrop pins pinch a creature, that creature will become overwhelmed with emotions and cry. And cry a lot.
14	A set of hand needles. If the needles poke a creature's body, a hand will grow and appear from the puncture spot. No wrist or arm, just a hand. The effects are permanent.

15	A roll of sheer ribbon that is so shiny and bright that any creature who sees the ribbon will be blinded.
16	A large bolt of red velvet fabric. Any outfit created with this fabric will feel luxe and soft—and perhaps a bit sensual. They will gain confidence as well.
17	A large bolt of burlap fabric. It is extremely itchy and starchy and is an unappealing gray color...but it is very durable. +4 to AC, -2 to dexterity checks.
18	A pair of scissors. Whenever a creature has them in their grip, they will hear a motherly or authority figure say in their head, "Don't run with scissors!" If they do run with scissors, they will inevitably fall—and hurt themselves with the scissors.
19	A pair of child-proof scissors. Despite being childproof in appearance, these scissors are deadly. They can cut through any material (and are similar to a +2 dagger).
20	A set of stationery scissors. They will leave the holder...stationary. (Ba-dum-psh.) The holder will be petrified until the scissors are removed.

THE RANGER'S QUIVER

A tapestry of hidden tales and deadly secrets lie within the weave of the fallen ranger's quiver. As you sift through, cautious fingers unveiling objects of curious potency and lethal elegance, you can't help but wonder: who was this silent wanderer of the wilds, really? The quiver whispers stories of shadowy arrows that dance with death and charms that speak to both light and dark. A haphazardly tucked note hints at a poetic soul, a poignant contrast to the venomous intent wrapped around each arrowhead.

d10	No Strings Attached... Mostly
1	2d8 poisoned arrows. Creatures injured by these arrows must make a DC 13 Constitution saving throw. Creatures that fail this saving throw take an additional 10 (3d6) poison damage, half as much damage on a success. Creatures who fail this saving throw by 5 or more are also paralyzed for 1d4 rounds.
2	**Medicine Man's charm** A small silver disc engraved with an image of a bird with wings aflame is a ward against evil spirits This small charm can be attached to any quiver. Ammunition stored in this quiver deals and additional 2d6 Radiant damage to fiends and undead.
3	**Handwritten note** Folded neatly and tucked inside the quiver, this scrap of parchment contains a handwritten draft of a now famous poem by the legendary bard Silverquill. The handwriting is obviously theirs and can be readily authenticated. This forgotten souvenir is worth upwards of 50 gold pieces.
4	**Shadow Asp arrows** 2d6 sleek black arrows poisoned with shadow asp venom. Wisps of black smoke roll off of the fletching. Creatures damaged with these arrows must succeed on a DC 12 Constitution saving throw or take an additional 10 (3d6) necrotic damage, half as much on a successful save. Creatures killed by this effect become Shadows 1d4 hours later.
5	**Obsidian tipped arrows.** 2d6 arrows. The tips of these arrows are black crystal. These arrows can only be fired once, the tips shatter on impact. Creatures damaged by these arrows cannot spend Hit Dice to recover HP during a short rest until they receive magical healing or a successful DC 15 Wisdom (Medicine) ability check to remove the shards.
6	**Blunted arrows** 2d10 blunt tipped arrows. When a creature is struck by these arrows, they take bludgeoning damage instead of piercing damage.
7	**Targeter's charm** This coin-sized gold charm depicts an arrow sticking out of a bullseye and can be attached to any quiver. Up to three times per day the user may roll with advantage when making their first attack against an enemy in a round. These uses replenish each day at dawn.
8	**Quickshot Band** This magical band wraps around the quiver. The attuned user may disregard the Loading property of the ranged weapon they are using. The band teleports a new piece of ammunition into place when the user fires their ranged weapon. This item only functions for non-magical ammunition and if the user has ammunition in their quiver.
9	**Silvered arrows** 2d10 silvered arrows. These arrows deal damage normally to shapechangers with damage immunity to attacks made with non-magical weapons.
10	**Arrows of Cure Wounds** 1d6 arrows with bright white feathers and heart-shaped tips containing a glimmering red liquid. A creature struck with one of these arrows regains 2d8+4 hit points.

THE WEIRD MISSHAPEN TREE

Before you stands a peculiar tree, its contorted branches and patchwork bark defying nature's norms. A sense of both wonder washes over you as you contemplate the strange loot that this tree, so different from its kin, might hold within its gnarled embrace.

d20	Weird Misshapen tree
1	**Twisted Roots** Bizarrely shaped roots jut out from the tree's base, forming a tangled web. They can be used as improvised weapons dealing 1d4 damage.
2	**Bioluminescent Fungi** Strange luminescent fungi grow on the tree's bark, providing dim light in a 15 ft radius area. this fungi is often collected by druids and used in organic lanterns
3	**Mutated Flora** Unusual and oddly colored plants grow around the tree, some of which seem to smell exactly like a health potion. If players pass a 16 nature check they understand that when consumed restore 1d6 heath.
4	**Mimicking Log** This hollowed out log from a gnarled tree is able to repeat phrases that are spoken into it. When tapped or hit this log will repeat the last 15 words that were spoken into it.
5	**Sap of Enchantment** The tree secretes a magical sap that can be used to enhance the properties of armor. Armour coated in the sap + 1 to AC but it also causes insects to buzz around the sap covered player causing a -1 to all stealth rolls.
6	**Distorted Vines** Twisted vines hang from the branches, making excellent ropes can be harvested to create 30 ft of rope
7	**Psychic birds Nest** This nest is made from strange ethereal sticks contains delicate eggs that whisper to the party when approached. They are close to hatching and claim to be hungry. If raised these eggs can hatch into psychic raven familiars for the players.
8	**Time-stopper Resin** A sticky resin that slows the passage of time for any objects coated with it. Inside a large glob of it you see what looks like a prehistoric insect shaped vaguely like a dragon.
9	**Grotesque Figurines** Small, grotesque figurines carved from the tree's wood. They have an eerie charm to them. They strongly resemble the players any damage done to the dolls will be inflicted to the players too.
10	**Alien Fruits** Bizarre, otherworldly fruits dangle from the branches. Eating them may have unpredictable effects. Roll a d4, on a 1-2 gain 6 temporary hit points, on a 3-4 roll a constitution saving throw, if failed take 6 points of psychic damage.
11	**Heartwood Crystal** A crystal formed within the tree's rotten core, radiating faint magical energy. Gives the holder an additional 10 temporary hit points when held. These are recovered after 1 long rest.
12	**Portal to Another location** A peculiar carving on the tree's trunk conceals a portal that connects to another tree in the centre of a an abandoned druids grove. This Druids grove must be located 100 miles away from the players starting location. Perhaps this is the work of a druid who hated traveling.
13	**Time-Shifting Bark** Pieces of the tree's bark that, when chewed, allows the consumer grow younger.
14	**Whispering Leaves** The tree's leaves rustle with barely audible, cryptic whispers. Listening carefully may reveal hidden knowledge about the area they're in and its history.
15	**Dreamcatcher Webs** The branches hold intricate webs of dreamcatchers that capture the dreams of those who sleep near the tree. (These can be sold to witches for 300 gold)
16	**Petrified Knight** Inside the warped bark of the tree is the stone face of a Knight. Freeing the knight from the curse of petrification will make him indebted to the party and loyal to their goals.
17	**Living Tree** This gnarled tree is sentient. And is quite happy it finally has people to talk to after 100 years of solitude. It can share valuable wisdom to the party that discovers it as long as they're polite.
18	**Cursed Apples** The tree grows upon its gnarled branches 7 bright perfect apples, however upon further inspection its clear they are rotten to the core. If consumed they will deal 1d6 necrotic damage.
19	**Branch of Entanglement** This vine covered branch glows with nature's power. When held the wealder can cast the spell Entangle as a cantrip.
20	**Eldritch Oak** Deep within the tree resides an eldritch portal that can lead to an unknown dimension. Anything that enters the portal will take 1d10 necrotic damage for every turn spent inside the portal. This portal can be harvested from the tree if cut out.

THE CORRODED AND WEATHER-BEATEN NEWSPAPER VENDING MACHINE

As your fingers graze its rusty frame, the line between the observer and the observed blurs, and one can't help but wonder: are you looting it, or is it imparting onto you, a cryptic inheritance of stories layered in dust and decay?

d10	Breaking News: You Have Tetanus!
1	**The Daily You** An old newspaper, bearing the face of the first person to touch it. The title describes that person in an impossible position: a priest as a killer, a paladin as a mob-boss, a dark lord as a philanthropist. The rest of the newspaper veers close to reality, but not quite, giving the newspaper an uncanny-valley feel.
2	**Brand New Old Journal** A freshly printed newspaper strangely dated over a hundred years ago, detailing events from that time. Reading it allows the reader to uncover one valuable piece of information on a subject they're currently interested in by passing a DC 13 Intelligence check.
3	**Crumbling Newspaper** An ancient newspaper that disintegrates on touch. Before disintegrating, one may catch glimpses of sentences, speaking of present events as if they had already concluded...
4	**Recursive Note** A simple note with a warning sign. The message repeats endlessly, saying, "And then they picked up the paper."
5	**The Yearly Noble Snoop** A magical newspaper centered around an important figure, detailing their public and private actions. It updates annually with new sections, subjects, and personal information.
6	**"Little Wars #1913"** A newspaper focused on the art of painting wooden figurines, featuring techniques and discussions in the "Reader's Mail" sections. Reading it grants a +2 bonus to painting small objects.
7	**Bag of Food** Inserting 1 copper piece into this machine dispenses outdated, crumbling bags of chips. The chips taste slightly bland and soggy.
8	**Blank Newspaper** A newspaper with empty picture sections filled with dark crosses and incomprehensible text in a strange, foreign language. Studying it requires a DC 15 Intelligence check to realize it's a newspaper layout model using nonsensical text.
9	**Paper Planes** This machine sells solid paper planes for 5 copper pieces each, with a range of 40/140 and causing 1d6 piercing damage.
10	**Paper Shield** A shield designed like an open newspaper with a concealed hole for spying, granting advantage on Stealth rolls and granting +2 AC while held.

THE SURVIVALIST'S BUNKER

Ah, the bunker of a survivalist, a collection of meticulously curated essentials and oddities alike, hidden beneath layers of dust and caution. Every canned bean, every coil of rope, speaks volumes of a perfectionist planner, one who envisioned every doomsday scenario, save for the one where you, the rogue wanderer, discover their secret haven.

d10	Guess the Expiry Date
1	**Tin Can** A can filled with worms.
2	**Soda Bottle** A bottle of overly sweet soda that damages teeth when consumed.
3	**Magic Components** A collection of magical components preserved by a survivalist who practiced magic.
4	**Guardian Canon** A clay canon sculpture encircled by broken salt glyphs. Studying it for 1d6 hours allows one to learn a glyph that animates a golem to shoot eldritch blasts at a target until they are eliminated. The golem can be activated twice before shattering.
5	**Sling Ammunitions** Small clay or metal balls used as sling ammunition.
6	**First Aid Kit** A first aid kit with a bottle of pure vodka for disinfection or courage.
7	**Filtering Barrel** A barrel divided into two sections, with rainwater collected in the upper compartment. A clever filter of nets and plants separates the compartments, providing fresh clean water in the lower section.
8	**Hoard of Books** A random assortment of books on various subjects. A DC 17 perception check allows one to find a book relevant to their interests.
9	**Paranoid Hat** An aluminum pointy hat offering resistance against psychic damage.
10	**Short Poem** A short poem about the beauty of the world and their dreams. The poem is written by the survivalist with hundreds of variations in rhyme and phrasing.

THE OFFICE OF THE FORTEAN TIMES

A wave of eerie calm washes over you as you creak open the office door. Papers stamped with "TOP SECRET" beckon, holding the promise of hidden truths. Nearby, ordinary items seem to hum with a strange energy, tugging at forgotten memories. Here, every item you touch weaves a tapestry of mystery and nostalgia, where the boundary between the normal and the paranormal is as thin as a sheet of paper.

d10	Cryptic Clipboards
1	A manila folder that is stamped with a red 'TOP SECRET.' Inside is a location- and era-specific joke (ex. a Rickroll).
2	A manila folder that is stamped with a red 'TOP SECRET.' Inside is a jumbled text in a language that nobody can recognize or decode. Only the DM knows what is within.
3	An explicable artifact. It is explicitly explicable. It is an artifact. For a moment, while viewing this explicable artifact, everything seems to make sense. They feel a brief sense of nostalgia for when they were a child. For a song they forgot but can say every word to. For a smell of a home-cooked meal that they cannot replicate. For a hug they can never get again. For an easier past that is now a blur, a smear on a page, a speck of a star in a sky of distant, complicated memories. The creature will feel a wistful smile rise across their lips. They will cry, a little. They'll ache, a lot. And they'll want to do it all over again, to recapture the past, to feel it violently and gently rush through them all the same. But the explicable artifact will only give that sense of peace and memory once. And perhaps that is for the best.
4	A lute that identifies ley lines. The lute will glow, and the music will become increasingly smoother jazz, when it nears the ley lines.
5	"The World's Best Frisbee." It is a miniature UFO, and the aliens within it are extremely angry at being thrown around and mistaken for a frisbee. If the UFO is thrown as a frisbee, the aliens will be silent for d4 days to recover.
6	A moth-eaten cloak that was once worn by the Mothman. The wearer will become obsessed with lamps and lights. They must be near artificial light sources, and away from darkness. Forever. And ever.
7	A compass that points in the opposite direction of where the person intends to go, no matter their location or placement. It is very helpful when being used on Opposite Day.
8	An issue of The Fortean Times. It is funny, interesting, and will give any reader an inspiration die.
9	A list of cryptids that are around the local area. If a person reads the list aloud, a cryptid will appear nearby—before running off.
10	An inexplicable artifact. It cannot be explained, even in written form here.

TOKEN OF SIMPLER TIMES

An explicable artifact. It is explicitly explicable. It is an artifact. For a moment, while viewing this explicable artifact, everything seems to make sense. They feel a brief sense of nostalgia for when they were a child. For a song they forgot but can say every word to. For a smell of a home-cooked meal that they cannot replicate. For a hug they can never get again. For an easier past that is now a blur, a smear on a page, a speck of a star in a sky of distant, complicated memories. The creature will feel a wistful smile rise across their lips. They will cry, a little. They'll ache, a lot. And they'll want to do it all over again, to recapture the past, to feel it violently and gently rush through them all the same. But the explicable artifact will only give that sense of peace and memory once. And perhaps that is for the best.

THE DJINN'S EMPTY BOTTLE

As your fingers trace the delicate curves of the forsaken bottle once home to a djinn, you sense whispers of untold power, a subtle gust of once-constrained winds stirring with latent possibilities. An array of seemingly innocuous items lays before you, each one infused with a pulsing energy, an echo of the djinn's once-formidable essence.

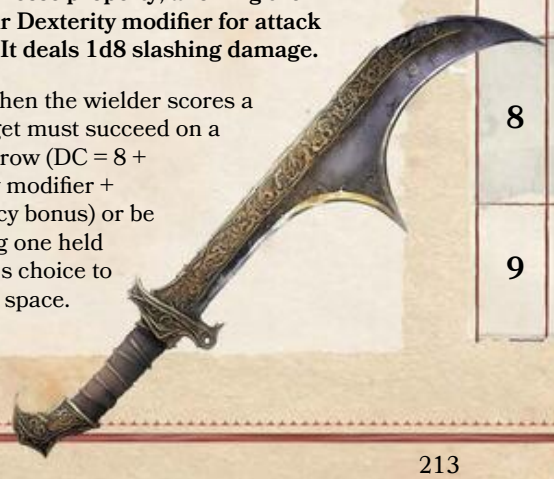
d10	Corked Chaos
1	A +1 curved scimitar that ignites with each swing. Add an additional d6 of fire damage to each hit.
2	A frail, thin scimitar that seems to be made of mirrors. When the scimitar slices across the air, it creates a gash in the plane—and can allow the cutter to shift elemental planes. This can be done once per long rest.

3	A thin, smoky veil. When the veil is placed over a creature's body, they become ethereal, legs fusing to a smoky tail like a djinn. They float, and are somewhat translucent, but cannot pass through objects.
4	A brass, ornate plate that was once the djinn's. It innately can produce food and drink (albeit inconveniently if it produces anything liquid). The effects can be cast once per day.
5	A vest that is designed with a cloud pattern. It is so light that, when a creature wears it, they feel as though they are lighter than air. The vest allows them to cast 'Wind Walk' once per long rest.
6	A very small, corked glass bottle. Inside is a cloud of gas. If the gas is released, it becomes an air elemental who is lonely...and desperately misses their former djinn friend.
7	A corked bottle that contains a miniature tornado. If the bottle is opened, the tornado will grow into a full-sized tornado. Best to keep it inside the bottle...
8	A set of flowy, soft skirts. They are threaded with gold patterns of flowers and ground the wearer. They cannot jump and must always be in contact with the earth in some way while the skirts are worn. They will also gain lightning and thunder immunity.
9	A set of blue dye that, when spread onto a creature's skin, can let them become invisible once per long rest. The dye will take a significant time to fade from the creature's teeth...
10	Whoever rubs the bottle will enter it...and become a djinni. Their stats and class will change. Only after granting three wishes, can they return to their former self.

KHOPESH OF THE DUNE DUELIST

The Khopesh of the Dune Duelist is a martial weapon with the finesse property, allowing the wielder to use their Dexterity modifier for attack and damage rolls. It deals 1d8 slashing damage.

Disarming Crit: When the wielder scores a critical hit, the target must succeed on a Dexterity saving throw (DC = 8 + wielder's Dexterity modifier + wielder's proficiency bonus) or be disarmed, dropping one held weapon of the DM's choice to the ground in their space.



THE CRYSTALLIZED HUSK OF A GIANT INSECT

A colossal insect, its once fearsome form now a magnificent, crystalline husk, poses silent amidst the wasteland. This monolithic relic from a time lost, with veins of sparkling minerals tracing through its exoskeleton, reveals no secrets of its past life — yet now silent in demise, this ancient titan may yet hold fantastic treasures within. An adventurer willing to harvest such finds may be rewarded with items of great power.

d20	Crystalline Curiosities
1	A pointed +1 whip that is shaped like a scorpion's stinger. The tip is perpetually poisoned.
2	A set of long, pearlescent gloves that are shaped like a praying mantis's arms. The wearer has advantage to any hunting and religion (praying) checks.
3	A set of giant butterfly wings. They are paper-thin and frail but can be affixed to a creature's back and let them fly for d20 minutes at a time, regardless of their weight.
4	Hardened onyx centipede boots. When worn, the wearer gains several additional pairs of legs—and can traverse on walls and steep inclines. I guess you could say the wearer is...all legs! Ha!
5	Armor made of a dung beetle's hardened dung. It is surprisingly durable and raises the wearer's AC to 17. However, they will stink.
6	A set of two mechanical limbs that are shaped like an ant's. Those limbs are extremely strong and can lift 10 times of the wearer's weight.
7	A set of several clunky chitin helmets shaped like an ant's head—which even comes with its own set of miniature mandibles. Whoever wears the helmet will be connected to a nearby ant queen's hive mind—and the wearer will become one with the hive, needing to assist with the hive's daily functions. The effects stop only when the helmet is removed.
8	A set of armor made of giant cockroach chitin. The wearer will become nearly invulnerable. When their health falls to below zero, they get an additional two death saving throw opportunities to return to life.
9	Slender, sharp armor designed like a stick bug. The wearer's form will become stick-thin (literally). They will become one-tenth of their usual weight.

10	A bottle of “Eau de Stinkbug.” The perfume is so fowl that it will stun anyone who smells it.
11	An instrument that makes a loud screech like a cicada. It is jarring, and persistent, and will make everyone around them fall into a ‘Rage’ state—enemy and ally.
12	A lovely red hat that has black dots. When worn, the wearer is turned into a terribly dapper older lady. She will also be a bit round, like a ladybug. The effect fades once the hat is removed.
13	A cursed, living fly. The fly will follow whoever finds it. The fly cannot die. The fly will mistake the creature for rotten fruit. The fly is sorry for the annoyance it will cause. The fly can only be passed onto another willing subject.
14	A bottle of blood gathered by mosquitoes. The blood is sweet and nutritious and can restore d100 health if drank. However, the drinker will have a permanent hankering for blood. Especially drinking blood out of a straw.
15	A giant horsefly. It can be tamed and used as a mount, and is similar to a horse—only it can fly. Flight: The Giant Horsefly has a flying speed of 60 feet and can carry up to 500 pounds while flying. It can fly for up to 4 hours before needing to rest for 1 hour on solid ground.
16	A bottle of glowing firefly blood. The liquid will continue to glow brightly for d20 days and can be slathered onto objects or used in lamps.
17	A giant, hollow cocoon. Whoever willingly enters it will be transformed into a butter-fly-hybrid in d20 days.
18	A bottle of ants. The ants will blindly follow any orders from whoever releases them and form a hive mind with them. The releaser becomes their new queen (regardless of their gender).
19	A set of spider armor (standard plate). The wearer will have eight eyes and eight legs while the armor is worn. **Spider Climb:** The extra limbs grant the wearer a climbing speed equal to their walking speed and the ability to move up, down, and across vertical surfaces and upside down along ceilings while leaving their hands free.
20	A vial of venom from a black widow. The venom must be inserted via bite. Whoever is bitten will turn into a red hourglass.

THE HANGMAN’S NOOSE COLLECTION

As you roll the dice to unveil the secrets of the Hangman's Noose Collection, you’re not just exploring a morbid collection; you're embarking on a journey through the gallows' dark humor and twisted history. If you’re lucky, you may just stumble upon the Basic Guide to Knots, a tome more knotty than a sailor's wet dream. Rifle carefully, as every item tells a tale more tangled than the knots it contains.

d20	Knot Your Average Loot
1	An instructional pamphlet titled "Basic Guide to Knots"
2	**Sylvester's Sanguinous Solvent** A bottle of industrial-grade cleaner designed for getting rid of bloodstains. Totally removes any trace of blood after 2 minutes of vigorous scrubbing.
3	A tattered notebook containing hundreds of prisoners' last words
4	An elastic, stretchable rope. Anyone “executed” with this device has the appearance of death as if under the effects of the Disguise Self spell. To discern the nature of this deception, a creature must succeed on a DC 20 Intelligence (Investigation) check.
5	A crude pouch filled with gold and silver buttons, buckles, and cufflinks. Obviously stolen from the deceased and worth 60 gp to the right buyer.
6	An acquittal for a recently executed public figure signed by the duke, apparently delivered too late
7	**The Power Trip** An executioner’s ax with a weighted head and varnished wooden haft. The ax does 1d12 damage on a hit. On a critical hit against a humanoid, the target must roll a CON save equal to the wielder’s STR. If the target passes the save normal critical damage, in event of a failed save they are instantly decapitated.
8	A black hood with ragged holes for eyes. Grants a +2 bonus to intimidation rolls.
9	30 feet of rope woven from human hair.
10	A delicious bagged lunch, presumably packed by the Hangman's wife.
11	A grisly collection of toes on a length of string.
12	A set of broken manacles.

13	A collapsible scaffolding that folds up to the size of a backpack, for the modern hangman on-the-go.
14	A set of thumb screws, caked with dried blood.
15	A bribe (12 gp) and plans detailing the escape of a notorious prisoner later this week.
16	**Boots of Clomping** A sturdy pair of leather boots. While a creature is wearing these boots, their footsteps sound as if they were one size category larger.
17	**Portable Peephole** A small glass bead surrounded by a brass ring. Once per day the bead can be placed on a door to function as a one way peephole until the door is opened.
18	An acrid vat of tar used for preserving severed heads.
19	Several tar-encrusted severed heads.
20	Religious tracts from various faiths designed to placate the condemned.

THE GRAVES OF THE LOCAL NOBILITY

When you set foot in the graveyard of the local nobility, it's not just a walk among tombstones; it's an exclusive tour of high-society's final resting places. Here, the headstones are more polished than a duke's silverware, and the epitaphs boast more grandeur than a royal ball. Each grave tells a story of power, intrigue, and maybe the occasional scandal, buried under layers of marble and mystery. So tread lightly and respectfully, for these graves hold not just the remains of the nobility, but also the secrets of their once-glamorous lives.

d12	Upper Crust Under Dust
1	A small oil painting, simply framed, of one of the Guardian Deities - the patron of merchants and travellers. The figure wears a benevolent smile, and a calming aura emanates from the portrait.
2	Lying next to a decaying corpse is a Carnyx; an elongated brass trumpet used on the battlefield. Its mouthpiece is shaped like a menacing boar. As an action, you may use this instrument to replicate the sound of any wild animal you have encountered before.
3	An ornate, oval shield, cast in gold, bearing the weathered crest of a long forgotten noble family.
4	A spear crafted entirely out of silver, as light as air, with a permanent sharp edge. This weapon grants you an advantage for any attacks made against magical or magically enhanced armors.
5	An elegantly carved helmet, carved from a single piece of ruby. Wearing the helmet grants you a +1 to your Charisma score.
6	Ceremonial Armor, fashioned in a style typical of an era long past. The set is nearly complete, it is only missing a helmet and the right arm gauntlet. Could be sold for an impressive price with the whole set completed.
7 1	A carved wooden figure depicting a small boar. On it, a hooded figure whose face is obscured reaches out a skeletal hand. A successful DC 10 History or Religion check reveals that this figure is a ferryman for the dead, and typically requires a coin in payment for his services.
8	An old coin, darkened by rust and dirt. While carrying this coin, if you fall to 0 hit points and fail three death saves, the coin disappears, and you are brought back up to one third of your maximum hit points, rounded up. After being revived, however, your hair turns permanently white, your skin pales, and dark circles appear permanently beneath your eyes.
9	A set of tablets, carved from pure bone, each with an ancient rune inscribed into each one. A successful DC 14 Religion check reveals that the tablets are used in a ritual that helps restless spirits find peace.
10	1d6 pieces of tube jewelry, made for beards and small braids. They are decorated with small pieces of copper, shaped into miniature skulls and swords.
11	A black lace handkerchief that, when draped over the eyes, grants visions of a loved one who has passed into the ethereal plane.
12	A set of porcelain dolls, each bearing the likeness of a past noble of the house; when arranged in order of their reigns and spoken to, they are said to offer counsel from beyond the grave.

THE STABLE BOY'S POCKETS

In the stable boy's pockets, you'll find a hodgepodge of humble but telling items. There might be a half-eaten apple, a snippet of juicy kitchen gossip scribbled on a crumpled note, a lucky horseshoe, and perhaps a few stray hay strands. Amidst these, you might even spot a hard-earned shiny coin or two. These pockets don't just carry items; they carry stories of the unseen, hardworking hands behind the castle's grandeur.

d20	What the Hay!
1	**Stray Hay** A small clump of hay, likely dropped from the stable boy's pocket. It's still relatively clean. This item is worthless
2	**Tiny Horseshoe** This charm was kept by the stable boy keeps good luck. However, it seems it's simply just a miniature horseshoe of no value
3	**Pocket-sized Brush** A tiny brush used for grooming horses, perfect for cleaning small objects or even a pet.
4	**Dried Apple Slices** This nutritious fruit was the favorite snack of the stable boy. Can be given to a horse for advantage on an animal handling check.
5	**Loose String** Made from woven cotton this small string might come in handy for various small tasks or repairs.
6	**Lucky Rabbit's Foot** A preserved rabbit's foot, was used by stable boy as a talisman of luck. It can be sold for 10 gold but sadly does not increase the good fortune of the holder.
7	**Squeaky Whistle** A small whistle used to signal or communicate with animals. It produces a high-pitched squeak that can be heard by beasts in a 100 ft radius.
8	**Broken Horseshoe Nail** There's no doubt this is worthless...A bent and broken horse-shoe nail, perhaps held as a reminder of a particularly troublesome day in the stables.
9	**Muddy Pebbles** This collection of rocks were picked from a nearby field. The handful of small, muddy pebbles are peculiar in their shape but possess no magical effects. They are simply rocks.
10	**Tarnished Coin** This is a worn and tarnished copper coin. It's not a lot, but a copper saved is a copper earned.
11	**Silver Horse Figurine** A tiny silver figurine in the shape of a horse, a prized possession of the stable boy. It's value is equally as tiny being that of 12 silver.
12	**Floral Handkerchief** A delicate handker-chief embroidered with flowers, likely a gift from someone special. It is incredibly soft to the touch and bears the monogram. K.L
13	**Shiny Brass Key** A polished brass key with an unknown purpose, perhaps a mystery waiting to be solved. Or just the key to the stable doors. It is most likely the latter
14	**Carved Wooden Toy Horse** A small, hand-carved wooden horse figurine, a memen-to of the stable boy's childhood. This toy is intricate in its design, because of its expert craftsmanship it could easily be sold for 5 gold
15	**Crystal Clear (fake) gem** A perfectly round and crystal clear gem, it seems to have been a prized possession of the boy's. It is however obviously a fake. But if someone intended to hide this fact and lie to a merchant perhaps one could sell this gem for 25 gold.
16	**Leather Wristband** A worn leather wristband with a small metal charm, worn by all who have looked after the horses of royalty. It allows access to the stables of the nearest city containing a monarchy.
17	**Whispering Feather** A magical feather that seems to allow the holder to whisper secrets to nearby allies. When the item is held close to the ear it allows the holder to cast the cantrip message.
18	**Enchanted carrots** These carrots imbued with magic, cause all animals that consume them to calm down with ease. Grants advantage to animal handling checks with any creature that has consumed the enchant-ed treats.
19	**A Diamond** It's unknown how a meagre stableboy was able to acquire such a rarity. But one thing is for sure, it's in your hands now. It is worth a grand total of 500 gold
20	**An Enchanted Wooden Horse** A tiny, enchanted wooden horse marked with glowing warm orange runes. This item can summon a loyal wooden steed for a short time 1 hour per short rest. This steed possesses the same stats as a regular horse. If the creatures hit points are reduced to 0 it shall revert back to its small wooden form.

THE TROLL'S BRIDGE UNDERSIDE STASH

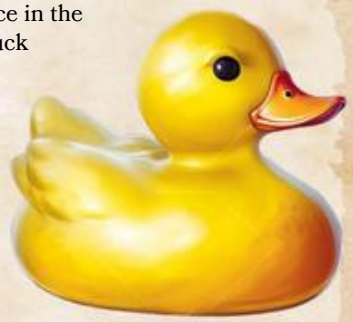
Beneath the troll's bridge lies a stash not of gold, but of curiosities collected from unfortunate travelers. Here, you might find a mismatched collection of trinkets: a dented armor, a traveler's torn map, and odd baubles that shimmer with mystery.

d20	Troll Tax
1	The gruesome remains of 4 partially-eaten goats.
2	A collection of green, mummified limbs previously severed from this troll. Probably worth something to an alchemist.
3	A stinking gob of troll's fat. Functions as a Potion of Healing when smeared on a wound.
4	**The Mediator** A gnarled wooden greatclub, the handle is wrapped with uncured leather. The club deals 1d10 bludgeoning damage on a hit. While wielding this item, creatures may attempt intimidation checks concerning money at advantage.
5	5 child-sized shoes.
6	A small patch of sentient slime mold. The mold can communicate telepathically with creatures within 10 feet, and will ask for directions to the nearest tavern.
7	A beached rowboat named the River Queen. Its peculiarly shaped hull allows it to travel against currents with no penalty to speed.
8	A crude map drawn on untanned skin indicating the location of a nearby troll village.
9	A hearty but terrified mule, presumably stolen for food. It will run away unless reassured by a DC 12 animal handling check.
10	A pile of smooth skipping stones. If skipped on flat water, they'll continue their course indefinitely until they meet an obstacle or run out of water.
11	A +1 shortsword. A skeletal hand still grasps the hilt.
12	A pile of skulls both animal and humanoid, arranged in a neat pile.
13	A goblin child, quietly hiding under a heap of garbage.
14	Several lengths of braided beard hair decorated with golden rings. If seprated from the hair the rings will fetch around 20 gp.
15	An empty barrel of ale with the top ripped off.
16	A pile of a dozen stained bedrolls, they smell horrendous.
17	A hoard of half-eaten food, mostly rotten. Amidst the debris is a wheel of exceedingly rare hard cheese worth around 15 gp.
18	A set of dwarven plate armor, crushed and dented to the point of being unwearable.
19	Eight caged hens. Four of them are still alive.
20	The mangled body of a notorious bandit captain with an unclaimed bounty still on their head.

A FOWL APPARITION

This rubber duck is far from ordinary; with a squeeze, it can invoke the power of the Quacken, a legendary force of old, now sealed within this unassuming toy.

Release the Quacken: Once per long rest, the user can speak the command words and squeeze the duck to unleash the Quacken. With a great "QUACK!" a spectral force in the shape of an enormous duck bursts forth. All enemies within a 30-foot radius must make a DC 15 Wisdom saving throw or be stunned by the absurdity for 1 round, unable to comprehend the mystical fowl apparition before them.



THE MUMMY LORD'S CANOPIC JARS

In the shadowy crypt of the mummy lord, the canopic jars hold more than just ancient organs. These sacred vessels are a macabre collection, each one intricately designed and sealed with spells.

d20	Mummy's Mystery Jars
1	A hairless, mummified zombie cat. It seems friendly.
2	A silk sash adorned with a dangling golden charm of a scarab. Once per day, a creature wearing the sash may turn into a swarm of scarabs as if using the Polymorph spell. The charge resets at dawn.

3	A thin reed hook with a handle about 6 inches in length. The hook may be used to remove the brain of a dead humanoid through its nose. Once removed, the body will rise again as an undead servant using the zombie stat block, loyal to the creature who removed its brain. The hook crumbles into dust after one use.
4	A disgusting pile of dusty bandages.
5	An ornate headdress, worth well over 100 gp to the right collector.
6	A sandstone jar carved in the shape of a fox. Inside there's a set of preserved lungs floating in embalming fluid.

Nethervane

This macabre corkscrew, found among the relics of a mummy lord's tomb, is thought to have been used in arcane rites that transcend life and death.

As an action, you can make a melee spell attack against an undead creature within your reach with the corkscrew. If the attack hits, the target must succeed on a DC 15 Constitution saving throw or become stunned until the end of your next turn. Upon a failed save, you absorb necrotic energy from the creature, granting you one Necrotic Charge, which you can use to cast a necromancy spell of 3rd level or lower that you have prepared or in your spell list. This spellcasting does not expend a spell slot. The Necrotic Charge must be used within 1 hour.

7	**Bandages of Binding** Once wrapped around an object or creature, render it immobile.
8	A gilded longboat rumored to be capable of crossing the River Styx.
9	A sack full of rare spices and aromatics. Worth around 40 gp.
10	A ceramic ear trumpet adorned with hieroglyphics. This item contains 4 charges and regains 1d4 charges at dawn. A creature holding the trumpet to their ear may ask a corpse up to five questions as if using the Speak with Dead spell.
11	A simple wooden oar, seemingly part of a set.
12	A glass container sealed with wax. It's filled with honey.
13	An account detailing a long-forgotten slave revolt.
14	A greasy, foul-smelling unguent wrapped in leather. Repels predatory wildlife at a range of 50 yards.
15	An empty ceramic jar, filled with fluid. With a successful DC 20 medicine check a creature may attempt to remove their still-beating heart from their body and store it in the jar for safekeeping. On a success, the creature permanently subtracts 2d6 from their HP total. A failed check results in immediate death.
16	A barrel of very flammable embalming fluid.
17	A jade sphinx capable of answering any riddle. Upon solving a riddle it evaporates into ghostly green flame.
18	A braided leather whip.
19	A small board game set carved from ivory. The rules are long lost to time.
20	A large sack filled with high-quality flour.

The Mountain Dwarf Miner

In the deep pockets of a mountain dwarf miner, you'll find the hard-earned spoils of a life spent chiseling away at the earth's heart. Amongst the dust and stone, there might be raw gems twinkling with untold potential, a crumpled map of long-forgotten tunnels, and a trusty, worn-out pickaxe handle, smoothed by years of labor.

d20	Really Ore-some Finds
1	A long-toothed, mother of pearl beard comb. Worth 15 gp.
2	A work-order for a tremendously high quota for rare minerals, it seems impossible to fill.
3	A crumpled pamphlet calling for unionization of the independent miners' guild.
4	A note with cryptic directions to a remote subterranean chamber.
5	A bright orange safety helmet made from thin metal sheets, easily visible from a distance of 120 feet in non-magical darkness. Grants the wearer 5 temporary hit points before breaking.
6	A shaker filled with medicated body powder. It smells like menthol. Grants advantage on saving throws against disease before the creature is infected.

7	A long whistle with “TROGLODYTE!” painted on the side. It emits a distinctive screech that echoes underground.
8	A flask of liquid sunshine, a dwarven dessert liquor that seems to radiate warmth. This flask contains 4 portions. A creature who drinks this liquor gains a +2 temporary bonus to Wisdom saves for the next two hours.
9	A pocket full of semi-precious gems. Worth around 80 gp.
10	A reeking pouch of potent dwarven tobacco. Unless you’re of dwarven heritage, smoking it makes you feel ill.
11	An heirloom pickaxe emblazoned with the crest of a minor dwarven clan. They would probably really appreciate getting it back.
12	A mechanical canary that chirps in the presence of explosive gas.
13	A membership card to the most exclusive bar in a nearby dwarven city.
14	A divining rod that, when held, vibrates if rare ores and minerals are within 10 feet.
15	An egg-shaped stone carved in the likeness of a sleeping dwarf. A good-luck charm for miners.
16	A bundle of enchanted alchemical explosives, handle with care. The bundle has a 20 second fuse and causes 3d10 points of force damage in a radius of 15 feet upon detonation.
17	The rotting head of a notorious brigand.
18	A shiny gold tooth. If inserted into a mouth, the user may bite an item to determine its approximate value.
19	A packet of dried miner’s rations. When water is added, the contents expands into a simple-yet-nutritious hot lunch.
20	A simple ring carved from stone. Once per day, it allows the wearer to cast the spell Stone Shape. The charge resets at dawn.

Sparkhammer

Deals 1d8 bludgeoning damage as a single handed hammer. **Sparkburst:** On a hit against a creature of the undead or fiendish origin, the hammer erupts in a shower of colorful sparks, dealing an additional 1d6 fire damage to the target

The Underworld Demon Dealer

In the pockets of the underworld demon dealer lies a bizarre bazaar of the damned. This collection features contracts that shrink as you try to read the fine print and cursed bobbleheads crudely resembling the player characters, nodding disapprovingly at their life choices. It's less a 'terrifying underworld' and more a 'devil's garage sale,' marked by a twisted sense of humor.

d12	Hell's Pawn Shop
1	A well-known party drug, cut with something nasty. A creature who ingests this substance must pass a DC 18 Constitution saving throw or gain a level of exhaustion.
2	An iron pendant depicting a screaming eyeless face. Grants the wearer resistance to radiant damage.
3	A concealable repeating crossbow, recently banned. This weapon is easy to hide on one’s person for the purposes of casual inspection. It can fire a maximum of 4 times before being reloaded, and deals 1d6 damage per hit.
4	A metal tube containing a well-known painting recently stolen from a museum.
5	A set of contraband spellbooks, obviously fake upon close inspection.
6	A golden ticket that functions as a Scroll of Plane Shift with a predetermined destination. It’s a one-way ticket to hell and transports the users to a random location in Avernus.
7	A ledger containing a list of souls for sale, any character who looks through the list sees their name scrawled near the end.
8	A packet of orange and black striped seeds. Instructions suggest watering them with a cup of blood every 4-5 days.
9	The location of a trapped maw demon. Advertised as a budget model.
10	A pawned signet ring from a local nobel family, worth around 100 gp.
11	A stack of template contracts that begin to shrink as you try to read the fine print.
12	A set of cursed bobbleheads crudely resembling the player characters, nodding disapprovingly at all their life choices.

THE GARDEN OF NOWHERE

In the Garden of Nowhere, each roll of the dice uncovers enchantments as curious as the garden itself. From flowers with identity crises to chatty, wanderlust-filled trees, and mischievous plants that play a little too rough. Beware of fruits that hold more than just seeds of flavor, and keep an eye out for tiny guardians whirring through the air. This garden isn't just a collection of flora; it's a fantastical eco-puzzle where every piece holds a whimsical secret.

d10	This Ain't Your Grandma's Garden
1	**Flower of Theseus** By all appearances, a simple daisy. Each time this flower dies, however, it grows back into a different species of flower.
2	**Voracious plant** A small but voracious carnivorous plant, rust red in hue, and covered in white dots. When any living creatures approach the plant, they must make a DC 12 Saving Throw. On a failure, they take 1d6 piercing damage from the plant, but dodge out of the way on a success.
3	A tall, resplendent oak stands in the center of a clearing. It has the ability to speak, and wishes to see the world, and be taken to its no-good rebellious sprout of a nephew. If the oak is cut down and chopped up, its intelligence will reside in the largest remaining piece of wood, from which it can see, hear, and talk.
4	A basket with 2d6 cursed apples. The apples appear mundane, but any creature who eats one of these apples is cursed, and over the next 14 days, they undergo the painful process of turning into a tree. The process can be reversed with a Remove Curse spell.
5	**Look-out bug** A small round insect with a single eye, whose wings are in a constant blur of motion. On a successful DC 12 Animal Handling check, the bug becomes loyal to a single creature, and can communicate with it by flying around in shapes in the air which require a successful DC 10 Survival check to interpret.
6	**Field of statues** A ring of granite statues, each representing a human being running as fast as they can. Each statue's surface is crude to the touch, but otherwise eerily detailed. At the center of the ring, next to a childlike statue, sits an old teddy bear.
7	**Wood's cloak** A cloak made of leaves hangs from a low branch. It requires attunement, and gives its wearer Advantage on all Stealth rolls.
8	**Alluring dust** A sparkling dust that hovers on the breeze, and can be collected into a pouch. During the night time, throwing this powder into the air while making a wish creates a glittering pathway of light, which leads to the nearest portal to the Fey realm, and from there, to a fair who is willing to make the wish come true. This wish, however, comes at a price as determined by the fair.
9	**Spidersilk net** A spider-silk net, woven from the webs of thousands of spiders. It can be thrown on up to 3 medium sized creatures, who must succeed at a DC 14 Dexterity save or be Restrained by the net. The net can be torn apart by a successful DC 20 Strength check.
10	**The Forest's gift** A leaf-shaped fibula, which requires attunement. Once attuned to this object, you can the ability to read and comprehend Elvish and Sylvan. A successful DC 14 Nature check reveals this to be a gift from the forest itself. Elves or forest-bound fae creatures automatically succeed on this check.

THE SELLSWORD'S BLOOD MONEY POUCH

In the world of hired blades, the sellsword's blood money pouch is a trove of ill-gotten gains and gritty tales. It's not just filled with coins; it's packed with stories of clashing steel and whispered contracts. Each piece of gold has a history, stained with the sweat and blood of battles fought in shadows. Rummaging through this pouch isn't just counting your earnings; it's tracing the path of a mercenary's life, one coin, one contract at a time.

d10	Blood, Sweat and Steel
1	A mechanical wasp. The wasp can be directed to deliver a painful sting for a single point of nonlethal damage. After delivering the sting, the wasp is rendered utterly useless. Great for causing distractions.
2	An outrageous outfit complete with feathered hat, carefully packed away for nights on the town.
3	A receipt for an ongoing, unbelievably large tab racked up at a local tavern.

4	Four packets of fake blood. Grants advantage on deception rolls for the purposes of faking death.
5	A battered metal shield with a sharpened edge. When an enemy rolls a natural 1 against the wielder, they can use their reaction to attack with the sharp edge of the shield as if using a dagger. On a hit, the shield deals 1d4 points of slashing damage.
6	A powdered quick-clotting agent. When used, it instantly restores 1d6+2 hp, but leaves a nasty scar.
7	A whittled owlbear, half finished.
8	A tin of magical boot polish. When a command word is spoken within 20 feet of any boots with polish recently applied, the laces tie themselves together.
9	A simple but well-made longsword. It allows the user to determine who has the best loot in a group of enemies.
10	**Quill of Forgery** Documents forged by this quill are indistinguishable from the genuine article until the ink dries, whereupon the writing is easily identified as a forgery.

THE QUIET TRAVLLER'S POCKETS

A colossal insect, its once fearsome form now a magnificent, crystalline husk, poses silent amidst the wasteland. This monolithic relic from a time lost, with veins of sparkling minerals tracing through its exoskeleton, reveals no secrets of its past life — yet now silent in demise, this ancient titan may yet hold fantastic treasures within. An adventurer willing to harvest such finds may be rewarded with items of great power.

d10	It's Always the Quiet Ones...
1	A fragile old scroll which, when unfurled, tells in Gnomish the story of the brave Mouse-people, and how they locked the mad sky-serpent in a long-forgotten mountain, using only their wits, and good planning.
2	**Remarkable rope** A rope, 30 feet in length, functional in every way, with one added feature: it is completely invisible.
3	A small liquor bottle, containing a single shot of alcohol. A rat's tooth floats within the bottle. Drinking the potion increases your movement speed by 10 feet for an hour - however, each time you use your full movement, you must succeed at a DC 12 Dexterity saving throw or stumble and fall prone.
4	A well-crafted ring, with its price tag of 150 Platinum still attached to it. Wearing the ring grants you a +3 bonus to Persuasion checks, but the shopkeep from whom this ring was stolen might reward anyone who returns it.
5	**Mister Spider** A small book for children, entitled 'Mister Spider.' It tells the story of a spider who is knocking eight times at a the door to a house. The drawings are initially bright and cheerful, but colors fade the deeper into the book you go, the illustrations more ghastly. On the last page, the spider is missing, and the text simply says, "Nobody is knocking at the door anymore. Will you open it now?"
6	A leather-bound journal detailing a rare creature in nearby caves. It provides insights on tracking methods and vulnerabilities. Readers gain advantage on Survival checks for tracking and attack rolls targeting its weak points.
7	A compact cloth bag harboring six separate pocket dimensions. Assign up to six individuals; each gains exclusive access to their own 5-square-foot pocket dimension, imperceptible and inaccessible to others. Unassigned individuals find only an empty bag.
8	A page ripped from a fencing manual. It teaches a unique counter-attack move. Anyone who spends a total of 24 hours in focused study of this page learns the counter-attack move: once per day, when someone misses an attack on them, they may use their reaction to gain a free attack on them.
9	**Unseen chain** A silver medallion, shaped into the figure of a face hiding its eyes with its hands. It is a well known artifact employed by thieves, that grants an advantage on all Stealth rolls. However, owning such an artifact is considered highly illegal.
10	A palm-sized device made of several copper cylinders, each with a unique letter carved into it in Common. It is clearly a deciphering device, but what code it is meant to decipher is a lot less clear.

I LOOT THE DM'S NOTEPAD

Looting the DM's notepad is the ultimate fourth wall break. It's like peeking behind the wizard's curtain and seeing how the sausage is made, revealing the messy, magical process behind every plot twist.

d20	You Really Shouldn't be Here...
1	A crumpled piece of paper that, when unfolded, reveals the words "Roll for initiative."
2	A small wooden box with the word "Fate" engraved on the lid. Inside the box is a single, blank card. When a creature writes their name on the card, they can change one event in the past. However, doing so causes the creature's name to disappear from the card and be forgotten by everyone, including themselves.
3	A sheet of paper that says "CAN NOT READ" in large, red letters. Reading the paper causes the reader to completely loose the ability to read for 24 hours.
4	A quirky little doodle of a gelatinous cube wearing sunglasses and a fedora.
5	A tiny, pocket-sized dungeon filled with miniature monsters and treasure. Entering the dungeon allows the player to fight the monsters and claim the treasure, but time moves differently inside the dungeon, and the players may emerge to find that 3d10 years have passed in the 'real' world.
6	A sticky note that simply says, "Don't forget the milk!" Upon reading the note, a glass of milk appears in your hand. It's very refreshing and grants you 1d4 temporary hit points. Once used, the sticky note disintegrates into ashes.
7	A half-finished sketch of a sword with the words "Sword of Plot Advancement" written beneath it. When you use this sword, you shape a single outcome in that moment related to progressing the game's narrative. However, the sword deals no damage in combat and begins to fade from time once used.
8	An awkward love letter from the DM to their favorite NPC.
9	A recipe for "DM's Special Chili." Making and consuming the chili grants you immunity to fire damage for 24 hours, but also gives you disadvantage on Stealth checks due to loud, gastrointestinal rumblings.
10	A list of rejected campaign ideas, including "The Great Goblin Bake Off" and "Dwarves vs. Stairs: The True Eternal Struggle." Reading the list inspires you, granting advantage on Intelligence checks for the next hour.
11	A translucent wand of a clear hard resin, the wand of inspiration. This item has 3 charges, regaining 1 charges daily at dawn. Expend a charge as an action to grant a creature you can see within 60 ft. inspiration.
12	A pad of hastily scrawled game notes for a game of dungeons and dragons. Expend this item to cast the locate creature spell.
13	A pad of partially assembled notes and treasure tables for a game of D&D. Expend this item to cast the locate object spell.
14	An amateurish drawing of a wolf person in skimpy lingerie-esque armor, holding a gigantic sword.
15	**The potion of masterful knowingness.** Drinking this potion causes powerful visions of ultimate truth. You may ask the DM up to 3 yes/no questions about the game. After the answer is given, make a CON save DC 10. On a failure, roll 1d20. On a 1, your CON and WIS scores each permanently decrease by 2, or you may choose to suffer a different effect of the DM's choice. For each question you ask, the CON save DC for the next question increases by 7.
16	Michael's Banana of Moderate Value- A golden banana, worth ten gold pieces.
17	A list of facts about the player characters that even they did not know.
18	A piece of delicious fudge. A creature who eats the fudge may re-roll a dice roll of their choice before their next long rest.
19	A scroll of god-bribing. The next person to give the DM snacks gets advantage on ability checks and saving throws for one hour.
20	An ink-eating pen that devours writing from up to 500 pages, rendering them blank.

THE RING OF DOMINATION

Legend has it that this ring was created by a powerful dungeon master who had grown tired of dealing with unruly players. Spending years in his quest to create the ultimate tool for controlling the players' every move.

The ring's true danger lies not in its ability to bend the will of others, but in its ability to corrupt the mind of the user. Once donned, it becomes difficult to resist the urge to abuse its power, to force players to act in a way that suits the dungeon master's twisted whims.

Lootsmith's Legacy Apprentice

ITEMS INSPIRED BY OUR COMMUNITY

To our esteemed apprentices, who generously shared their names and words of inspiration, thank you for joining this unparalleled creative collaboration. Your contributions have now become an indelible part of gaming lore, forever enshrined in the annals of loot history. Your passion and shared vision have been the driving force behind this endeavor.

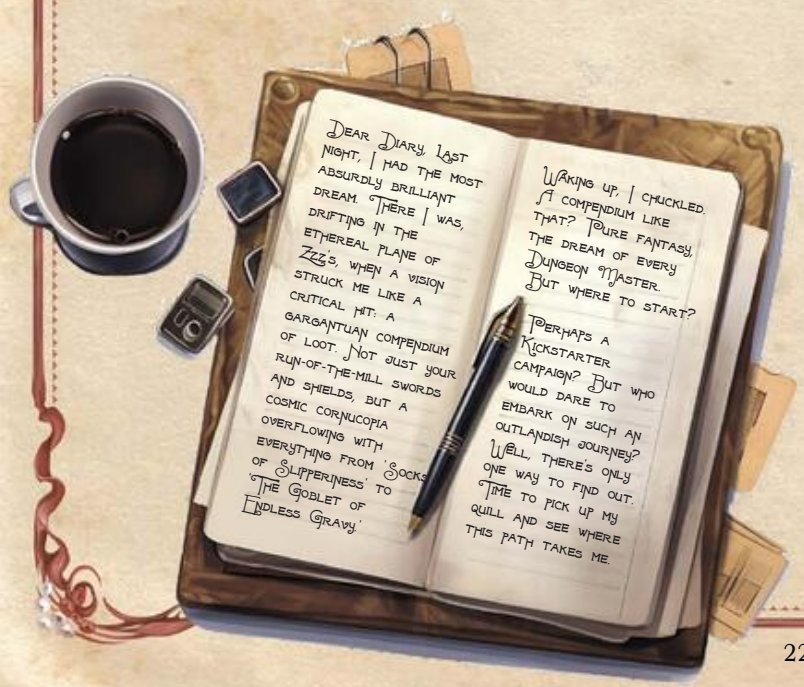
USING THIS TABLE

Finding your item: The items on this table are organized **alphabetically** based on the names submitted along with the words of inspiration, making it simple and intuitive to navigate.

Multiple entries: For backers who've submitted under multiple names, such as those of their players, each name will be treated as a separate entry and will have been placed in alphabetical order.

A little note on balance: While the items have been crafted on the creative collaboration from your names and words of inspiration, care and attention must be made to the appropriate level suitable for your campaign. It is suggested that the following items are considered rare and at the very least require attunement to ensure balance with the intended recipient.

And now, without further ado, we present to you the pièce de résistance, the crowning jewel for everyone to see, roll, and relish...



d46	A
1	**Aaron - Wondrous Wrench** Aaron's Wondrous Wrench: A magical wrench granting +1 to strength checks when repairing or transforming objects. Occasionally, it tightens things a little too well, making lids, doors, or containers temporarily stuck.
2	**Aaron Mizell - Guardian Kingdom** Aaron Mizell's Loyal Mantle: This flowing mantle is embroidered with the history of heroic deeds and unwavering loyalty. While wearing the mantle, you gain advantage on Charisma (Intimidation) checks made to demoralize enemies. Additionally, you can use a reaction to activate the mantle's magic, causing it to billow dramatically and grant you resistance to damage from the next attack that hits you.
3	**Abdullah "Sir. Cuddly Marshmallow" Ismail Abul-Qasim - Guiding Compass** Sir Cuddly Marshmallow's Guiding Compass of Destiny: This compass always points to your most fulfilling path in life. Following its direction grants inspiration once per day and advantage on checks related to pursuing your true purpose. If lost, it eventually finds its way back to you in 1d12 days.
4	**Acosta bremen - Cumbersome fun** Bremen's Bumbling Boots: These cumbersome boots are oversized and adorned with childish scribbles. While wearing the boots, your movement speed is reduced by 10ft and you have disadvantage on Dex saving throws. However, you can use an action to stomp the ground, causing a burst of colorful sparks and smoke that obscures vision. Enemies within 10 feet are considered heavily obscured until the end of your next turn.
5	**Adam - Esoteric Mirror** Adam's Esoteric Mirror: Within this arcane mirror lies a labyrinth of refracted realities. The user can look into the mirror and see multiple, alternate versions of themselves. Upon touching the mirror, their form switches to the alternative forever!
6	**Adhareth - alchemy, luck** Adhareth's Lucky Alchemical Elixir: Distilled by the ingenious Adhareth, this elixir harnesses the essence of luck itself. When consumed, the elixir grants the user a surge of fortune. Once per long rest, the user can roll a d20 and replace any attack roll, saving throw, or ability check with the result. The elixir's potency is a reminder that luck favors the prepared.

7	**Admiral Jebus - Hold Fast** Admiral Jebus's Hold Fast Line: Admiral Jebus dabbles in magic item creation and crafts this convenient line. If the end of the rope is tapped twice against a fixture and the command words "hold fast" are spoken, the line secures itself and cannot be untied unless the line is touched and the command word "loose" is spoken.
8	**Adrahoth - clockwork gryphon** Adrahoth's Clockwork Gryphon: This finely crafted 1:25th scale clockwork gryphon is not merely decorative. If wound up before sundown, it springs to life, standing guard over its owner during their slumber. Should any undesignated creature come within 50 feet of the owner, the gryphon lets out a piercing shriek and lunges at the intruder.
9	**Agamemnon - paroxysm of ataxia** Agamemnon's Paroxysm of Ataxia Wand: This wand unleashes chaotic magic. It allows the caster to cast Wild Magic Surge once per day, causing unpredictable magical effects and enhancing the unpredictability of the battlefield. (Consult Wild Magic Surge table within the Sorcerer class)
10	**Ahasome - ADHD Amphora** Amphora of Ahasome: This tall, two handled jar fills itself with hot, black juice at dawn each day. Creatures starting their day with a cup of this juice may reroll one failed saving throw and once per day they may act as though they're under the effect of a haste spell for one round. Additional doses do not increase benefits.
11	**Ahasome - Ampule of Absent Mindedness** Ampule of Absent Mindedness: This alchemical substance is used as a sleeping aid but spellcaster's also use this drug to help them prepare spells. This substance allows casters to change their list of prepared spells during a short rest if they wish to due to its amnesic side-effects. Creatures taking this drug have disadvantage on Intelligence saving throws for 1d4 hours.
12	**Ainsworth - Transforming. Summon** Ainsworth's Shifting Staff: This staff is crafted from a rare and malleable material. While wielding Ainsworth's Shifting Staff, you can use a bonus action to transform the staff into a different weapon or tool. The transformation lasts for 1 minute and can create any simple or martial weapon, or a tool suitable for the situation.
13	**Aki - Onna-Bugeisha Katana** Aki's Onna-Bugeisha Katana: A red steel katana once wielded by Aki, a demon who once fought with the Onna-Bugeisha. This katana can only be lifted by a woman, allowing her to deal 2d4 + constitution modifier slashing damage. Once per long rest, the essence of Aki can be drawn from the katana, wreathing the wielder in red smoke and allowing them to attack 1d8 times in a turn and allowing 40ft movement between strikes.
14	**Alan-Michael - Bright Tableaux** Alan-Michael's Transportive Tableaux: A miniature locket containing a painting that transports the viewer to a vibrant scene. While granting inspiration, the colors may persist in the viewer's eyes, causing disadvantage on any checks involving sight for 1 hour after use. Usable once per long rest.
15	**Alana - Blob, Whale** Alana's BlubberGlug: This flask is filled with a single dose of a thick, gelatinous substance. Upon consumption, it grants the strength and endurance of a whale. For 24 hours, the user has advantage on Strength checks, can hold their breath for an hour, and gains resistance to cold damage.
16	**Alex - Crimson, Sandstorm** Alex's Red Lantern of Maelstrom: This red oil lantern erupts with a vicious sandstorm when the command word is spoken. All creatures within a 20-foot radius of the lantern must make a DC 15 Dexterity saving throw. A creature takes 17 (5d6) slashing damage on a failed save, or half as much damage on a successful one.
17	**Alex Allwine - Wine/Vinegar** Allwine's Vineyard Elixir: This small bottle is filled with a liquid that can transform into fine wine or potent vinegar, depending on your needs. As an action, you can consume the elixir to regain hit points equal to 2d4 + 2, or you can throw it to create an area of difficult terrain with a strong aroma that causes creatures within it to have disadvantage on Perception checks for 1 minute.
18	**Alex_Codex - Roll Initiative** Alex_Codex's Initiative Caller's Bell: This ornate bell resonates with an otherworldly chime. While ringing the bell, you can use an action to call forth a surge of adrenaline in your allies. Creatures within 30 feet of the bell gain advantage on initiative rolls for the next minute. The bell can be used in this way once per long rest.

19	**Alfa - Forest / Nomad** Alfa's Nomadic Arboreal Cloak: Woven from natural fibers, this cloak resonates with the heart of the wilderness. When worn, it grants the bearer the ability to cast Pass without Trace, embracing the freedom of the forest and the wandering spirit of the nomad, and advantage on survival checks.
20	**Alice's - Wings of Infatuation** Alice's Wings of Infatuation: These feathery wings grant you a flying speed equal to your walking speed for up to 10 minutes per day. You can break up the duration into multiple flights. Any humanoid that sees you flying must make a DC 14 Wisdom save or be charmed by you for 1 minute.
21	**Alirion** Alirion's Anti-Intoxicant Brooch This silver brooch sobers you instantly from any intoxication and grants you advantage on saves against poison while worn. The center gem is a bright peridot.
22	**Allen Soles** Soles' Shield of Shock: When you block an attack with this shield, you can use your reaction to force the attacker to make a Constitution save or be stunned until your next turn.
23	**Allie - nature, art** Chisel of the Wild: A ruby chisel gifted by Pan, the god of the wild. It enhances one's sculpting abilities, allowing them to sculpt any animal from nearly any material. The sculpture then comes to life, acting as an animal that will work and fight for the wielder of the chisel. Pan decreed that this chisel would only have three uses, so wield it wisely.
24	**Amber - Whimsy Cottagecore** Amber's Enchanted Hearthstone Amulet: Crafted by the mystical Amber, this amulet holds the essence of a cozy hearth. Once per long rest, the amulet can be activated to conjure a warm hearth that radiates comfort. This hearth grants the user and their allies within a 15-foot radius temporary hit points equal to 1d8 + their Charisma modifier. The hearth's magical warmth lasts for 1 hour before fading away, leaving a lingering sense of coziness.
25	**Amelia - Sonic Frozen** Amelia's Frostsong Scepter: Forged by the legendary enchantress Amelia, this crystalline scepter resonates with both the chilling power of frost and the harmonious essence of sound. Once per long rest, the wielder gains two spells. The first is Rime's Binding Ice, and the second is Shatter. Any enemies caught in ice take an additional 1d8 damage from this casting of Shatter.
26	**Amon - Lich, Dragon** Lichdragon Amulet: An amulet carved from dragon bone. It grants advantage on saving throws against necrotic damage and gives the target disadvantage on saving throws against any necrotic spell the wearer casts. It also allows the wearer to speak & understand Draconic.
27	**Andrew (DM, go nuts) - Ingenious Worldcrafter** Andrew's Terrain Tweezers: With these seemingly mundane tweezers, one can pluck and rearrange geographical features on any map. Once per week, the bearer can manipulate up to a 1-mile square area on any map. By dawn, the actual land subtly conforms to the map's design, though areas protected by ancient magic might resist. Overuse or repeated alterations risk angering territorial deities or nature spirits, and may have unforeseen consequences.
28	**Andrew Hamilton** Hamilton's Harrowing Helm: This helm gives you advantage on Intimidation checks, striking fear into your enemies. It is shaped like a horned demonic visage.
29	**Andy Sphar** Sphar's Spear of Warning: This collapsible spear vibrates softly when danger is near, granting you advantage on initiative rolls. It feels oddly heavy, as if always poised to strike.
30	**Angel Mandugaro** Mandugaro's Marvelous Marbles: These 20 marbles orbit your head loosely. As a bonus action, you may send them to pelt a target within 30 feet, dealing 1d4 magical bludgeoning damage per marble.
31	**Angel Sianez - Thundering Will** Angel Sianez's Thundering Will Hammer: A Warhammer adorned with Nordic symbols that channels the will of the thunder gods. This weapon deals 1d4 extra thunder damage on a hit and can cast Lightning bolt using the wielder's highest spell slot once per day. It has the damage properties of a Warhammer.
32	**Anguar Two-Shields - Cooking Utensil** Anguar's Shielding Saucer and Spoon: Forged in his youth by the inventive Anguar Two-Shields, this enchanted pot lid and spoon set has been repurposed for both defense and offense. The lid functions as a sturdy shield, providing a +1 bonus to AC when wielded. The spoon, when swung as a club, gains a magical edge, dealing an extra 1d4 force damage on a successful hit. Once per short rest, the user can strike the spoon against the lid to produce a resonating shockwave, forcing enemies within 10 feet to make a Strength saving throw or be knocked prone.

33	**Annie/@annieoos - Elemental Magic** Corset of Elemental Magic: At dawn each morning the attuned user chooses Acid, Cold, Fire, Force, or Lightning. The user gains resistance to damage of the chosen type.
34	**Anthony Denham** Denham's Durable Shield: When you take damage from a critical hit, you can use your reaction to reduce the damage by half. This sturdy shield has seen many battles.
35	**Apostle Forsyth - thirty silvercoins** The Miracle of Apostle Forsythe: The thirty silver coins of Apostle Forsythe have been scattered across the land by tomb raiders and charlatans. If all thirty silver coins are gathered and stored in a pouch overnight, the first person to remove a coin from the pouch gains a wish. After the wish is granted, the bag and the coins disintegrate.
36	**Arborial_Dragon - Rejuvenating Flame** Arborial Flamekeeper: A glowing leaf-shaped gemstone. While attuned to it, once per day, you can cast Create Bonfire at will, creating a magical bonfire that provides an additional temporary hit die for up to 6 creatures.
37	**Argos - Rocket, hammer** Argo's Rocket Hammer: This powerful warhammer is favored among paladins. Up to three times daily, when the attuned paladin uses this hammer to deliver a smite, a wave of divine energy bursts forth. All adjacent creatures the paladin designates are also affected by the smite. Additionally, the paladin regains 5 HP for each creature damaged by the smite.
38	**Arthur - Time, Control** Arthur's Temporal Medallion: This intricately designed medallion features a rotating hourglass motif. While attuned to Arthur's Temporal Medallion, you gain the ability to manipulate time to a limited extent. Once per long rest, you can use an action to cast the "Time Stop" spell, allowing you to briefly control the flow of time around you.
39	**Artz_Annie - Doll seamstress** The Seamstress Needle: A tiny needle that mends wounds and repairs fabrics. When used, it grants the Mending cantrip and once per day, the user can cast the spell Animate Objects. The Seamstress Needle's Animate Objects is limited to objects made of fabric. Refer to Animated Object Statistics Table.
40	**Arx - string instrument** Arx's Strings of Soothing: A magical guitar made from beautiful burgundy wood. A charge can be expended to heal one creature for 3 of their hit die. The guitar has 1d4+2 charges per day.
41	**Asimer - Mimics blackcloak** Asimer's Black Mantle: A cloak sewn from the very shadows themselves. When worn, it can transform into any garment of your choice, retaining its dark hue. While transformed, you have advantage on Deception checks related to your appearance. In addition, when worn in dim light or darkness, you become invisible.
42	**Asimer - Wizards iris ring** Asimer's Arcane Iris Ring: This elegant ring features a rotating iris design. While wearing the ring, you can use a reaction to absorb and store a single spell targeting you. You can release the stored spell's energy as an action, directing it at a target of your choice within 60 feet.
43	**ASullyVoice - Heavenly Halberd** Habrok's Heavenly Halberd: This halberd, blessed by the celestial hawk Habrok, deals 1d10 slashing and an extra 1d6 radiant damage. Once per day, the wielder can channel Habrok's blessings to cast Fly.
44	**Avora - Sentient, Spatha** Avora's Sentient Spatha: This sentient sword can communicate with its wielder telepathically, allowing for a bond that grants advantage on Initiative rolls and lets the user draw the weapon as a bonus action. The sword primarily concerns itself only with chat about combat. Damage: 1d8 slashing, versatile (1d10).
45	**Azazel - Masquerade mask, second personality** Azazel's Duality: This intricate masquerade mask is split in design, half plain and half ornate. Once donned, the wearer can channel an alternate persona. This action fully transforms the wearer into an alternate character (DMs choice) of the same level or lower. This alternate persona comes with its own character sheet, memories, and skills etc. The switch can be made once per long rest. However, if the wearer remains in this alternate form for longer than 1d4 days, they risk becoming trapped in this new identity. The mask darkens, signifying the permanent shift. To revert back to their original form, a remove curse spell must be cast on the wearer. If not, they are forever bound to this new persona.
46	**Azrael the complete hasty - cauterize, "weapon"** Azrael's Hot-Pipe: A pair of flintlock pistols, although of sound construction, have a quirk. The barrels tend to overheat. Savvy pistoleers use the hot barrel to cauterize wounds. If they have fired their pistol this round they may use a bonus action to cauterize a recent wound on themselves or a creature within 5 feet. The cauterized creature regains 1d4 HP.

d29	B
1	**B.C. Norton - carved Oasis** This slender staff, is carved from the heartwood of an ancient palm. Once per week, when planted firmly into parched earth or sand, it summons a real oasis spanning a half-mile radius. The oasis lasts for 24 hours, providing fresh water and shade. However, the refreshing waters might attract desert creatures or nomads. There's also a 10% chance that the oasis is just an elaborate mirage, vanishing when one tries to drink from it. Legend says it was crafted by B.C. Norton, an explorer who once got lost in a desert and vowed never to let others suffer the same fate.
2	**Badlapje - washcloth, disguise** Bad Lapje's Wondrous Washcloth: Lapje, the legendary bard crafted this item on a dare. This washcloth can cure diseases, remove curses and treat poison. It's also able to remove all scents and make up from disguises. Rumor has it that it can also infuse scents and apply makeup for a disguise. The washcloth need only be moistened before each use.
3	**Bailen - Tempest Horn** Bailen's Tempest Horn: Requires attunement. Blowing this horn releases an echoing sound that can be heard for up to a mile and a blast of powerful wind. It can cast Gust of Wind two times per day.
4	**Baptiste Sené - Mean white little dog** Baptiste Sené's Mean White Little Dog Whistle: Baptiste Sené's Bichon Frise can be summoned with this whistle. This little dog will bark at any stranger, making it useful as an alarm system. It is also useful for delivering objects under 7lbs and finding food, just don't expect much affection from it.
5	**barthsarafin - Humbleness leads to Greatness** barthsarafin's Humbleness Leads to Greatness: A legendary sword that may only be wielded by the humble. Deals 1d12 slashing damage, but only if its user is acting out of righteousness.
6	**Bast - Kobold, Lich** Bast's Kobold Lich Phylactery: A phylactery with a single red kobold scale. It allows the attuned wearer to cast Animate Dead at level 3 + prof modifier once per day to summon a kobold skeleton servant. Requires attunement by a creature with knowledge of kobolds.
7	**Beans - Murder Mittens, oversized (think cat/bear paws)** Beans' Murder Mittens: Bear-like paw gloves granting 2d6 slashing damage and special grappling abilities. However, they may sporadically growl or purr, startling or amusing those nearby.
8	**Ben Padbury - bookmark, recall** This 'Brain Bookmark' allows the reader to perfectly remember and understand the contents of the page that is bookmarked, no matter where, and no matter the language it is written in.
9	**Bengal - luminous, void** Bengal's Void Lantern: The flame inside this hooded lantern burns with a darkness no light can pierce. You can use an action to open or close the lantern. While open, it casts deeper darkness in a 30 ft radius. No magical light functions within the area of darkness.
10	**Berix Baublebuyer - Miniature Simulacrum** Berix Baublebuyer's Marvelous Miniatures: When found these miniature figurines are grey. When painted during a two to four hour attunement ritual, it takes on the likeness of the attuned creature. This simulacrum can be left in any room. If the attuned creature is reduced to zero HP, they are teleported to the room containing the miniature and regain one HP.
11	**Bersilus Aerlion - Greatsword growth** Greatsword of Growth: A greatsword whose blade is serrated with dragon teeth. Once these teeth taste the blood of an enemy, the blade increases its reach by 5 feet and deals an additional 1d4 damage beyond its base 2d6 slashing damage.
12	**Bilbly - Pugilist, Knuckleduster** Bilbly's Knockout Knuckles: Crafted with reinforced leather and embedded with various unknown bones, these knuckle dusters grant the wearer an additional +1 to their unarmed strikes. The user's strikes count as magical for overcoming resistance and immunity to nonmagical attacks. Exchanging a point of exhaustion, they can unleash a powerful punch that knocks an opponent back 15 feet.
13	**BJ Whitt - intelligent, insufferable** Whitt's Insufferable Crown: This crown is so heavy and bejewelled that it's insufferable. It makes its user insufferable as well, making them prone to hurling insults about the inferiority of other creatures' intelligence. It grants the wearer a +2 bonus to Intelligence and gives the user Vicious Mockery as a cantrip.
14	**Blackwing - Mace, Void** Blackwing's Voidcrusher: This mace is adorned with obsidian feathers and a dark metallic wing motif. While wielding the mace, you gain a +1 bonus to attack and damage rolls. Additionally, when you hit a creature with the mace, you can use a bonus action to activate its magic, causing the target to make a Strength saving throw (DC 15) or be pushed into a black void and take 1d6 damage for one round.

15	**Boros - Inspiration, Fireball** Boros' Helmet of Fireballs: Boros was a warlock who specialized in item creation. His most famous contraption was a helmet topped with a piece of polished clear glass. When the wearer gains an Inspiration Point, the glass on top glows, shedding bright light in a 10 foot radius. Additionally the wearer can spend an inspiration point to cast Fireball.
16	**Borta - Perseverance, Persistence** Borta's Persistence Helmet: A helmet with scenes of battle and gods etched onto the entire surface of its metal. It serves as a beacon of hope for those facing challenges. When worn, it grants the bearer +1 to their AC and resistance to necrotic damage.
17	**Boy blue - liar, truth** The Coin of Boy Blue: This blue gold coin is from a distant empire. One side reads "You're not a liar if they don't know the truth. -Boy Blue."; the other side reads "The truth rarely makes a good story. -Boy Blue." The owner of this coin may reroll any die roll once per day, accepting the result of either roll.
18	**Brad Baier** Baier's Blazing Bow: Any non magical arrow fired from this bow deals an extra 1d6 fire damage on a hit. The bow faintly smokes and smells of ash.
19	**Bram - Scythe + Souls** This haunting scythe feasts upon the essence of its victims. With each hit, the weapon absorbs a trace of the target's soul. Once it has gathered energy from three strikes, the user can channel this stored essence, inflicting an additional 2d6 necrotic damage on their next attack. The scythe regains its potency after a long rest or by reaping the souls of fallen foes after a battle. However, extended use of the scythe (more than one day without a break of a day) results in a deathly complexion and -2 to Con until the user has distanced themselves for two days. Legend says if the scythe is used enough, the wielder will become the Reaper himself.
20	**Brandon Varga** Varga's Vial of Vigor Drinking: This vial restores 2d4+2 hit points. Once empty, it refills each dawn. The glass vial has an etched vine pattern.
21	**Brianna Atamanczyk** Burglar's Boots: These soft boots muffle your steps, granting advantage on Stealth checks. They are covered in dark cloth and have rubber soles.
22	**Brickheart the Brave - First Character** Brickheart the Brave's Beginner's Luck Ring: This green ring is perfect for greenhorns who need that extra boost. If the wearer is level 3 or below, they gain +1 to attack rolls and temporary hit points equal to 1d4 + their level. Can be used once per long rest.
23	**BriZ - vines, vibration** The Vineyard's Ladder: A length of vines from BriZ's vineyard, that never stopped growing. Can be used to climb any surface of less than a 91 degrees incline and less than 50 ft tall.
24	**Brown - Horror pictobox** Brown's Horror Pictobox: This enchanted pictobox can capture and store images of horrifying creatures and scenes. The stored images can be projected onto surfaces, dealing 1d8 psychic damage on a failed Wisdom saving throw or half damage on a successful save while that creature is looking at the image. The pictobox can project for 30 minutes and must be recharged during a long rest.
25	**Bruce A DeHaven II** DeHaven's Dust of Disappearance: This fine powder turns invisible anything it coats for 1 hour. There is enough for one use. The glass vial has arcane sigils etched around the stopper.

HARWULF'S DRAGONSCALE CROSSBOW

Belonging to the great Harwulf, a legendary half orc Drakewarden. Harwulf had an extraordinary bond with dragons, a bond that even extended to the chromatic races. These dragons each gifted him one of their scales, which he used to infuse his crossbow. A spinning cylinder holds the 5 scales and when a scale is chosen, the cylinder locks that scale in place and infuses the crossbow with it's damage type. As a bonus action, the wielder can whisper the type of scale they want to the bow and it will rotate accordingly. The scales are as follows:

- **Red** - Fire damage
- **Silver** - Cold Damage
- **Green** - Poison Damage
- **Copper** - Acid Damage
- **Bronze** - Lightning Damage

When fired, whatever the chosen damage type is trails behind the arrow until the arrow hits something, after which the trail fades away.

Lootsmith's Legacy: Harley Snowdon

26	**Bryan Reed - Randomness Personified** Bryan Reed's Visage: Modeled in the likeness of Olidammara, this mask is infused with the great divination powers of Bryan Reed. Once per day, it will answer any question it's asked directly. The mask can be cryptic but it's always truthful. After the answer is given the person asking the question must roll on the Wild Magic Surge table.
27	**BShep - languid gourmand** B'Shep's Cumberbund of the Languid Gourmand: This fancy accouterment is actually a magical accessory that allows the wearer to eat and drink to even the most extreme excess and suffer none of the ill effects, such a bloating, drunkenness, lethargy. The wearer does not even feel full. A necessary garment if one is to overindulge in the royal court.
28	**bubba** Bubba's Bubble Pipe: This curious pipe produces bubbles instead of smoke. As an action, you can blow bubbles at a target within 5 feet, obscuring their vision and granting you advantage to escape grapples.
29	**Buttercup - mysterious, needle** The Nectar Needle: A mysterious needle made of pure solidified nectar. Some say it can cure any ailment or status effect, while it poisons others, dealing 1d4 damage per turn until cured. The condition for whether it behaves positively or negatively is decided by the DM, but is consistent across all users.

d39	C
1	**Cady - Starlight Druid** Cady's Starlight Staff: A beautiful oaken staff fashioned by the Starlight Druid Cady, this staff can call upon the power of the stars to cast Guiding Bolt once per short rest. The spell's damage increases by 1d6 if cast at night.
2	**Callum Sparks - Shapeshifting Hat** Callum Sparks' Changeling Cap: Callum Sparks is a famous milliner in Sharn on Eberron. His most famous design is the changeling cap. When donned, this cap allows the attuned user to change their appearance to appear as anyone they wish and the hat changes to fit the style the user chose. This function can be used once per day.
3	**Canon** Canon's Cudgel of Warning: This thick oaken cudgel vibrates softly when danger is near, granting you advantage on initiative rolls. Iron bands reinforce it from end to end.
4	**Catt - Shapeshift, Weather** Catt's Wildshape Pendant: This pendant features a stylized animal silhouette and radiates a connection to the natural world. While wearing the pendant, you have advantage on Wisdom (Nature) checks made to identify animals and plants. Additionally, you can use an action to transform into a specific beast form for 1 hour, as if using the "Wild Shape" ability of a druid - but only when the weather is sunny.
5	**Cauldron or Soul Cauldron - Ancestors, Tactics** The Ancestral Leader's Staff: A staff wielded by a general known as Soul Cauldron for the way they would collect their enemies hearts from the battlefield, and use them in elixirs. Once per long rest, this staff inspires allies with visions of ancient tactics, granting them advantage on their next two attack rolls.
6	**Cayde Tesna - Frost, Paws** Cayde Tensa's Direwolf Boots: These Boots of the Winter-lands are also a fashion statement as they are made from the paws of a great northern Direwolf. They function the same as the Boots of the Winterland but they also increase the attuned wearer's speed by 5 feet.
7	**Celemmir - Stalker's Talisman** Celem-mir's Stalker's Talisman: Crafted by the enigmatic ranger Celemmir, Hound of Dalin, this bejewelled pendant grants its wearer the ability to become invisible for up to 1 minute per day, allowing them to stalk their prey without being detected.
8	**Chad** Chad's Cincture of Giant Strength: While wearing this thick leather belt, your Strength score is 19.
9	**Chad** Chad's Collar of Casting: This golden collar allows you to recover one expended spell slot as an action once per day.
10	**Charles D. Moisant - Securis Electronica** Moisant's Metal Bowaxe: This technological wonder can extend into a bow or be folded into a greataxe. An action must be used to switch from bow to axe or axe to bow. Any arrow loaded into the bow automatically transforms into a lightning arrow. The greataxe form deals 1d12 slashing damage and the lightning arrows deal 1d8 lightning damage.
11	**Charlie Foxleigh - Traveller's Compass** Charlie Foxleigh's Traveller's Compass: A compass depicting a cozy cottage on the back. This compass points toward the direction of a predetermined location set by the user each day, helping travellers find their way back home after an expedition.

12	**Chase Reed - Mister Demon** Reed's Runeblade: A crimson-bladed dagger that swirls like liquid fire. The dagger deals an additional 1d4 fire damage on hit. Once per day, the user can channel demonic energy, causing the blade to ignite, casting Hellish Rebuke at 3rd level on a successful hit.
13	**Chex - Illithid + bag** A gruesome bag sewn from the skin of an Ilithid's face, butchered by the legendary Chex. It stores unlimited items. Announce the item you wish to retrieve and roll a d20 when retrieving; on a 1, there's a chance of retrieving an illithid tadpole or something even more sinister (DM's choice).
14	**Chloe - Vampire Spider** Chloe's Crystal Spider: This clear crystal spider pendant cannot be removed once worn and bites the wearer during their sleep for one HP of piercing damage, leaving two tiny fang marks. The spider gradually becomes crimson. If the wearer fails their third death saving throw, they are revived and gain 1 HP. The pendant then crumbles to dust.
15	**Chris - Nuclear, Horticulture** Gloves that radiate energy, promoting plant growth. They allow the user to cast Plant Growth once per day. Plants affected by this spell become radioactive and deal 1d4 poison damage to any creature standing within 60 feet at the start of their turn.
16	**Chris Beard - punching beard** A long and impressive fake beard that can throw its own punches, dealing an unarmed strike with 10 points of damage. It's up to the eyes of the beholder whether this fake beard can pass as a real beard.
17	**Chris Challiss - Owlbear's Trilby** Owlbear Trilby of Clever Concealment: This transformative trilby allows you to alter your appearance. While wearing the trilby, you can use an action to cast the "Disguise Self" spell on yourself. Additionally, you gain advantage on Charisma checks made to deceive others while using the disguise.
18	**Chris Hesson** Hesson's Helping Hand Hammer: This ornate warhammer allows you to cast Mage Hand at will. The head is etched with arcane runes.
19	**Chris Paasch - Pink Pony** Paasch's Pony Mask: This whimsical mask transforms the wearer into a pink pony once per short rest. While in pony form, the user gains advantage on Charisma checks when interacting with animals, can ask animals questions, and gains the stats of a riding horse. They can return to their original form whenever they wish.
20	**Christian - stealing fastest** Christian's Gloves of Canny Action: These black, fingerless gloves allow the attuned user to use the Fast Hands, Dexterity (Sleight of Hand) DC 14, feature to grab something out of an opponent's hand(s). The rogue must be able to see the opponent and be within 5 feet of the target when they take this action.
21	**Christy Furlan / Yarning for Whimsy - Skein, Golden Fleece** Yaring for Whimsy's Golden Fleece Skein: This enchanted skein of thread appears to be made of shimmering golden fleece. Once per long rest, you can use an action to unspool the entire skein, creating a radiant burst of light that engulfs an area. All creatures within 30 feet of you must make a Constitution saving throw (DC 15) or be blinded and take radiant damage. The damage is 3d8 + your Charisma modifier, and the blindness lasts for 1 minute. The skein recharges at dawn.
22	**ChuckElectric - Spoon** ChuckElectric's Arcane Spoon of Elemental Fusion: This arcane spoon is carved with intricate runes and symbols representing different elements. While holding the spoon, you can use an action to channel its power and cast the "Elemental Weapon" spell, imbuing a weapon with elemental energy. Additionally, you can use the spoon to combine two ingredients to create a magical dish that grants temporary hit points and resistance to a specific damage type when consumed.
23	**Cire Rellim - Library, Demiplane** The Demiplane Satchel: This leather satchel is decorated with stitchings of books. It is enchanted to have a larger interior space than its exterior suggests. While carrying the Demiplane Satchel, you can reach inside and retrieve any book you have stored in the satchel's extradimensional library.
24	**Clelotiti - Elegant, Flop** Clelotiti's Elegant Flop Shoes: Elegance can lead to flops. The wearer of these shoes gains mastery over elegant footwork, allowing them to take a bonus action to attempt to trip an opponent of equal or lesser size. The target must make a Strength saving throw or else flop to the ground.
25	**CoachHayden29 - Try Fun** Coach Hayden's Bag of 29 Trinkets: This bag contains 29 Trinkets, once all trinkets are removed, the bag disintegrates. Once per day a creature may reach inside and take one trinket. Whenever they may hold this trinket and say "Try it. It'll be fun..." that creature may roll once on the Wild Magic Surge Chart. The trinket then disappears.

26	**Colton C. - Wanderer's Wand** Colton's Wand of Wandering: This wand allows you to cast Misty Step once per day without expending a spell slot. Additionally, when you cast Misty Step using the wand, you can teleport an additional 10 feet.
27	**condriod** Condriod's Celestial Compass: This sleek, silvery instrument, adorned with constellations, looks like a fusion between a compass and an astrolabe. The stars engraved upon it seem to shimmer in the moonlight. Once attuned, it grants the user advantage on Survival checks to navigate and, once per day, can be used to cast Guiding Hand without expending a spell slot. Additionally, in moonlit conditions, it glows softly, providing dim light in a 5-foot radius.
28	**Conner workman** Workman's Wrist Sheath: This leather wrist sheath holds a single dagger that cannot be disarmed or removed against your will while attuned. A flick of the wrist draws the blade.
29	**Connor Culp** Connor's Cape of Spell Reflection: This shimmering cape allows you to turn a spell back on its caster once per day. When you are targeted by a spell, use your reaction to reflect it back at the caster, forcing them to make the saving throw instead.
30	**Constantine - Cudgel** Constantine's Cudgel of Disruption: This cudgel deals an extra 1d6 force damage against constructs and undead. On a critical hit against such creatures, the target must make a DC 15 Constitution saving throw or be destroyed.
31	**Corby Scorchbeef - Pirate chef** Corby's Buccaneer Broiler: This heavy cast-iron pan, when swung, can deliver a deadly blow. It deals 1d8 bludgeoning damage and is considered a magical weapon. On a critical hit, it sears the target for an additional 2d6 fire damage. As a bonus action, if near an open flame, the wielder can cook a meal granting the eater temporary hit points equal to their level.
32	**Craig - Unyielding cook** Craig's Culinary Cuirass: This enchanted suit of armor is designed with cooking motifs and utensils. While wearing Craig's Culinary Cuirass, you gain proficiency in Cook's Utensils and advantage on Constitution saving throws against ingested poisons.
33	**Craig Stamm** Stamm's Sprinting Boots: As a bonus action, these boots double your walking speed for 1 minute. They are engraved with winged motifs and the soles are featherlight.
34	**Credorion - Ranger Cloak** Credorion's Ranger Cloak: This heavy, thick cloak is covered with moss and has small plants growing out of it. This functions as Cloak of ElvenKind, additionally the user becomes invisible in a forest/woodland or swamp if theydo not move. Creatures with scent are not able to locatethem as the cloak also masks the attuned user's scent.
35	**Cromwell the Archaeologist - journal** The journal of the reclusive archaeologist, Cromwell. Within, it contains details of many of his completed expeditions, as well as detailed notes about a nearby tomb, including its exact position and much of its layout. In capital letters, it is written on the notes "DO NOT RETURN!". The journal can be written in once per long rest to ask the now long-dead Cromwell one question.
36	**Cromwell the Archaeologist - obsidian arrowhead:** Menthar Museum's Age of Madness Arrow: An obsidian arrow discovered and later stolen by Cromwell the archaeologist. The arrow still bears a red poison that causes whoever touches it to attack their allies until they succeed a wisdom saving throw.
37	**Cromwell the Archaeologist - sharpened mason's pointing trowel** Cromwell's Trowel: An old, beaten up trowel once that once belonged to Cromwell the Archaeologist, bearing his signature "C" engraved onto its end. The end of the trowel is sharpened and never loses its edge. The trowel can be used as a dagger, dealing 1d4 piercing damage when used or thrown. As well, once per long rest, the user can whisper "Cromwell" when stabbing an enemy, dealing 4d8 damage and causing enemies to turn to sand if killed by it.
38	**Cryver - Humorous suggestion(s)** This scroll is filled with comical illustrations. While reading the Humorous Suggestion Scroll, you can cast the "Suggestion" spell with a humorous twist. The target must succeed on a Wisdom saving throw or be compelled to carry out the suggestion in a humorous manner. The suggestion may not be anything directly harmful or the spell will immediately fail. Indirect harm is allowed.
39	**Cynthia - Moon, key** The numerous moon keys which unlock any lock they're inserted into: The bow of the key features a moon: Full (4), Half (3), Crescent (2), New Moon (1) indicating the uses remaining. The moon disappears when the key must be recharged by leaving it in direct moonlight for 8 hours.

d37	D
1	**DaBeefStew - "Beef / Buff"** DaBeefStew's Buff Bag: When this item is given a command, the leather, wood and canvas rearranges itself to become an ornithopter, boat, wagon, or wheelbarrow. When the satchel command is given, the item packs itself neatly into a backpack for easy carrying.
2	**Daisy Mercury - random power** Daisy Mercury's Random Power Medallion: This medallion can manipulate random energy. Once per day, the wearer can roll a d6 to determine the type of energy (1: acid, 2: cold, 3: fire, 4: lightning, 5: poison, 6: thunder) and add that damage type to any of their spells.
3	**Daisy Mercury - time portal** Daisy Mercury's Time Portal: A coin with an hourglass engraved on it. Once per day, the user can use the coin to enter a small empty pocket realm for up to 5 minutes. While in this pocket realm, no time passes outside.
4	**Dak McFlak'em - Chaos, Cloak** The Chaos Threads: A strange, undulating cloak woven by the blind tailor Dak McFlak'em. Twice per day, the wearer can wrap themselves in the cloak and roll a d4, resulting in a chaotic form of protection. On a 1 or 2, he gains resistance to a damage type of his choice until the end of his next turn; on a 3 or 4, he teleports to a random unoccupied space within 30 feet.
5	**Damian adams - Conquest brutality** Damian Adams Aiguillette of Conquest: This ornamental, braided cord attaches to any armor. When the attuned user spends a superiority die as part of an attack action, they may attempt a DC 14 Intelligence saving throw. On a success, they gain the benefit of spending the superiority die and retain it, on a failure they spend this die normally.
6	**Dangomew - Bird's Aspirations** Dangomew's Headband: Dangomew, a powerful druid, created this headband for himself so that he could fly with his feathered friends. An attuned druid gains a fly speed of 30 feet.
7	**Dani - fluffy, explosive** Dani's Fluffy Explosive Pouch: This pouch releases a 15-foot sphere burst of fur when thrown. Creatures within the sphere must succeed on a Constitution saving throw or inhale and be choked by the fur for three rounds. Choked creatures can use their action to make another Constitution saving throw to spit out the fur.
8	**Daniel Boyer - Amulet to don and doff armor** Fractal Amulet: An amulet with a crystal set in the centre, which hums softly. It is said to have been crafted by master Artificer Daniel Boyer. The vibration of the crystal attunes to the metals in the user's armour, linking them together. This allows all or part of the armour to be dismissed or summoned at any time.
9	**Daniel Minton** Minton's Mask of the Beast: Donning this bestial mask allows you to innately cast A. F. once per day. While worn, you can communicate with beasts.
10	**Darius moonpelt One to Two Words of Inspiration: Ebony, Ivory** Darius Moonpelt's Ebony and Ivory Dagger Set: This pair of daggers—one ebony and one ivory—can be dual-wielded or used individually. Any successful hit from the ebony dagger on celestial beings is always a critical hit. Any successful hit from the ivory dagger on fiends is always a critical hit. Has the damage properties of daggers.
11	**Dark Wizard Nikalous - "Your fine"** Soothing Staff of Dark Wizard Nikalous: This staff is engraved with soothing runes that pulse with an aura of comfort. While holding the Soothing Staff of Dark Wizard Nikalous, you can use an action to cast the "Calm Emotions" spell once per long rest. Additionally, you can expend charges from the staff to grant yourself or an ally 5 temporary hit points and advantage on Wisdom saving throws to resist being charmed or frightened.
12	**DarkStar - Silence Blade** DarkStar Silence Blade: This stiletto dagger is crafted from a rare meteoric metal that absorbs all sound. While the blade is unsheathed, enemy creatures within 10ft. have disadvantage on ability checks that rely on hearing to locate the wielder of this blade. Creatures struck with this blade are deafened for 1d4 rounds.
13	**Dave Dangerfield** Dangerfield's Duplicitous Dagger: This wavy dagger grants you advantage on Deception checks. Once per day, it can cast Disguise Self on you for 1 hour. The handle is white bone.
14	**Dave the Bastard - Deceit, duplicity** Vambraces of Dave the Bastard: Dave's ambidextrous, eclectic knife-fighting style earned him the moniker "The Bastard", as his movements are always fluid and misleading. When the attuned wearer makes an attack, they may use their bonus action to feint. If the attack is successful, they add 3d6 damage (or their sneak attack damage, whichever is higher) to the damage rolled.

15	**David Lee Williams III - Temporal Rebirth** Daedalus's Temporal Rebirth Hourglass: An hourglass that reverses time slightly, the sands shift ever upwards, defying gravity. It can revive a dead creature within 1 minute of its death. It shatters after one use.
16	**Death - Reaper Scythe** Death's Reaper Scythe: An ominous scythe intricately adorned with dark engravings, summoned from the depths of the underworld. The wielder gains a +1 bonus to attack and damage rolls made with this weapon. Additionally, once per day, the scythe can be used to cast the spell Circle of Death at its lowest level without expending a spell slot. Deals 1d12 slashing damage. Two-handed.
17	**DeathYeti - Icey Demise** DeathYeti's Frigid Harpoon: If a creature is reduced to zero HP as a result of damage dealt by this weapon, they must make a Constitution saving throw (DC 12). On a success, nothing happens. Creatures who fail this saving throw die if they fail even one death saving throw, creatures failing this save by five or more are instantly killed.
18	**Delphinki** Delphinki's Driftglobe: Encased within this delicate glass sphere is a luminescent essence that casts bright light in a 20-foot radius when invoked. Not only does it illuminate, but as a bonus action, you can command it to float ahead or even follow specific paths, ensuring you never tread in darkness.
19	**Denmaru - White Tomcat** Denmaru's Whisker Wand: This slender wand, crafted from one of Denmaru's whiskers, allows the wielder to summon a spectral white tomcat as a familiar. The tomcat can deliver touch spells, and once per long rest, it can distract a target, granting advantage on single Slight of Hand check or one attack.
20	**Diana Fiddlewitz - Refulgent Blade** Diana Fiddlewitz's Refulgent Blade: Forged by the masterful enchanter Diana Fiddlewitz, this blade gleams with ethereal radiance. Once per day, the wielder can command the blade to unleash a brilliant burst of light. This burst affects all creatures in a 15-foot cone originating from the blade. Affected creatures must make a DC 15 Constitution saving throw or be blinded for 1 minute. The blade's brilliance fades as the light subsides, regaining its luminous potential at dawn.
21	**Dirfrwood - Time stone** Dirfrwood's Time Stone: The Time Stone has been unearthed after centuries of being lost, and many seek it out. The carrier of the Time Stone can cast Time Stop once per day.
22	**Do-NoDino - "Amaterasu" and "Weapon"** Amaterasu's Eternal Blade: This sword is said to hold a fragment of Amaterasu's divine flame. The blade burns with radiant energy, dealing an additional 1d6 radiant damage on a hit. Once per day, you can invoke the sword's true power, causing it to erupt in brilliant flames for 1 minute. During this time, your attacks deal an extra 2d6 radiant damage, and creatures that hit you with melee attacks take 1d6 radiant damage in return.
23	**Do-NoDino - "Chaos" and "Pikiman"** Pikiman's Lance: This enchanted lance features a pike-shaped tip. When you hit a creature with the lance, you can choose to unleash a surge of electrical energy, dealing 1d6 additional lightning damage and forcing the target to make a Strength saving throw (DC 16) or be pushed 10 feet away.
24	**Dominik** Destiny Dice: These 6 carved bone dice always land on the highest possible result for any roll. Once per day, you may replace any d20 roll with the dice's 6 result.
25	**Doomgul - Powder, Chocolate** Doomgul's Cocoa Tea: After a hard day of crushing his enemies, Doomgul would enjoy a warm mug of his favorite concoction: hot cocoa and anise tea. It comes in a vial of five servings. Creatures enjoying this tea may remove one level of exhaustion at the end of a short rest or two levels of exhaustion after a long rest.
26	**Doomsday - Reaper Katana** Doomsday's Reaper Katana: This black-bladed katana reaps the souls of the dead. It gives the user the Dark One's Blessing ability without the need for a pact with an otherworldly patron.
27	**Dorine Aileen de Haan** Aileen's Amulet of Acid Resistance: While wearing this amulet, you have resistance to acid damage. It depicts a caustic ooze being burned away by a great hero. The metal is tarnished green.
28	**Doug Anderson** Anderson's Animated Armour: Can be worn as regular plate armour. Speaking the command word animates this suit of enchanted armour to fight for you for up to 1 hour once per day (Animated Armour Stats). A useful decoy, but you feel exposed when doffed.
29	**Doug Kendall - Life-stealing, living darkness** Kendall's Umbral Life-Stealing Dagger: This dagger is infused with living shadows. When you hit a creature with this dagger, it deals 2d6 necrotic damage and you regain hit points equal to half the damage dealt.

SIREN'S ABYSS

This silver flask that has a tuna skeleton embellished on the front of it.

Within the flask is an endless supply of tuna-flavored spice rum. Unless used to fill a glass for sharing with companions, any spiced rum poured out will vaporize within a minute. There is a 5% chance that, if poured into a glass, a single, fertilized tuna egg will appear and hatch within the hour.

Lootsmith's Legacy: Christopher Kropf

30	**Doug M - Multitool Foldingfan** Doug M's Multitool Folding Fan: This steel fan offers a variety of useful tools. Folded, it can serve as a dagger (1d4 piercing damage) or whetstone. A lockpick and hook can be unfolded from the fan. Fully unfolded, it can serve as a war fan (1d4 slashing damage) and allows the user to cast Feather Fall once per day.
31	**Dougal - Walking Stick** Dougal's Walking Stick of Finding: This magical walking stick can be commanded to lead the way towards a destination known to the holder. When held parallel to the ground, it will slowly rotate to point towards the desired destination.
32	**Doughy Goodness - Chaotic Pastry** Doughy Goodness's Pastry Box: A box of 7 strange, purple pastries, one half-eaten. Each magical pastry brings unpredictable effects when consumed. Upon eating, roll a d4: 1 for a random boon, 2 for a harmless magical quirk, 3 for temporary confusion, and 4 for a charisma-boosting shimmering aura that lasts an hour. However, the half-eaten pastry may have different effects...
33	**Dr. Feargood - Staff Hurt/Heal** Dr. Feargood's Staff of Mend and Harm: A staff that embodies the delicate balance between healing and harm. One end bears a black skull while the opposite end bears a white dove. The staff allows Magic Missile to be used as a cantrip and doubles the effects of healing spells cast using this staff.
34	**Dragas - Daredevils Dice** Dragas' Daredevil's Dice These pairs of dice allow you to take greater risks in combat. As a bonus action, you can roll the dice and based on the result gain some benefit at the risk of harm: 1: Reckless Attack - gain advantage on attack rolls but attacks against you gain advantage. 2: Fighting Style - gain +2 damage on hits this round. 3: Evasive Footwork - gain +2 AC but all attacks against you are critical hits on 19-20. 4: Desperate Strikes - double your damage dice on hits but all hits against you deal double damage.
35	**Dragoncharmed - Minuscargo** Dragoncharmed's newest designer adventuring bag. It allows the user to shrink objects and creatures placed inside. Objects or creatures placed inside have their size and weight decreased by 75%.
36	**Draleus - delirium bound** Draleus' Delirium Bound Shackles: These shackles bind the minds and perceptions of others. You can use an action to force a target within 30 feet to make a DC 15 Wisdom save or become incapacitated and experience vivid hallucinations for 1 minute.
37	**Ducky - Owl Figurine** Ducky's Owlfriend Trinket: This small figurine depicts an owl perched on a branch. When you activate the figurine, it transforms into a real owl that obeys your commands. The owl can be used for scouting, delivering messages, or performing simple tasks.

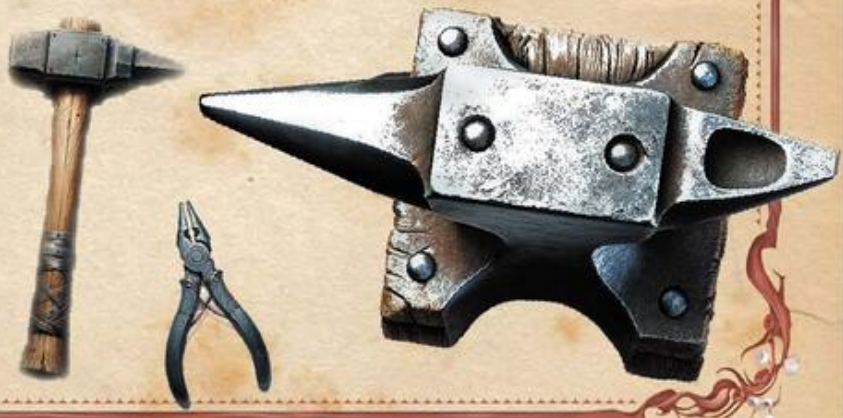
d24	E
1	**Eagle - force majeure, lightning** Eagle's Force Majeure Scroll: A piece of parchment that allows one free use of Lightning Bolt at spell level 9. This version of Lightning Bolt affects all creatures within its 100-foot-long 5-feet-wide line, including the user and allies.
2	**Ed ElceOne - Snow Blind** Ed Elce's Blizzard Cloak: This cloak billows with swirling snowflakes. As an action, you can envelop yourself in a blizzard, obscuring your form and granting you partial concealment. Attacks against you have disadvantage until the start of your next turn.
3	**Edgar Chiong - Fortune Tarot** This Tarot deck grants the reader insights for the coming day. A creature who consults this deck during their short or long rest, gains a competence die (1d8) and may roll this die, adding the result to any roll. This die expires after 24 hours.

4	**Edwin Luke Dayton** Dayton's Studious Spectacles: While wearing these spectacles, you have advantage on Investigation and History checks. The lenses are set in delicate golden frames.
5	**Egill - bow, north** Egill's Northern Longbow: This exquisite longbow is crafted from rare wood found only in the far northern reaches. While wielding this bow, your ranged attacks have a longer range and deal additional cold damage. Additionally, you can use an action to draw back the bowstring and fire an icy arrow that freezes the ground in a 10-foot radius, turning it into difficult terrain. This area remains frozen for 1 minute.
6	**Ele w - Crow and flowers** Ele W's Crow's Flower Circlet: A circlet headband made of dried flowers used by mourning crows during a funeral for a fallen flock member. When attuned, the wearer gains the ability to speak with crows and can summon an undead flock of crows once per day. This flock of crows will attack enemies within a 15-foot sphere around the user, dealing 2d6 necrotic damage at the beginning of the target's turn for three turns.
7	**Elidyr - Memory Journal** Elidyr's Memory Journal: Elidyr was one of the longest lived elves on record. Their journal is a marvelous piece of living history. As one reads its pages, they are transported into a detailed illusionary trance where they experience the events as if it were first hand. Scholars and historians are always looking for more volumes of this unique set.
8	**Elijah Quick - Emerald Eye, Purple Lightning** Elijah Quick's Emerald Eye: This ornate pendant features an emerald gemstone in the shape of an eye, crackling with purple lightning within its depths. While attuned to the Emerald Eye, you can cast a lightning arc on a target within 60 feet. They must make a Dexterity saving throw or take 4d8 lightning damage on a failed save, or half as much on a successful one. You can use this ability a number of times equal to your Charisma modifier (minimum of 1), regaining expended uses at dawn.
9	**Eliram Cohen - Play as you would like to live** Eliram Cohen's Dragonchess set: Eliram Cohen is a grand master at Dragonchess and his commemorative Dragonchess set comes with a gold coin with the inscription "Play as you would like to live." While carrying this coin, you gain proficiency with Intelligence saving throws and once per day you may reroll any Intelligence based ability check and use the better result.
10	**Elle - Sparkly gossamer** Elle's Luminous Scarf: Fashioned from Sparkly Gossamer, this scarf enhances her presence. Once daily, when activated, it envelops Elle in a shimmering aura, granting advantage on Charisma-based checks and enhancing her charm, mirroring the allure of gossamer's glimmer.
11	**Ellie Sutton** Ellie's Enduring Earrings: These silver earrings give you resistance to thunder damage. Faint echoes of thunderclaps emanate from them when you are struck.
12	**Emerencia - dagger song** Emerencia's Poniard: Emerencia is a legendary assassin who's dagger is rumored to play a soothing melody in her mark's ear as they die. This dagger deals an additional 2d6 sneak attack damage and the target must succeed on a DC 15 Wisdom saving throw or become stunned for 1d6 rounds as euphoria over takes them in their last moments.
13	**Emilys - compass of confusion** Emily's Compass of Confusion: The needle of this compass spins randomly. As an action, you can force all creatures within a 10-foot-radius sphere of the compass to make a DC 15 Wisdom save or become confused for 1 minute.
14	**Emmett Luther - Pandemonium Clock** Emmett Luther's Pandemonium Clock: A pocket-sized device that warps the flow of time into a state of pandemonium. While this clock ticks, after accounting for any attack or AC modifiers, successful hits miss and missed attacks hit within 30 feet. The Pandemonium Clock can tick for up to 1 minute. Requires a long rest to be wound up again.
15	**Eric Morne - Push Forward** Eric Morne's Belt of Stone Throwers: This wide leather belt is studded with metal hoops and coins. While wearing this belt, you are able to push, lift, or drag weight equal to60 times your Strength score and you can not be encumbered or heavily encumbered.
16	**Ericor Saeloron - specific & advisory** Ericor Saeloron's Specific Advisory Mask: This black half face mask gives its owner a mysterious aura and allows the user to cast Suggestion twice per day.
17	**Erik Bentzen** Bentzen's Balanced Boots: These sturdy boots help you keep your balance, granting advantage on Acrobatics checks. The boots have strong grips on the soles.

18	**Erlyn- Mystifying charmers hand** Glove of the Mesmeric Muse: This elegant glove is threaded with with mesmerizing silver patterns. While wearing it, you gain a +2 bonus to Charisma (Persuasion) checks. Once per day, you can cast "Charm Person" without expending a spell slot.
19	**Essence of Hemlock - Charm, poison** Hemlock's Charmed Envenomed Amulet: Contains a vial of liquid that shifts between vibrant colors. While wearing this Amulet, you gain resistance to poison damage. Additionally, you can use an action to release a cloud of poison gas in a 15-foot cone. Creatures caught in the cone must make a Constitution saving throw or take 1d6 poison damage and become poisoned.
20	**Evan Gray - Swedish Chef** Evan's Culinary Swedish Chef Apron: This apron is enchanted to never get dirty and features intricate patterns of food and cooking utensils. While wearing the apron, you gain advantage on Intelligence (Investigation) checks made to identify ingredients and cooking techniques. Additionally, you can use an action to create a small snack or beverage, providing temporary hit points equal to your level.
21	**Evan Oates - Youth and Cleverness** Evan Oates's Youthful Ingenius Elixir: This elixir grants the energy and creativity of youth, granting advantage on Intelligence and Strength-based checks for 1 hour. However, they have disadvantage on Wisdom checks.
22	**Evil Firefly - Recklessly Good** Evil Firefly's Recklessly Good Deeds Ledger: Any time you do good deeds that harm your evil reputation, record them in this ledger. For each deed, increase your reputation with good/lawful humanoids by +1. Lawful creatures reading the ledger must make a DC 13 Wisdom save or shift alignment one step towards good/chaotic.
23	**Evil Monkey - King's Wrath** Evil Monkey's Wrathful Scepter: Forged through dark magic, this scepter channels the wrath of the ancient monkey kings. Once per day, it can cast Crown of Madness, compelling a target to attack its allies.
24	**Eztli - Courageous, graceful** Eztli's Graceful Valor Pendant: This pendant is adorned with a gemstone that seems to glow with an inner fire. Wearers have advantage on Charisma (Intimidation) checks made to inspire fearlessness. Additionally, you can use an action to activate the pendant's magic, granting 5 temporary hit points to yourself and nearby allies.

d18	F
1	**Faen - regicidal jester** Faen's Regicidal Jester Dagger: A wickedly sharp dagger that grants advantage on attack rolls against monarchs or rulers and deals 1d8 extra damage to regal targets. The first hit against a regal target casts Tasha's Hideous Laughter on the target. If you listen closely enough, you may hear Faen's cynical laughs within the blade upon the death of a monarch.
2	**Falicer - Dragon's Whisperer** Falicer's Dragon Whisperer Amulet: While wearing this amulet, you can communicate with dragons as if you shared a language. Dragons are also indifferent towards you unless given a reason not to be.
3	**Falon - Stealthy, colorful** Falon's Stealthweaver Dagger: This dagger is finely crafted with an iridescent blade that shimmers with shifting colors. While wielding the dagger, you have advantage on Dexterity (Sleight of Hand) checks made to disarm traps or pick locks. Additionally, you can use a bonus action to throw the dagger for 2d6 damage, which teleports back to your hand after the attack.
4	**Fighterman - Mystical heirloom** Fightermann's Mystical Family Heirloom Sword: This sword grants +1 to hit and damage. On a critical hit, it deals an additional 2d6 radiant damage. If you drop below 0 HP while holding it, you automatically stabilize.
5	**Fimband - Timeless Devotion** Fimband's Bow of Accuracy: When old age finally claimed Lord Fimband's eyesight, his wife commissioned this bow as a gift to him. If the attuned user of this bow is blinded or closes their eyes, all attacks made with this bow are made with advantage. The inscription on the upper limb reads: "Aim true, my love."
6	**Finch - Festival Flute** Finch's Festival Flute: This magical flute is fit for playing any lively song. It can release spurts of confetti, create illusory fireworks, and once per day it can cast Calm Emotions to help everyone fall into the festival spirit.
7	**Finch - Plunder Bird** Finch's Plunder Bird Earring: This earring summons an ethereal bird companion. The wearer can command the bird to retrieve an item up to 5lbs from within 100 feet.
8	**Finch - Scry(-)Glass** Finch's Scry Glass: This glass disc will reveal one hidden truth. According to the DM's discretion, reveal a future event within the next 48 hours.

9	**Finch - Talebearer Tome** Finch's Talebearer Tome: This tome records and recounts tales. If you spend 48 hours over a period of 6 days or less reading this tome, you will have memorized the tales of this tome, which you can then recount as a distraction method. Any creature performing a stealth check concerning the distracted creature gains advantage. You'll be popular around the campfire with these stories too.
10	**Finn - Demi-lich, Fennec-fox Familiar** Finn's Ephemeral Spirit Collar of the Fennec-Fox: This intricate collar features a small, glowing crystal. While your fennec-fox familiar is wearing the collar, it gains the ability to become ethereal as a reaction to being attacked, allowing it to avoid damage. Additionally, once per short rest, your familiar can use its reaction to deliver a touch spell on your behalf while ethereal.
11	**Francisco Duarte - Drudge, Gearhead** LisbonJoker's Mechanized Gearhead Gauntlets: Forged by the infamous Lisbon Joker, these gauntlets exude a mechanized prowess. Once per short rest, the wearer can activate the gauntlets to infuse their strikes with mechanical force. For 1 minute, their melee attacks deal an additional 1d8 bludgeoning damage. Additionally, they gain advantage on Strength (Athletics) checks related to feats of strength. The gauntlets' mechanized power wanes after this burst of strength, leaving behind a faint hum of residual energy.
12	**Franklin - Fast Turtle** Franklin's Swiftshell Boots: Crafted by the inventive artificer Franklin "Clockhead" Malvern, these enchanted boots pay homage to his affinity for Zenthian Turtles. Adorned with intricate shell patterns, these boots grant the user the ability to Dash as a bonus action and move across difficult terrain without impediment for one minute once per short rest, mimicking the movement of these magical turtles.
13	**Franklin - Time Paradox** Franklin's Paradox Pocketwatch: Crafted by the eccentric artificer Franklin "Clockhead Malvern, this intricate pocketwatch manipulates time to the user's advantage. This pocketwatch comes with three crystal springs in a pouch. Once per long rest, the user can activate the watch, using a spring to create a time loop that rewinds their actions to a point before a critical event occurred, within five minutes, allowing them to make different choices. It is unknown if any more springs exist.
14	**Frick - Teachable & catalyst** Frick's Spectacles of the Instructor: While wearing and attuned to these wire rimmed glasses, characters using their Downtime to conduct research, scribe scrolls, or copy spells in their spellbook, do so in half the time and at half the cost.
15	**Froggy - Froggy frog** Froggy's Jade Bracelet: This beautiful jade bracelet earned the wizard who made it the nickname "Froggy." Originally it was to be a bracelet of Cat's Grace but the enchantment didn't take. The attuned wearer's skin becomes slimy and they're able to jump up to four times higher and farther than normal. Additionally the wearer cannot be grappled by non-magical means.
16	**Furlan - Ghost Train** The Ethereal Express Ticket: This enchanted ticket grants the bearer passage on Furlan's Ghost Train, a spectral locomotive that travels through the ethereal plane. Once per long rest, the bearer can present the ticket to summon the ghost train, allowing them to travel swiftly and unseen through the spirit realm, and return to the material plane if desired.
17	**Fuxfell - witch, Svelltal** Fuxfell's Svelltal Witch's Amulet: An amulet depicting the snowy retreat of the Svelltal witches, a sisterhood of powerful dark magic users. This amulet grants the wearer the ability to cast Hex and Charm Person once each per day, using the attuned creature's spell save DC. Can only be attuned by female wizards and sorcerers.
18	**Fuzzy Maggot Muzz - Guitar Greataxe** Fuzzy's Feedback Feller: With every swing, this greataxe emits a horrendous screeching feedback. On a hit, the target takes an additional 1d6 thunder damage. Once per long rest, you can play a distorted riff, creating a 10-foot-radius sphere of loud feedback; creatures within the sphere must succeed on a Constitution saving throw or be stunned for 1 round.



d27	G
1	**Galvod - Gleaming Gauntlet** Galvod's Gleaming Gauntlets: Forged by the skilled Galvod, these gauntlets shine with a brilliant light. Once per short rest, they can be used to create a blinding flash of light that blinds enemies within 15 feet. They also increase unarmed damage by 1d4.
2	**Gandus - Monk Mineral, Bottled Comfort** Monk Gandus' Bottled Comfort Elixir: This small vial contains a sparkling liquid that radiates tranquility. When you drink from the vial, you gain the benefits of a long rest, without the need to sleep for the next 24 hours. Additionally, you can use the vial to cast the "Calm Emotions" spell once per long rest.
3	**Gannon Dubay - Rusty Spork** Gannon Dubay's Rusty Spork:This eating utensil is enchanted to look filthy and rusted to avoid detection, his first such spork was stolen. When the user eats with this utensil, any meal, no matter how unappetising, tastes delicious. This utensil also neutralizes any disease or poison in food or drink it touches.
4	**Garrettbecker** Garrettbecker's Glowing Gauntlets: These leather gauntlets shed dim light in a 5 foot radius. As a bonus action, you can make them shine brightly for 1 minute, shedding bright light 10 feet and dim light 10 more.
5	**Gavin Maxwell** Maxwell's Mystical Monocle: This monocle allows you to cast Detect Magic at will. While worn, your eye glows faintly blue when you detect magic. The frame is engraved silver.
6	**Gavlan - Gavlan wheel** Gavlan's Wheel of Infinite Spokes: This magical wheel can sprout an infinite number of spokes upon command. It provides +2 AC when held in front of you.
7	**Gazachhorn - shrieker stew** Gazachhorn's Shriekspice Vial: This vial contains a magical spice blend that, when thrown, creates a loud and disorienting shrieking noise in a 20-foot radius. Creatures within the area must succeed on a Wisdom saving throw or be stunned until the end of their next turn.
8	**George Sutton - Anyone, Creative** George Sutton's Creative Quill: Fashioned by the imaginative George Sutton, this quill enhances the user's creativity to the point where anyone's creativity bleeds into reality. Once per long rest, it can be used to cast minor illusion.
9	**Gian Wm. Reyman - Onyx, Wolf** Gian Wm. Reyman's Headdress: This shaman became Oxyx Wolf when they passed to the spirit world. Their headdress is a conduit for their spirit. When a creature attunes to this item, they gain two spells from the Druid's cantrip list of their choice. Monthly, they may go on a vision quest with Onyx Wolf, treating this as the Augury spell.
10	**Gingerjumper - Bouncy wool** Elvensheep Shoes: The woolen shoes that granted the legendary Gingerjumper their powers. These shoes allow the wearer to leap up to 12 ft + their strength modifier into the air, or 20ft + strength score forward.
11	**Glacial Draco - Plethora Crossbow** Glacial Draco's Plethoric Quiver: This enchanted quiver magically replenishes its stock of ammunition. Whenever you draw a bolt from this quiver, it regains a bolt at dawn. Additionally, the quiver can transform mundane bolts into bolts of magical energy, granting a +1 bonus to attack and damage rolls.
12	**Gnomeo Rotundio - Glibly Oblivious** Gnomeo Rotundio's Bell of Obliviation: This silver bell, engraved with a startling likeness of Gnomeo Rotundio, channels his essence into a target, lulling them into a false sense of oblivious confidence if they fail a wisdom saving throw. This causes them to ignore danger until damage is dealt to them, or makes them more susceptible to persuasion and deception throws for 1 hour (giving the roller advantage on the throws).
13	**Gof - orangutan, clone** Gof's Simian Mirage Stone: Once Wielded by the mischievous Gof, this stone embodies the essence of an orangutan's playful spirit. Once per long rest, the user can activate the stone to create playful, illusory orangutans. These orangutans distract and confuse enemies, imposing disadvantage on attacks against the user for 1 minute. The stone's illusions disperse when the effect ends, but their memory lingers in the minds of those who witnessed the playful spectacle.
14	**Gooby - chaos, fun** Gooby's Chaotic Chaos Gem: Forged by the mysterious Gooby, this gem radiates an aura of unpredictable chaos. When the gem is shattered, it releases a surge of chaotic energy, affecting all creatures within a 20-foot radius. Each creature must make a DC 15 Wisdom saving throw or be subjected to a random magical effect from the Wild Magic Surge table. The gem reconstitutes itself over the course of a week, regaining its chaotic potential.

15	**Googlybear696 - Cyclops Purse** Googlybear696's Cyclops Purse: A whimsical purse with a cyclops eye motif that serves a dual purpose. Its mystical eye can open a dimensional space to store additional items and carry additional weight using the strength of a cyclops. It can also be used as a flail-like weapon that deals 1d8 bludgeoning damage.
16	**Gorko - Miniature chicken statue** Gorko's Miniature Chicken Statue: Gorko was a gnomish who revolutionized urban living with his somewhat despised device. This magical chicken statue will come to life and begin crowing like a rooster at dawn each day. It will continue to strut and squawk until the command word is spoken, then reverts back to a lifeless statue.
17	**GorogLeForog - Shark Pillow** Gorog LeForog's Shark Pillow: Gorog LeForog found this pillow among the broken remnants of a shipwreck on an otherwise deserted isle. He kept the plush childrens pillow in the likeness of a blue shark with a goofy grin and named it "Sharkie". This pillow allows anyone who uses it to always sleep soundly and have only pleasant dreams.
18	**Gorstag - Dragonborn Artificer** Gorstag's Alchemical Armor: Gorstag invented this potent brew with his own famous twist. This potion causes the imbiber's skin to become dragon scales and their AC becomes 19, unless it's already higher. They also gain resistance to bludgeoning, piercing and slashing damage from non-magical weapons and immunity to one type of energy damage of the player's choice.

Ring of the Adept

Once attuned, the wielder can choose a second fighting style. This fighting style cannot be the same as the one that was originally chosen.

Once per long rest, the fighting style given by this ring can be changed, but cannot be the same as before. As an action, the wielder can activate Master Level, an ability that allows the wielder to switch one of their chosen fighting styles at will for one minute. The fighting style switch can even happen in between attacks.

Lootsmith's Legacy:
William Weissner

19	**Graxnor - Duke apparatus** Ducal Decoder: Crafted from aurorium, this intricate apparatus resembles a signet ring. Its seal is unique to Graxnor's lineage. While worn: Once per day, the wearer can touch a written message, revealing any hidden or encrypted content within. The decoded secrets vanish from memory if the ring is removed.
20	**Greedy Jin - Gamble, Luck** Greedy Jin's Lucky Gambler's Dice: These dice always seem to roll in your favor when gambling. You have advantage on any ability checks made to cheat or swindle others when gambling.
21	**Gresh Flametongue - blasting shield** A shield forged by Gresh Flametongue, adorned with intricate fire motifs. When used to make a Shield Master shove attack, it also deals 1d4 fire damage and ignites flammable objects.
22	**Greythorn - ethereal blood** Greythorn's Ethereal Blood Dagger: A translucent blade that feeds on life energy. It sucks the blood out of its target using Vampiric Touch at the 4th level (4d6 necrotic damage) each hit. Vampiric Touch's damage replaces the dagger's melee damage. An action must be used to drain the blood stored in the blade to use its healing effects (half the amount of damage dealt per hit). Blood from up to 3 hits can be stored within the blade.
23	**Griffin Wolfhope - Imaginary Tiger** Griffin Wolfhope's Imaginary Tiger Amulet: This amulet summons an illusory tiger that can be commanded to perform simple actions and produce sounds. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. Requires concentration. Duration: 10 minutes.
24	**Grimoire - Altruistic abjurer** Grimoire of Protective Pages: This magical tome contains spells purely to protect others. When attuned, the wielder can cast the Shield spell without expending a spell slot once per long rest. Additionally, once per day, as a reaction, the user can absorb a spell targeting an ally within 30 ft, negating its effects entirely. However, the user takes half of any potential damage the spell would have caused to their ally.
25	**GRT3ESQ** These fingerless gloves that grant advantage on Athletics checks to grapple foes, giving you a strong grip. The palms are coated in a sticky black material.

26	**GrythomeLeaf - Twig Psithurism** GrythomeLeaf's Psithurism Twig: This small, intricately carved twig emits a faint, soothing sound of rustling leaves when held. While attuned to GrythomeLeaf's Psithurism Twig, you can use an action to channel its calming aura. Creatures within 30 feet of you have advantage on saving throws against being charmed and can use their reaction to gain 5 temporary hit points when targeted by an attack.
27	**Guillaume - Speed Armor** Guillaume's Quickling Armor: This smallish looking armor looks to be of fey origin. While attuned to this armor, the creature's speed becomes 40 feet unless it's already higher. The character may also traverse difficult terrain without a movement penalty. Additionally, the character may also take a reaction even if they have already used their bonus action.

d7	H
1	**Haemo Goblin - gold oxide** Haemo-Goblin's Brand Oxide Insulator: Gold Oxide is highly conductive. Mixing this compound with a little lamp oil and polishing it into the surface of armour or blanching it into clothing causes the wearer to become grounded and gain resistance to lightning damage for 1d3 day or until it's washed off. One bottle is enough for one use.
2	**Hallow's super hero cloak - cape monk** Cape of the Hallow Order: Monks attuned to this elaborately embroidered cape gain 2 additional Ki points and have advantage on Constitution saving throws. Additionally if damage reduces the Monk to 0 HP, they may make a Constitution saving throw with a DC of 5 plus the damage taken. On a success, the wearer drops to 1 HP instead.
3	**Hayden - Accidental Mayhem** Hayden's Chaotic Catalyst: This amulet holds a gemstone that seems to be in constant flux, shifting colors and forms. It's said that the stone was formed in the heart of a wild magic storm. When you wear the amulet: Whenever you cast a spell, you can choose to infuse it with chaotic energy. Roll a d20. On a roll of 1, the spell fails but doesn't expend a spell slot. On a roll of 20, the spell's effects are maximized (e.g., deals maximum damage). Additionally, if a spell or ability you use requires you to roll for a random effect (like Wild Magic Surge), you can reroll the result once per day but must use the new roll.
4	**Hayden - Eternal Kraken** Kraken Trident: This intricately crafted trident resembles the twisted tentacles of a kraken. While wielding the trident, you gain a +2 bonus to attack and damage rolls. Additionally, once per long rest, you can summon an illusion of an enormous Kraken rising from the ocean to terrify your enemies, granting advantage on your next attack roll.
5	**Hayleigh Hunter** Hayleigh's Hewing Hatchet: When you score a critical hit with this hatchet, it deals an additional 1d10 slashing damage as it cuts deeper. Dried blood stains the well-worn handle.
6	**Heran Tirathil - Dragon, Playing Cards** Heran's Deck of Draconic Fortunes: This ornate deck has 5 unique cards depicting chromatic dragons. Drawing a card grants you an effect and destroys the card: Red Dragon - Resistance to fire damage for 1 hour. Blue Dragon - Resistance to lightning damage for 1 hour. Green Dragon - Advantage on your next Dexterity saving throw. Black Dragon - Your next weapon attack deals an extra 2d6 acid damage. White Dragon - You are immune to fear effects for 1 hour.
7	**Hugo - Teacozy holding, blend** Hugo's Tea cozy: Not every tea cozy that was made by Hugo is magical, but most of them are. Not only do they keep your tea kettle warm for up to 8 hours but they also keep it fresh. Some of these tea cozies are rumored to have become sentient and sweeteners and cream to suit the user's taste.

d8	I
1	**Ildrex wraithborne - Scything talon** A manual that teaches the martial arts of werecreatures. Creatures reading this book who succeed on a DC 13 Intelligence saving throw treat their natural attacks as unarmed strikes for the purpose of martial arts and as weapon attacks for the purpose of sneak attack. Creatures failing this save may retry when they gain a level.
2	**Ileya - sandals fall** Ileya's Sandals of the Fall Nomad: These worn sandals are decorated with symbols of desert wanderers. While wearing the sandals, you have advantage on Wisdom (Survival) checks made to navigate desert terrain. Additionally, you can use an action to touch the sandals to the ground, allowing you to gain information about the recent movements of creatures and travelers in the area.

	ImAJojo - Keep fighting ImAJojo's Keep Fighting Pendant: A resilient pendant that resonates with an unwavering spirit. If the wearer reaches 0 hit points, this pendant will snap in half, releasing one last surge to inspire the wearer to keep fighting and granting the wearer 15 temporary hit points.
4	**Infernalbane - Patient Dagger** Infernalbane's Patient Whisper Dagger: This sleek dagger is adorned with intricate engravings of flames and serpents. When attuned to the dagger, you can use an action to whisper your sworn enemy's name to the blade. For the next 24 hours, the dagger deals additional damage equal to your Charisma modifier when you attack that specific creature.
5	**Inktooga - Pillow** A plush pillow adorned with intricate dreamcatcher patterns. When you choose to rest your head upon this cushion for a long rest, the realm of dreams and nightmares awaits. Dream or Nightmare: During your sleep, the DM crafts a dream scenario related to your character's background or ongoing events in the campaign. Navigating the dream successfully, leads to awakening invigorated. For the next 24 hours, you gain advantage on all Intelligence, Wisdom, and Charisma-based ability checks.
6	**Invisible Pete - "gray man" "blend"** Invisible Pete's Gray Man Cloak: When worn, this cloak transforms the wearer into an unassuming old man named Invisible Pete, allowing them to blend in to any crowd and hide in plain sight. The wearer gains advantage on Stealth checks but disadvantage on Strength, Dexterity, and Constitution checks.
7	**Izumi - Fluffy, Hunter:** Izumi's Fluffy Paws of the Hunter: These furry gloves are adorned with delicate patterns resembling pawprints. While wearing the gloves, you have advantage on Wisdom (Survival) checks made to track creatures in natural environments. Additionally, you can use an action to summon spectral paws around your hands, granting you advantage on Dexterity (Stealth) checks.
8	**Izzy - Purple Ink** Izzy's Purple Ink: This magical ink is named after the famous diviner Izzy, who developed the formulae. When dropped onto a surface with writing it deciphers any coded message and translates the writing into a language the user can comprehend. This ink comes in a small glass vial with enough for 10 uses. The ink fades after 1d4 days.

LUXURIANT TOME

Bound in unpredictable energies, this tome enhances a wizard's prowess while imbuing their spells with the untamed essence of Wild Magic.

Arcane Enhancement: While attuned, gain +2 to Spell Attacks and Spell Save DCs.

Unpredictable Surge: When you cast a spell of 1st level or higher, expend a charge to roll on the Wild Magic table. The tome has 4 charges and regains 1d4 expended charges after a long rest. If regaining charges would exceed its maximum, you must roll on the Wild Magic table.

Lootsmith's Legacy: CelesteReborn175

d40	J
1	**Jacen - Rogue** Rogue's Blade of Jacen: This dagger has a sleek design and is perfect for sneaky maneuvers. While wielding the Rogue's Blade of Jacen, you gain a +1 bonus to attack and damage rolls. Additionally, when you hit a creature with a finesse weapon attack, you can use your Sneak Attack even if you don't have advantage on the attack roll.
2	**jack - lumberjack** Bloody Jack's Axe: Forged by legendary Lumberjack (Bloody) Jack, this magical axe deals 1d8 slashing damage in combat. Once per short rest, the axe fills the wielder with Bloody Jack's bloodlust, giving them the ability to either deal 3d8 damage to an enemy or instantly break any wooden object of less than 5 square feet surface area.
3	**Jackdaw Lyrebirb - shiny ✨/ pirate** Lyrebirb's Shiny Parrot Pirate Hat: This rather flashy pirate hat is designed to resemble a parrot, with a brightly colored feather plume and lifelike parrot head on top. While wearing the hat, you have advantage on Intimidation checks against pirates and sailors. Once per day, you can mimic any speech you've heard in the past 24 hours and make the parrot "speak" it in a perfect recreation of the original voice. The parrot speech lasts up to 10 minutes.

4	**Jacob - prophecy breaker** Jacob's Prophecy Breaker: Requires attunement by a paladin or warlock. A small string made of silky blue threads. If this thread is successfully attuned and then cut, the paladin's oath or the warlock's pact ends without consequences.
5	**Jacqlyn** Jacqlyn's Jaunty Cap: This propeller cap helps you move with speed and precision. You have advantage on Acrobatics checks and your walking speed increases by 5 feet while attuned. The cap is bright yellow.
6	**Jaide - Souls, Keeper** Jaide's Music Box: Jaide was a powerful medium who specialized in communicating with the dead. Inside what looks like a music box is a universal phylactery. If the music box is opened within 30 feet of any humanoid body, it functions as the Speak with Dead spell no matter how old the body is. The music box functions up to three times in 24 hours.
7	**Jaiden - Rending Hand** Jaiden's Rending Glove: This dark leather glove is adorned with jagged runes. While wearing Jaiden's Rending Glove, you can use an action to make an unarmed strike that deals additional 2d6 psychic damage. If the target is concentrating on a spell, it must make a Constitution saving throw or lose concentration. Remember to take these off before touching a loved one.
8	**Jaina Boyer - Amulet of healing, selfand others:** The Sevenstone Amulet: No reason is given for the name of this amber amulet, which glows softly like a dying sunset. However, clutching the amulet and whispering a secret, addressed to the mythical Jaina Boyer, causes the light to pulse brightly, healing allies in a 50ft square for 3d6 hp. This ability can be used once per long rest.
9	**Jakob - Psionic Observer** Jakob's Psionic Lenses: These crystal lenses allow you to perceive the psionic energy around you. While wearing Jakob's Psionic Lenses, you can expend charges to gain temporary psychic senses, allowing you to detect thoughts, see auras, and sense psionic powers.
10	**Jalila - Cold, plane** Planebound Blade of Jalila: This longsword is adorned with a hilt that seems to shift between icy and translucent forms. When you hit a creature with this weapon, you can use a bonus action to activate its magic. The target must make a Constitution saving throw (DC 15) or take and additional 1d4 cold damage and have their movement speed reduced to 0 until the end of their next turn.
11	**James Deming - Blood and Giant** James Deming's Giantslayer Sword: The dull red blade of this longsword was forged with the hardened blood of a giant. It deals doubled damage against creatures of the Giant type and allows the wielder to regain hit points equal to half the damage dealt to a Giant creature.
12	**James Deming - Wizard And Martial** James Deming's Elemental Martial Band: Must be attuned by a wizard. When a wizard wears this arm band, their unarmed strikes are infused with flames, dealing 3d6 fire damage in addition to the unarmed strike damage.
13	**Jackie - Healing Science** Containing three doses, this shimmering mirrored vial is almost alien in nature. Enhanced Healing: Functions as a healing potion, restoring 2d4 + 2 hit points when consumed. In addition to healing, the potion neutralizes poisons in the drinker's system, offering relief akin to a lesser form of the Lesser Restoration spell.
14	**James Sherry** Sherry's Sturdy Shield: This shield is incredibly durable. When you would take damage from a critical hit, you can use your reaction to reduce the damage to normal. The front depicts a stoic knight.
15	**Jax - Mechanical Swarm** Jax's Mechanical Swarm Gauntlets: These steampunk gauntlets allow the wearer to launch a swarm of tiny mechanical insects, dealing 3d6 piercing damage to targets in a 15-foot cone. Requires a short rest to be wound up again.
16	**Jenni's - glitter elixir** Jenni's Glitter Elixir Drinking: This elixir causes you to sweat, cry, and excrete copious amounts of multi-colored glitter for the next hour. Enemies that hit you with melee attacks are blinded until the end of their next turn.
17	**Jennifer (JeminiArts) - Jellyfish, People Pleaser** Jennifer's Harp or Harmony: A small hand-held harp with strings that resemble jellyfish tentacles. Playing it releases harmonious notes that soothe tensions and uplift spirits. When played during a short rest, any creature who hears its music regains extra hit points as if benefiting from the Song of Rest feature. Additionally, the user gains advantage on Persuasion checks for the next hour.
18	**Jeremy - Feather-like canopy** The Jeremy Chute: This soft canopy, sewn of a durable, featherlike magical material, can be deployed midair during a fall of more than 30ft to slow the user's fall, negating fall damage provided the user is not hit during their fall.

19	**Jerico Habeeb - Magical conman** Jerico Habeeb's Cape of Invisibility: Once this cape is worn, it cannot be removed unless the wearer succeeds on a DC12 Wisdom saving throw. The wearer is convinced that the cape has turned them invisible, although it has not. The wearer realizes this if they pass the wisdom saving throw. This cape does however, inexplicably negate all falling damage. Magic is quirky.
20	**Jesse Reyes - Nebulous Stars** Jesse Reye's Nebulous Star Battery: Inside this crystal jar are clouds of matter from diametrically opposed stars along the planar border. Their nebulas charge each other and generate arcane energy. All magic items stored within 5 feet of this item regain 1d3 of their charges during a short rest.
21	**JessPack - Moon & Star** JessPack's Moon & Star Crystal Ball: The user can see the moon and the stars align within this crystal ball. Choose one spell or ability that you can foretell the success of. That spell or ability will succeed when you use it once during that day.
22	**Jesster - Mirth and Malice** Jesster's Malicious Mirth Mask: This half and half mask is adorned with symbols of both mirth and malice. While wearing the mask, you can use an action to unleash a sinister laughter that fills the air. Creatures within 30 feet must succeed on a Wisdom saving throw (DC 15) or become frightened until the end of your next turn.
23	**Jhon Carter - Jump Mars** Jump's Martian Portal Staff of John Carter: This staff is adorned with Martian symbols and features a crystal orb at its tip. While wielding the staff, you can use an action to create a temporary portal to Mars. The portal remains open for 1 minute, allowing you and creatures to step through and explore the alien world before it closes.
24	**Jim T. Nguyen - Dream and Investigate** Jim T. Nguyen's Dreamweaver Locket: Crafted by the enigmatic Jim T. Nguyen, this ornate locket holds the power to delve into the dreams of others. Once per short rest, the user can focus on a sleeping creature and activate the locket. They enter the target's dreams, gaining insights into their thoughts, fears, and desires. This glimpse into the dream realm lasts for 10 minutes, offering a unique way to gather information and delve into the subconscious. However, be warned: any injuries received in the dream persist in the waking.
25	**John - Mood Swinging Battle Axe** Based on the wielder's mood, this enigmatic battle axe shifts colors like a chameleon. When attuned, the axe provides the following bonuses during each mood: Angry (1d6 bonus damage, red), Joyful (+2 bonus to attack rolls, yellow), Calm (+2 bonus to AC, green), and Melancholic (+2 bonus to saving throws, blue). Base damage: 1d8 slashing.
26	**John Cowgell** Cowgell's Collar of Animal Kinship: While wearing this leather collar, you can cast Speak with Animals at will. It is studded with small claws, teeth, and bones from various beasts.
27	**John Pierce** Pierce's Perceptive Pendant: This pendant grants advantage on Perception checks to spot hidden things. It faintly buzzes when secrets or traps are nearby. The chain is silver, the gem pale blue.
28	**John S. Huxley - Compounding Resonance :** The Resonance Compounder: A device doubling the effects of sound-based spells. Sometimes it amplifies the user's voice unexpectedly, causing embarrassment or unintentional eavesdropping.
29	**Jose "Bloodmane" Leo - hammer bite** Hammer of Teeth: This head of this huge warhammer is forged in the shape of a gaping maw. When the attuned paladin uses a smite, the teeth clench on the target and the target rolls with disadvantage to resist effects caused by the effect of the smite.
30	**Josef - keg,beer** Josef's Keg of Beer: This item appears as an ordinary waterskin but actually is able to store up to a keg's worth of ale in its extradimensional space. Josef was a brewmaster and needed an inconspicuous way to transport his flavorful brew. It automatically refills itself at dawn with a style and flavor of beer the user chooses.
31	**Joseph D'Alessandro - Quixotic Illusions** D'Alessandro's Quixotic Mirage Cloak: This cloak shimmers with illusory patterns. While wearing it, you can use an action to create illusory duplicates of yourself that distract enemies. Attacks have disadvantage against you until the start of your next turn.
32	**Josh Blick - Patrician Armory** Josh Blick's Book of Patrician Armory: An ancient book written containing information from the blacksmithing and battle experts from the Patrician Armory. The user must spend 48 hours over a period of 6 days or less to read the book. After reading through the entire book, the user gains proficiency in all types of armor.

33	**Josh Green - ADHD Fidget** Josh Green's ADHD Fidget Block: A block that can be manipulated into different fun shapes. It calms restlessness, providing advantage on concentration checks and preventing disadvantage due to distraction. It also grants immunity to being charmed. Some wonder if it truly has any magical properties or if it's just a fun toy.
34	**Josh Scheibe - vermin, hag** Scheibe's Vermin Swarm Cloak: This cloak is made from enchanted vermin-infused fabric. While wearing the cloak, you can use an action to summon a swarm of biting insects that envelops you. Creatures adjacent to you must make a Constitution saving throw (DC 15) or take 1d6 poison damage for 1 round. The swarm remains for 1 minute and provides you with half cover against ranged attacks.
35	**Joshua - Eternal Eldritch** Joshua's Eldritch Eternalite: Joshua the Forsworn gave their life to trap ancient eldritch magics within this mystic crystal, which now hums a sickening tune. Once per long rest, the user can tap into its energies to cast a spell of their choice from any class's spell list, with a spell level equal to half their character level, rounded down. The user's connection to the eldritch weave ensures that this spell does not require any material components.
36	**Joshua Rittner - Look inward** Joshua Rittner's Insightful Mirror: A mirror that penetrates the depths of one's being, allowing the creature to see into their true potential. The player is allowed early access to a single ability or trait from two levels above their current level.
37	**Juus - Diabolical Clockwork** Juus' Diabolical Clockwork Imp: This clockwork imp was made by a master Tiefling tinkerer on a bet. This imp can be bonded to as a familiar or an animal companion. In addition to the usual benefits of this class feature, while bonded to the clockwork imp the creature no longer requires air, food, drink, or sleep.
38	**Julius - Gemini, duality** The Gemini Bands: Two Golden bracelets enchanted by the wizard-king Julius I out of paranoia for his assassination. The bands allow the wearers to combine their health into a single shared health-pool, with obvious benefits for a paranoid king.
39	**Justin Metzger** Metzger's Merciful Mace: When you score a critical hit with this mace, you may choose to knock the target unconscious rather than deal the extra damage. The head is wrapped in blue cloth.
40	

Hestia's Lantern

A flame for the living and those passed. A mummified hand holds a small, but eternal flame that warms those around it.

As a ritual, the wielder of Hestia's Lantern can speak the magic word and cause the flame to grow and engulf all nearby creatures of the wielder's choice. They are then teleported into the lantern, which becomes invisible to all but the chosen. The inside of the Lantern resembles an old and decrepit Inn that is run by the spirit of Hestia.

Hestia will provide an endless supply of food and drink to their guests and even a dusty room for every creature that needs a place to sleep. Hestia does not charge but requires each creature who enters the lantern to tell a story of an exciting time in their life. Once per long rest, Hestia's name can be shouted to cast the Daylight spell.

Lootsmith's Legacy: Sydney Wontor

d34	K
1	**Ka-Boom - FIRE! (positive):** Ka-Boom's Blast Hat: This bright red conical hat is trimmed with fluffy white fur that resembles bursting flames. While wearing this hat, as an action, you can thrust the hat skyward while speaking its command word. When you do, a dazzling display of harmless multicolored fireworks and sparks erupts from the hat, brightly illuminating a 20-foot radius centered on you until the end of your next turn.
2	**Kalagane - beloved vampire hunter:** Kalagane's Luminous Blade: Crafted by the gods as a gift for a most beloved vampire hunter, this radiant weapon pulses with the essence of sunlight. When facing undead or creatures vulnerable to sunlight, the wielder can channel their determination into a single strike, adding an extra 2d8 radiant damage to the attack. Once per dawn, the blade's power is renewed, an eternal blessing from the gods.
3	**Kallista Nightrose - Devotion and Grief:** Kallista's Eternal Embrace: These bracelets are a matched set of silver rings with onyx and sapphire. Attuned wearers are able to communicate telepathically. Additionally users are able to sacrifice up to 10 hp, restoring a matching number of hp to their partner. If one of the partners dies, the other loses 2d10 hp permanently.

4	**Kamah - Crescent Whip:** This whip is made with silver-blanched leather. Creatures struck by this weapon must roll a DC 13 Constitution saving throw. Failing this saving throw, the creature takes an additional 2d10 radiant damage, half as much on a success. If the creature is a shapechanger, they make this saving throw with disadvantage and revert to their original form.
5	**Kaos - phantasm, skull:** Kaos's Phantasm Skull Helmet: The head of a Bone Naga that can be repurposed as a helmet. This helmet can cast Phantasmal Force once per day, creating illusory effects that affect the senses of the target.
6	**Kaosu Riron - Chaos Pebbles:** These tiny, iridescent pebbles flicker erratically with multicolored hues. When thrown, roll a d6 to unleash a burst of elemental energy: 1 for Fire, 2 for Ice, 3 for Lightning, 4 for Acid, 5 for Poison, and 6 for Thunder. The intensity of the burst is determined by a d10 roll, dictating the damage dealt.
7	**KarlSpell - sucking straw:** Karl's Straw of Arcane Absorption: This straw can absorb magical energy from spells. As a reaction when targeted by a spell, you can use the straw to absorb the spell's energy, gaining temporary hit points equal to the spell's level.
8	**Kasbis - All seeing, careful:** A small figurine depicting a wise owl with wide, watchful eyes. When the figurine is placed on the ground and activated, it transforms into a life-sized owl that can fly and scout ahead. The owl can be controlled mentally and used to observe distant locations. The owl is careful with its movement and can't be seen by hostile creatures.
9	**Katryn Vogel - Cloak, anti-rememberall:** Cloak of Bliss: This beautiful fur cloak is part of Lady Katryn Vogel's winter outerwear collection. Upon attuning to this delightfully soft and warm cloak the user gains resistance to cold damage and is able to tolerate cold weather effects. Unfortunately, the user also has disadvantage for all Intelligence based ability checks and saving throws as they become blissfully euphoric.
10	**Keldon - Demon's pocket:** Keldon's Demon's Pocket: This looks like a pouch made from dried flesh from a lower ranking demon. It grafts itself to the attuned creature's flesh, sealing the pact. It opens as a fleshy pocket in the user's skin and cannot be detected except by magic. It functions as a Bag of Holding and sloughs off the user if they die.
11	**Kelly - Dragon Treats:** Kelly's Dragon-Nip Pouch: A pouch containing 5 pungent yellow flowers irresistible to dragons, collected by the dragon-tamer Kelly. When a flower is removed, a dragon must succeed a wisdom saving throw or succumb to temptation and consume the Dragon-Nip, making them happy, but also susceptible to commands from the pouch-bearer.
12	**Kenney - Corrupted dragonegg:** A preserved, corrupted dragon egg inside a sealed jar, leaving it sitting in an evil-looking mist. If the user attempts to attune with the egg, flip a coin. Tails: Permanently gain 10 max hp. Heads: Permanently lose 10 max hp.
13	**Kerry-John Knight - Thickened robes:** When the wearer of these robes is subjected to magical attacks or spells, the robes automatically activate an arcane barrier. When a creature targets the wearer of this robe with a spell, the creature has advantage on saving throws to resist damage or effects and spell attack rolls targeting the wearer have disadvantage.
14	**Kaosu Riron - Crimson Mold:** If disturbed, the mold releases a cloud of spores in a 10-foot radius. Creatures within the cloud must succeed on a DC 15 Constitution saving throw or experience vivid hallucinations, gaining disadvantage on attack rolls and ability checks for 1 hour.
15	**Kiko and James - Honk Honk:** Kiko and James' Honk Honk Horn: This item looks like a goose, but it's actually a horn that can mimic the sound of a goose's honk when squeezed. Creatures who hear its honk must succeed on a Wisdom saving throw or flee from the annoying sound outside of the horn's 30-foot range. The Honk Honk Horn is a two-handed instrument.
16	**Kimbles The Great - Fish bones:** Kimbles' Aquatic Mask: Crafted from the bones of a long-dead Leviathan Fish, this mask channels the power of that dead collosus. Once per short rest, the wearer can invoke the mask's magic to breathe underwater and swim at a speed of 40 feet for 1 hour. The reliquary also grants advantage on Dexterity (Stealth) checks while wet or underwater, allowing Kimbles to move with the grace of a fish through their aquatic domain.
17	**King Kowaiju - Body Double:** The wise warrior-king Kowaiju of the magically adept Ujambi tribe has devised a clever device to ensure victory against even the fiercest foes of the jungle. He had his shaman make him a voodoo doll that absorbs damage for him. When attuned to this item, a creature gains resistance to all damage except psychic damage.

18	**Kirwan - Grinning Totem:** This small terracotta statuette has two red gems for eyes. Whenever a creature within 30 feet of this totem spends an inspiration point when they make an attack, saving throw, or ability check, they may treat it as if they rolled a twenty. This totem crumbles to dust after two uses.
19	**Kline Lakshmi - "Warrior", "Protector":** A shield in the shape of a crescent moon and sun grants the wielder a +1 bonus to AC and resistance to damage from one damage type, chosen by the wielder each morning.
20	**Kmess - Black Duck** Kmess' Duckcaller's Whistle: This whistle emits a haunting sound reminiscent of a black duck's call. When blown, it summons a zombified black duck that can scout ahead, relay messages, or perform simple tasks. The spectral duck disappears after 1 hour or if it takes damage.
21	**Korvi - Green thumb, insightful:** Gardeners gloves crafted from supple leather, embroidered with delicate leaf patterns. While wearing the gloves, you have advantage on Wisdom (Insight) checks made to understand the motivations and intentions of others. Additionally, you can use an action to touch a plant or natural object, gaining insights into recent events that occurred nearby.

HARSHWORDS CHOKER

This stark choker, crafted from leather and clasped with spiked metal lips, is both intimidating and enigmatic. The teeth within change color to whatever best aids the wielder's goals.

Pink: The wielder's voice becomes a tool of persuasion as opposed to a weapon. Gives a +5 to Deception, Intimidation, and Pursuasion. Once per long rest, the wielder can use the pink stone to cast Charm Person without expending a spell slot.
Green: Allows the user to make a ranged spell attack with their voice, shouting harsh truths and obscenities. Range: 60 ft. 1 action. On hit, the wielder deals 1d6 + their Charisma modifier in force damage. The spells damage changes at 5th level (1d8+Cha), 11th level (1d10+Cha), and 17th level (2d6+Cha).

Lootsmith's Legacy: Andrew Arnold

22	**Korvin Faebane - Chaos warlock** Korvin's Chaotic Warlock Beacon: This crystal emits chaotic pulses of energy. While attuned to Korvin's Chaotic Beacon, you can use an action to create a field of chaotic energy in a 20-foot radius. Creatures within the field must make a Wisdom saving throw or suffer random effects determined by rolling a d6.
23	**Kosmo Nebelhain - Arcane Archeologist** Kosmo Nebelhain's Archeomancer Spectacles: These spectacles allow you to read magical inscriptions and languages without needing to expend a spell slot for Comprehend Languages. Additionally, while wearing the spectacles, you have advantage on Intelligence (Investigation) checks made to decipher arcane puzzles or magical writing.
24	**Kraaxe DeHakkok - Cloak Intangibility** The Cloak of Intangibility: A cloak woven of fey-silk, commissioned by Lord Kraaxe De Hakkok, which allowed him to evade many assassination attempts. The cloak allows the wearer to fit into spaces half the size they should, and gives advantage on all dexterity saving throws.
25	**Kravalon - Mask of pandemonium corruption, white marble / purple warp slime** Kravalon's Mask of Pandemonium Corruption: A beautifully carved white marble mask, irrestible to those who see it. Anyone who sees the mask must succeed a DC 15 wisdom saving throw or be consumed by a desire to put on the mask. Anyone who puts on the mask will be immediately covered by what the creator, Kravalon, referred to as "purple warp slime". The slime deals 1d8 damage to the creature within, regardless of AC, until a DC 12 strength saving throw is succeeded, after which the mask falls to the floor, inert for 1 day. Those who have been covered by the slime will not be tempted again.
26	**Kristen Rismiller** Kristen's Kite Shield of Cover: As a bonus action, you can plant this shield in the ground, providing half cover from attacks for anyone behind it. The front depicts an oak tree.
27	**Kristin Befring** Befring's Banner of Bravery: A beautiful blue banner emblazoned with a golden lion emblem. This banner can be planted on any surface. When unfurled and planted on a surface, the standard creates a 10-foot aura. Allies within this aura are immune to being frightened.

28	**Kristýna Pavlíčková's** Portal Pot: You can use this clay pot to cast Arcane Gate once per day, creating a portal that lasts 10 minutes. Ancient runes cover the cracked surface.
29	**Krystina - Moon Cat** Krystina's Moon Cat: Krystina is a Spelljammer who's familiar is a 1500 year old cat from a moon she visited. The cat is sentient and is able to spontaneously generate progeny for deserving spell casters to keep as familiars and animal companions. This familiar functions normally except it doesn't walk, it glides or teleports.
30	**Kulkr - Manacles/ chains** Kulkr's Chains of Dominion: Fashioned by the skilled enchanter Kulkr, these magical manacles are imbued with the power to control and command. Once per long rest, when placed upon a restrained creature, the wielder can place chains upon a creature's mind issuing a single verbal command that the bound creature must obey. The effectiveness of the command is determined by a contested Wisdom saving throw.
31	**Kuma - ~Ancestor(s) ~Spoon** Kuma's Legacy Ladle: This ornate ladle is engraved with depictions of ancestral spirits. While holding Kuma's Legacy Ladle, you can use an action to invoke the spirits of your ancestors, gaining advantage on Wisdom (History) checks and Charisma checks made to persuade or intimidate those who respect ancestral traditions.
32	**Kuma - ~smoke ~ax** Kuma's Smoldering Battleaxe: This fearsome battleaxe is enchanted to emanate wisps of smoke. While wielding Kuma's Smoldering Battleaxe, you can use a bonus action to activate the smoke enchantment, obscuring your location and granting you advantage on the next attack you make.
33	**Kynthia - Ducks, Doom** Kynthia's Doom-Quacking Staff: A staff unleashing a doom-quacking sound, frightening enemies. The wielder might quack involuntarily in response to questions until the next short rest.
34	**Kzarak Zaranthis** Kzarak's Serpent Bangle: This coiled bracelet, crafted from shimmering scales and glowing with an ethereal light, was once the possession of the Serpent Lord, Kzarak Zaranthis. Serpent's Command: As an action, you can point to any serpent within 60 feet and command it, as per the Dominate Beast spell, but only affecting serpents. This effect lasts for 10 minutes.

32	L
1	**Laban - Imaginary, Friend:** Laban's Imaginary Friend: A kindly wizard made this ring for his friend who had just lost his wife to illness. While wearing this ring, the user is able to interact with an imaginary friend of the likeness and consciousness of the wearer's choice. No one else can perceive this manifestation, but it's a loyal and constant companion.
2	**Lady ThunderPants' - mean mug:** Lady ThunderPants' Mean 'Mug' of Menacing: While wearing this creepy mask, you have advantage on Intimidation checks. Enemies within 30 feet of you have disadvantage on saving throws against being frightened.
3	**Lahavior - Bladed flamethrower:** Lahavior's Bladed Inferno Vambraces: These vambraces emit jets of flames when activated. As an action, you can unleash a cone of fire in front of you, dealing 2d6 fire damage to creatures in the area. Once used, this ability can't be used again until you finish a long rest.
4	**Lane Lacy - Ghost Map:** Lane Lacy's Ghost Map: A magical map made of gray parchment that emits a ghostly mist. It reveals the location of hidden, ethereal, or undead creatures within a 500-foot radius.
5	**Lanna Baker - Sun witch:** Lanna's Luminescent Grimoire: This illuminated spellbook is filled with radiant incantations. While attuned to the grimoire, you can use an action to cast the "Radiance" cantrip, creating a radiant flame that sheds bright light in a 10-foot radius. Additionally, you gain advantage on Intelligence (Arcana) checks related to radiant magic.
6	**laquiche:** Laquiche's Ring of Fauna Communion: Intricately carved from elderwood and adorned with lifelike miniature beasts, this ring not only allows the wearer to converse with small creatures for 10 minutes daily but also temporarily adopt a minor trait or ability of the animal they speak with, lasting for 1 hour.
7	**Leonid - Planar, Trident:** Leonid Sharkheart's Planar Trident: Crafted by the enigmatic Leonid, this enormous, stone trident can pierce the boundaries between planes, allowing the wielder to cast Plane Shift once per long rest, but only when submerged in water.

8	**LeRoy - mimic armor:** LeRoy's Mimic Armor: This enchanted armor appears as an ordinary set, but it can mimic the appearance of any armor its wearer desires. It grants the benefits of the mimicked armor type while retaining its original form, offering both protection and style. Base AC while not transformed is 12 + Dex modifier.
9	**LeShanks - Silver Shiv:** LeShanks's Silver Shiv: This pure silver dagger was dipped in holy water. It deals an extra 1d4 damage against evil-aligned creatures. It has the damage properties of a dagger.
10	**Leverius - Endless and Knowledge:** Leverius's Tome of Endless Knowledge: This tome records information and grants proficiency. The wielder can gain proficiency in a chosen skill, language, or tool during a short or long rest.
11	**Lili - Prideful, Caring:** Lili's Prideful Pendant: This pendant is adorned with a gemstone that glows with a warm light. While wearing the pendant, you gain advantage on Charisma (Intimidation) checks and saving throws against fear effects. Additionally, you can use an action to activate the pendant's magic, emitting an aura of confidence that grants temporary hit points to nearby allies.
12	**Lilliths - Murder Spurs:** Lillith's Murderous Spurs: These spurs deal an additional 1d6 piercing damage with any kick attack (unarmed strike). If you move at least 20 ft before kicking, the damage increases to 2d6.
13	**Linda Thomas:** Thomas' Tempered Tunic: This finely crafted chainmail tunic grants you resistance to slashing and piercing damage from non magical weapons. It rings softly when struck.
14	**Link Houldsworth AKA RictusDeDux - Infinite Rictus:** Link Houldsworth's RictusDeDux: This theatrical style mask is a relic of the Long Step Traveling Troupe. The unsettling smile and gaze wards off would-be robbers and other threats. When a creature targets the wearer with an attack, they must succeed on a DC 14 Wisdom saving throw. A failure means the attacker must select another target.
15	**Lionheart - Cloak, Fury:** Lionheart's Cloak of Roaring Valor: This majestic cloak is emblazoned with a roaring lion symbol. While wearing the cloak, you can use a bonus action to unleash a resounding roar that bolsters your allies' courage. Creatures within 30 feet gain temporary hit points equal to your Charisma modifier (minimum of 1).
16	**Lizzie Oatley-Roberts:** Oatley-Roberts' Obsidian Arrowheads: You have a quiver with 20 obsidian arrowheads. Any non magical arrow fitted with one deals an extra 1d6 slashing damage on a hit. The edges are wickedly sharp.
17	**Lochnar - Flesh Wrender:** Lochnar's Flesh Wrender: Crafted from the desolate remains of an otherworldly creature, this sinister blade hums with eldritch energy. Once per long rest, the wielder can unleash a horrifying shriek that rends the very flesh of their foes, dealing 3d6 necrotic damage in a 15-foot cone.
18	**Lord Daniel - kindness and courage:** Lord Daniel's Epaulettes: These decorative golden shoulder pads attach to any armor. The attuned user may use their bonus action to touch a creature they can see. The touched creature regains 4d6 HP; additionally if that creature has the frightened condition, the frightened condition ends.This ability can be used up to three times per day.
19	**Lord Vulpine - Faux fur:** This lush faux fur stole gleams with an enchanting allure. Once draped over the shoulders, the wearer gains the ability to cast both Zone of Truth (DC 15 Charisma saving throw) and Minor Illusion without expending a spell slot. However, when using these abilities, the stole's true nature is subtly hinted by produces a faint silver aura around the wearer.
20	**Lotus Moonveil - Multidimensional garden:** Lotus Moonveil's Realmwalker Cloak: Infused with the Multidimensional Garden's magic, this cloak opens portals to hidden realms. Once daily, Lotus can step into a tranquil grove within the cloak for a short rest, restoring 1d8 + her Wisdom modifier hit points. Emerging rejuvenated, she gains advantage on her next Wisdom saving throw, a testament to the healing serenity of the garden.
21	**Louis - doom horror:** King Louis's Gloomlace: This dark, kingly necklace bestows the user with an aura of fear. Once per short rest, the user can roll a d20 to release an intimidating aura, causing enemies within range to make a Wisdom saving throw or become frightened.
22	**Lovelace - Nature or Shadow:** Lovelace's Tome of Shadows: This book contains many secrets and sinister rituals related to shadow magic. Any spell you cast that deals necrotic damage deals maximum damage while attuned to this book.

23	**Lucas - engineer tool:** Lucas's Toolbelt: Crafted by the ingenious artificer Lucas, this toolbelt contains an array of specialized tools for engineering tasks, that charge from cosmic energy. Once per day, it can be used to mend a broken object or construct a simple mechanical device from scraps.
24	**Ludwick - Eagle, Time:** Ludwick's Timestone: This brightly glowing diamond was a gift from the Eagle-King Ludwick. It allows the user to rewind time once per short rest, allowing them to retry a roll.
25	**LuethianDM - small hum small vibration:** LuethianDM's Humming Stone: A small celestite stone that emits a subtle calming hum and vibration when activated. It clears the user's mind, allowing them to concentrate on two spells that require concentration at once. Can be used for an unlimited amount of time.
26	**Luis Leal:** Leal's Limitless Ladder: Speaking the command word causes this tiny 2-inch ladder to grow to full size, up to 100 feet long. It can support up to 1000 pounds and lasts 1 hour before reverting.
27	**Luke Lorah - Shifting revolver:** Luke Lorah's Shifting Six-Shooter: Each chamber of this strange copper revolver shoots a different kind of ammunition, with effects ranging from healing AoE to explosive rounds. The effect of the current chamber is evident to the wielder, but the rest are a mystery. The revolver automatically reloads with different ammunition after each long rest.
28	**Lula-Belle - Petty, Curse:** Lula-Belle's Petty Curse Doll: You can whisper the name of someone you have met to this doll to subject them to a minor curse (DM's choice). The save DC is only 8, so the effects are more annoying than harmful. The doll has enough magic for one curse per day.
29	**Lutheniel - flourish, herbs:** The Eden Herb-Pouch: 30 herbs from an exotic land, curated by the master herbalist Lutheniel. When consumed, they cause the user's next spell to flourish like never before, amplifying its power (range/duration/damage, at the DM's discretion). The player should roll a d4 to determine the potency of the power.
30	**Lycendra - Bramblewood Lockbox:** Lycendra's Bramblewood Lockbox: A 12 inch lockbox made from living wood from a cute little town named Bramblewood. Any creature who tries to open it without authorization will fall asleep for up to two hours.
31	**Lyondar - Emotional Support Doll, Loot the Nursery:** Lyondar's Comforting Loot the Nursery Keepsake: This soft, plush doll is crafted with great care, depicting a friendly creature with a warm smile. While holding Lyondar's Comforting Keepsake, you can use an action to channel its comforting magic. Choose a willing creature within 30 feet; they gain advantage on Wisdom saving throws against being frightened or charmed and can use their reaction to gain temporary hit points when targeted by an attack or harmful effect.
32	**Lyre Stringfellow:** Lyre Stringfellow's Harmonic Bowstring: This string, woven from the golden hairs of celestial muses, can be fitted onto any bow. When drawn and released, it doesn't require an arrow. Instead, it launches ethereal musical notes which can either soothe or harm, depending on the intent of the archer. On a successful hit: Harmonious Note: The target is momentarily uplifted, receiving the effects similar to Bardic Inspiration. Dissonant Note: The note shatters upon impact, dealing an additional 1d8 psychic damage and causing the target to be deafened until the end of their next turn. The string can sustain its magical qualities for up to 5 shots per day. After which, it needs to rest and resonate with ambient sounds to recharge.

d53	M
1	**M. Trout:** Trout's Tome of Mundane Mastery: While this tome is in your possession, you gain proficiency in any two skills or tools of your choice. The leather cover is stamped with the image of an open eye.
2	**MacAonghais - Healing:** MacAonghais' Healing Talisman: A beautiful talisman of silver and gold filigree, enchanted by the great wizard, MacAonghais the Wild. The talisman allows the wearer to cast Cure Wounds (2nd level) twice daily with a touch. It also grants advantage on Wisdom (Medicine) checks.
3	**MachStrike - Bracer Blade:** MachStrike's Bracer Blade: These boiled leather and iron bracers have a tricky secret, they have hidden blades in them that the user activates with deadly results. Any Fighter (Battle Master) attuned to these bracers gains the Combat Superiority Maneuvers Parry and Riposte.

4	**Mack - Magic Bane:** Mack's Magicbane Gauntlets: These blackened gauntlets are inscribed with anti-magic runes. While wearing Mack's Magicbane Gauntlets, you have advantage on saving throws against spells and magical effects, and you can attempt to dispel magic once per short rest.
5	**Macstar - Strong/Wild:** Macstar Tattoo: Many warriors outside of the Macstar clan visit their master tattooists to get one of these magical tattoos. Once the tattoo is complete and healed the creature gains use of the Barbarian's Reckless attack feature up to three times per day.
6	**Mahima - :Murderous/Emaciating Mango** Mahima's Mango of Emaciation: This mango appears withered and desiccated. When thrown, it explodes upon impact, releasing a cloud of necrotic energy. Creatures within the area must make a Constitution saving throw (DC 15) or take 2d6 necrotic damage and have their maximum hit points reduced by 5 until they finish a long rest.
7	**Mal's - Many, Pockets:** Mal's Many-Pocketed Vest of Holding: This vest contains 1d4+1 tiny pockets on the inside. Each pocket can store up to 10 lbs, with no limit on the total number of objects. Retrieving or storing an item requires an action. If the vest is damaged, there is a 50% chance of losing each pocket's contents.
8	**Malephisto - Curse + Surge:** Malephisto's Surgebrand Sword: This sword crackles with wild, unpredictable magic. While wielding Malephisto's Surgebrand Sword, you can use an action to channel its chaotic energy into a curse-infused strike. On a hit, the target must succeed on a Constitution saving throw or suffer from a debilitating effect of your choice, such as being stunned or blinded for 1d6 rounds.
9	**Maltauren - Dreamer's Eye:** Maltauren's Dreamer's Eye: A mystical sapphire amulet resembling an eye. While wearing it, you can enter the dreams of a sleeping creature you touch, gaining insight or planting a suggestion at the DMs discretion. Upon leaving the dream, you find yourself losing concentration and speaking in riddles about the experience until the next long rest.
10	**Marc Priore:** Priore's Pole of Collapsing: This 10-foot pole can be used to poke the ground safely, but also shatters traps, glyphs, constructs, and weak ceilings on contact. It is smooth darkwood.
11	**Marcel - Gauntlet / tank (Panzer):** Marcel's Panzer Gauntlets: These sturdy gauntlets grant the wearer resistance to piercing, slashing, and bludgeoning damage from non-magical attacks. The user can fire one massive tank-sized missile from each gauntlet each day using the properties of Fire Ball at spell level 7.
12	**Mark Coderre:** Coderre's Chime of Opening: This small silver chime allows you to cast Knock once per day. It emits a pleasant ringing sound when used. Engraved keys decorate the handle.
13	**Mark Orr:** Orr's Oaken Buckler: This wooden buckler grants +1 AC and immunity to critical hits from melee weapons. The front is carved with the symbol of a watchful bear.
14	**Mark Westbrook:** Westbrook's Wand of Wonder: This chaotic wand allows you to cast a random spell from the sorcerer/wizard spell list each time it is used. Roll a d100 to determine the spell.
15	**Marshall boykin:** Boykin's Book of Brilliance: While attuned to this book, your Intelligence score is 18. Reading it grants you proficiency in your choice of two skills or tools. The pages rustle mysteriously.
16	**Marshall Stout - Fortitude Technomagic:** Marshall Stout's Technobrace: Marshall Stout. Known for his innovative developments in technomagic sciences. The Technobrace would have protected him from any attack forever, but ironically, he was killed while working on it, so it lies unfininished. Despite this, the bracer can create a protective barrier within 10 feet once per long rest. The barrier absorbs up to 30 damage, converting it into temporary hit points for the wearer. It lasts 1 minute or until the absorbed damage reaches the limit.
17	**Matej Uhliar - Urging Calendar:** Matej Uhliar's Urging Calendar: An empty calendar that can be used to write down important events. Once per week, the user may channel the calendar's power to urge distracted creatures or party members to stay on task. Creatures and player characters must pass a Wisdom check against the user's spell save DC or be compelled to stay focused on the party's goal for 24 hours
18	**Matthew Luellen:** Luellen's Lenses: These spectacles with extra-thick, cut quartz lenses allow you to cast Identify at will. When examining objects, letters shimmer over them with details.

19	**Matthias Vandaele - Somnial Scythe:** Matthias Vandaele's Somnial Scythe: This scythe was crafted from the thought manifestations of a powerful Psionist. Originally created to destroy creatures from other planes that cause nightmares, this ephemeral blade also has a devastating effect on demons and devils, this blade deals an additional 4d6 psychic damage to fiends.
20	**Matthieu Triay - Mirror and Time:** Mathieu's Dualecho Mirror: Forged through ancient magics, by the warlock Mathieu Triay this ornate mirror reveals glimpses of the past or future. Once per long rest, focus on an event, moment, or location to see a vision related to it. Roll a d20: 1-10 brings a confusing vision without context, 11-20 grants useful insight or clues.
21	**Maurice steele:** Steele's Stomping Boots: These iron-toed boots deal 1d6 additional bludgeoning damage when you hit with an unarmed strike. The leather is cracked and stained with blood.
22	**Maxillian Kepler - Kepler's Prism:** Kepler's Prism of Celestial Insight: This prism allows you to see into other planes of existence. As an action, you can focus the prism on a creature or object, gaining insights into its true nature. You have advantage on your next Intelligence (Arcana) or Wisdom (Insight) check related to the target.
23	**Mazmitaz - Dazzling, Nature:** Mazmitaz's Glowball Bag: A heavy leather satchel containing ten glass orbs collected by famed explorer Mazmitaz the Bold. Each orb holds what seems to be dozens of brightly glowing fireflies. The orbs can be used as light sources, or shattered as an action, to blind enemies within 30ft for 2 turns. The orbs cannot be recovered once shattered.
24	**McKinsey Hayes:** McKinsey's Exaggerated Earmuffs: These fluffy, oversized earmuffs transform any nonsensical language or sounds into coherent sentences in the wearer's native language. Also, once per day, the wearer can understand and communicate with any creature, regardless of its language, through ridiculous limericks.
25	**Meat-spawn - Doom-seer, Blood:** Meat-spawn's Bloodstained Doom-seer Blade: This wicked-looking blade is stained with dried blood. While wielding the blade, your melee attacks deal additional 1d6 slashing damage. Additionally, when you reduce a creature to 0 hit points with the blade, you can use a bonus action to gain temporary hit points equal to your Constitution modifier.
26	**Melevorn - Halberd & Leadership:** Melevorn's Halberd of the Inspiring Commander: This halberd features intricate engravings of warriors in formation. While wielding the Halberd of the Inspiring Commander, you can use an action to inspire your allies. Choose up to three allies within 60 feet of you who can see or hear you. Each chosen ally gains temporary hit points equal to your Charisma modifier (minimum of 1).
27	**Melissa - White Diamond:** Melissa's White Diamond Radiance Amulet: This elegant amulet holds a radiant white gem that emanates a soothing light. While wearing Melissa's Diamond Radiance Amulet, you gain resistance to radiant damage. Additionally, you can use an action to emit a brilliant radiance in a 30-foot radius, blinding hostile creatures and healing allies for a 2d6 hit points.
28	**Merryweather - Explosive Bees:** Merryweather's Swarmcaller Bee Amulet: This amulet features a delicately carved bee on a honeycomb background. While wearing the amulet, you can use an action to cast the "Conjure Animals" spell, summoning a swarm of bees to aid you in combat or other tasks. The swarm obeys your commands to the best of its abilities and remains for up to 1 hour.
29	**Michael Simpson (Word Warden Prod) - Lament Storyteller:** The Word Warden Prod Quil: When used to write stories or ballads of tragedy and sorrow, this quill brings the tales to life, enveloping the surroundings in a mist of melancholy. The quill can be used once per long rest to cast a minor illusion, obscuring the area and disorienting those who move through it. However, the potency of the illusion depends on the story the player tells.
30	**Mikal, Tabaxi Captain of the Cat's Nip - Anchor, barnacle:** Mikal's Anchorblade Cutlass: This cutlass is imbued with the power of the sea. When you hit a creature with this weapon, you can use a bonus action to anchor them in place, reducing their movement speed to 0 until the start of your next turn.
31	**Mike Bradfish - Shark Fin:** Bradfish's Biting Blade: A sleek, silver scimitar with a design reminiscent of a shark's fin. On a critical hit, this blade deals an additional 2d6 piercing damage, the wound representing the bite of a shark. When submerged in water, the wielder gains a swimming speed equal to their walking speed.

32	**Mike Trisevic - Brass Knuckles:** Mike Trisevic's Holy Brass Knuckles: Brass knuckles blessed by the holy Trisevic angel. The wielder's unarmed strikes deal 1d4 extra radiant damage. Base damage: 1d4 bludgeoning. DM's note: When the Trisevic set is complete, the user radiates a 100-foot holy aura that reduces damage taken by the user and allies by half.
33	**Mike Trisevic - Holy Armor:** Mike Trisevic's Holy Armor: Golden armor blessed by the holy Trisevic angel. When attuned, the wearer gains resistance to radiant damage and advantage on Wisdom saving throws. AC: 16. Strength: 13. DM's note: When the Trisevic set is complete, the user radiates a 100-foot holy aura that reduces damage taken by the user and allies by half.
34	**Mike Trisevic - Holy Longsword:** Mike Trisevic's Holy Longsword: A golden longsword blessed by the holy Trisevic angel. The wielder can use a bonus action to channel divine energy, dealing an extra 1d4 radiant damage on attacks. Base damage: 1d8 slashing, versatile (1d10). DM's note: When the Trisevic set is complete, the user radiates a 100-foot holy aura that reduces damage taken by the user and allies by half.
35	**Mike Trisevic - Holy Necklace:** Mike Trisevic's Holy Necklace: A golden necklace blessed by the holy Trisevic angel. This holy necklace grants the wearer the ability to heal any creature for 3d6 hp once per day. DM's note: When the Trisevic set is complete, the user radiates a 100-foot holy aura that reduces damage taken by the user and allies by half.
36	**Mike Trisevic - Holy Shield:** Mike Trisevic's Holy Shield: A golden shield blessed by the holy Trisevic angel. This holy shield provides a +2 bonus to AC and allows the wielder to cast Shield of Faith once per day. DM's note: When the Trisevic set is complete, the user radiates a 100-foot holy aura that reduces damage taken by the user and allies by half.
37	**Miku - Monkeys paw or magic staff:** Miku’s Paw: A twisted, mummified paw, revered as the paw of Miku, a wise village elder. This paw allows the user to be temporarily possessed by the spirit of Miku three times, allowing them access to his great wisdom (23), charisma (19) and dexterity (20). However, while Miku can be influenced, your goals may not align with his.
38	**Milo Goodbarrel - Engardian's Bivalve:** Milo Goodbarrel's Engardian's Bivalve: A bivalve-shaped mollusk shell that enhances defense. While it remains open, it grants resistance to a chosen damage type for up to 6 hours. It always grants resistance to water-based moves and can be used once per day.
39	**Minmin - Timeworn Ingenuousness:** The Pearlen Blade: Time wears down everything. Even kindness. Even innocence. A blade spawned from the pure hatred felt by a kind young girl named Minmin after the murder of her father. This dagger deals 1d4 damage ordinarily, but deals 3d8 damage when used on an enemy unaware of the wielder's presence.
40	**Mirrindi - Pear, Art:** Mirrindi Pear: Consuming this exotic fruit has an arcane side effect, it acts as a sort of muse for the consuming creature. They gain advantage on all ability checks related to artistic performance for two hours. This property makes these fruits a rare delicacy and the Mirrindi region to the east is named for a famous poet from that area.
41	**Mistril Merendras - balloon, shepherd:** Mistril's Airborne Shepherd's Crook: This crook is infused with the magic of flight. While holding the crook, you can use a bonus action to cast the "Jump" spell on yourself or a creature you touch. Additionally, you can use an action to command the crook to transform into a pair of radiant wings that allow you to fly for up to 1 minute.
42	**Modgur - "Will Ink":** Modgur's Will Inkwell: An inkwell with never-ending jet-black ink infused with the will of ancient scholars. When used to write scrolls, it imbues spells and incantations with heightened potency, doubling their numerical effects (rounded down to nearest whole number).
43	**Moley - Heavy Hat:** Moley's Earthshaker Helmet: This heavy helmet is adorned with earthy motifs and feels surprisingly comfortable despite its weight. While wearing the helmet, you gain resistance to bludgeoning damage. Additionally, you can use an action to stomp your foot while wearing the helmet, causing the ground to shake in a 15-foot radius around you. Creatures in the area must succeed on a Strength saving throw (DC 15) or be knocked prone.

44	**Monkeys are bananas - Turtles & Monkeys:** Moneys are Banana's Bizarre Brooch: This brooch is crafted in the shape of a banana and adorned with intricate patterns. While wearing the brooch, you have advantage on Charisma (Persuasion) checks made when interacting with creatures of the animal type, such as monkeys and turtles. Additionally, you can use an action to summon a spectral monkey or turtle to your side. The creature obeys your commands and remains for 1 hour or until dismissed.
45	**Mortalis - Athanasia, Debonair:** Mortalis "Debonair": This fragrance Mortalis Perfumers is made from the Athanasia flower and is the finest fragrance one can buy. It's magically infused and brewed only in small batches so a vial of 20 uses costs hundreds of gold pieces. This cologne reduces the age of the wearer by 1d4 years and for 24 hours, their Charisma score becomes 20.
46	**Mosflow - River Willow:** Mosflow's Aquaflow Amulet: This amulet features a carved river willow leaf. While attuned to it, you can breathe underwater and gain a swim speed equal to your walking speed. Additionally, you have advantage on Strength saving throws against effects that would move you against your will.
47	**Mr. Rodgers - armor warmth:** Mr. Rodgers' Armor of Warmth: A suit of armor lined with furs that emanates a comforting warmth. The wearer gains resistance to cold damage and can cast Cure Wounds once per day, channeling Mr. Rodgers' soothing spirit to heal themselves or others.
48	**Mudgutz - Muddy Boots:** Mudgutz' Boots of Mirewalk: These boots are perpetually coated in a layer of mud. While wearing them, you can move through difficult terrain caused by mud or swamps without impediment. Additionally, you have advantage on Strength (Athletics) checks made to grapple creatures while on such terrain.
49	**Mysterious Matty J - Mask:** Mysterious Matty J's Mask of Illusions: This clown-like mask grants the wearer access to the spells: Minor Illusion, Disguise Self, Programmed Illusion, and Silence. However, wearing it for longer than 1 hour per day causes the wearer to begin to hallucinate.

Scarlett Sunflower

Small, delicate sunflower with petals of deep scarlet. Grown exclusively by halflings, this flower is said to have properties which make a person more charismatic.

The flower has d12 petals that can be plucked and ground up into water or tea. Each petal used grants a plus 1 to all Charisma skill checks as well as any Charisma saving throws the consumer makes for the next 12 hours. Every long rest, the flower regains 1d4 + 1 of its expended petals. If the number of petals ia ever allowed to reach zero, the flower becomes frail and weak. Once weakened, the flower only regains 1 of its petals per long rest until all 12 petals are regained, at which point it becomes healthy and can be used in its normal way again.

Lootsmith's Legacy: Liam Goodman

d11	N
1	**Nalaras - Elvish and Magical:** Nalaras's Elvish Enchantment Amulet: Infused with elven magic by Nalaras, this amulet allows the wearer to cast the Mage Armor spell at will. The amulet also grants advantage on Charisma checks when interacting with elves.
2	**Nathan - Mostly Harmless:** Nathan's Mostly Harmless Daisy: A daisy that seemingly does nothing. If it encounters a large human male wearing red, it will go berserk and grow a fanged mouth. It will attack the male, dealing 5d10 damage per bite. The daisy has 1 hp and 5 AC.
3	**Nathan Cook - Wolf's Fang:** The Wolf-Fang Ring: A ring made from fused wolf-fangs. Allows the wearer to sense the presence of any wolves within 3 miles, and to ask what they see, or request tracking. The ring can also be broken to summon all wolves within 10 miles to fight for the wearer.

4	**Neptunus - Coral Bones:** Neptunus's Aquatic Reliquary: Crafted by the enigmatic Neptunus, this reliquary houses the essence of coral bones from the deep sea. Once per long rest, the user can activate the reliquary to channel the resilience of the ocean depths. This grants temporary hit points equal to their level and resistance to cold damage for 1 minute. The reliquary's aquatic protection wanes as the minute concludes, leaving behind a faint echo of the ocean's enduring strength.
5	**Nibblers - ball of fangs:** Nibbler's Ball of Fangs: Once per turn, you can direct this floating ball to attack one target you can see within 60 ft. It makes a bite attack dealing 1d4 piercing damage. The ball has AC 15 and 30 hit points.
6	**Nicholas Hall - Extensive Details:** The Hall Codex: This meticulously crafted mystical codex, designed by legendary scholar Nicholas Hall, is more than just a book – it's a key to unlocking deeper understanding. Once per long rest, a player may study the contents, granting them temporary proficiency in a skill or tool, weapon, or language of their choice for the next 24 hours, before the codex retrieves its knowledge from the player's mind.
7	**Nicholas/Nick / DayDream - Daydream and/or Nightmare** Nick's Nightmare Whispering Blade: This sinister-looking dagger is etched with eerie symbols. When you deal damage to a creature with this weapon, you can use a reaction to trigger the blade's magic. The target must succeed on a Wisdom saving throw (DC 15) or be plagued by unsettling whispers in their mind. For the next minute, the target has disadvantage on attack rolls and ability checks, as the haunting whispers disrupt their focus.
8	**Nielly - Frog + jar:** Nielly's Jar of Frogs: This glass jar contains a miniature enchanted pond with tiny frogs. As an action, you can open the jar, releasing the frogs in a 10-foot radius. The frogs grant advantage on saving throws against being charmed or frightened to you and your allies in the area for 1 minute.
9	**NightRavenBlack -Talon Boots:** NightRaven Black Talon Boots: Worn by the mysterious NightRaven, these boots grant the user exceptional agility and stealth, allowing them to move silently and gain advantage on Dexterity-based checks related to acrobatics or sneaking.
10	**Noboriryuu - rising dragon:** Noboriryuu's Wyrmforged Gauntlet: Forged from a scale shed by a rising dragon, this gauntlet embodies the might of draconic prowess. Once a day, when activated, the gauntlet envelops Noboriryuu's fist in ethereal dragonfire, enhancing their following melee strikes. The next 5 attacks gain an additional 1d6 fire damage and is treated as magical, showcasing the fierce force of a dragon's devastating blow.
11	**Nonnie Zanfield - Hair daggers:** Lady Nonnie Zanfield's Chaplet: This innocuous looking headdress is actually a self-defense item developed by Lady Zanfield for courtesans. When attuned, the wearer's hair grows into long braids. As a bonus action, the user may make a melee attack with their hair dealing 7 points of slashing damage on a hit as the thorny braids stab and slash the target.

d12	O
1	**Oda - fey-nonsense / huffy:** Cap of Fey Nonsense: This jaunty cap is decorated with small bells that jingle when moved. While wearing the cap, you gain advantage on Performance checks. Once per day, as an action, you can let out an indignant huff. For the next minute, you emanate an aura of bewildering fey magic. Any creature that starts its turn within 10 feet of you must succeed on a DC 13 Wisdom saving throw or become confused and compelled to ask "What's wrong?" until the start of its next turn.
2	**Odell - caramel toy:** Odell's Caramel Conjurer Figurine: This small figurine depicts a playful caramel-colored creature. Once per day, you can activate the figurine as an action, summoning an illusionary caramel creature that distracts and confuses enemies within a 15-foot radius. Creatures affected have disadvantage on attack rolls until the start of your next turn.
3	**Odell - love scythe:** Odell's Cursed Heartscythe: This ominous scythe is adorned with bleeding heart motifs. Once per long rest, you can use an action to activate the scythe's curse. The target of your next attack with the scythe must succeed on a Wisdom saving throw (DC 14) or be overwhelmed with feelings of despair, suffering disadvantage on their next attack roll.

4	**Odell - marigold fox:** Odell's Foxfire Marigold Amulet: This amulet features a marigold flower with a tiny fox curled around it. While wearing the amulet, you can cast the Light cantrip at will, creating a warm, foxfire-like glow. Additionally, once per long rest, you can expend a charge to cast Faerie Fire.
5	**Odobald Oddburrow - optimism/optimistic, oboe:** Odobald Oddburrow's Oboe of Optimism: This oboe, when played, fills all who hear it with optimism and hope, granting advantage on saving throws against being frightened. The oboe can also be used as a club in combat.
6	**Olaf - Warm Hugs:** Olaf's Hug: A crude, but lovingly sculpting visage of a friendly snowman. Hugging this statuette causes you to feel a hug in return, along with a healing warmth in your heart, restoring 1d6 health. The statuettte can be hugged as often as desired, but the healing effect only recharges once per short rest.
7	**Oliver:** Oliver's Obsidian Orb: This scrying orb allows you to cast Clairvoyance once per day, gaining vision of a location on the same plane of existence. The orb is smooth volcanic glass.
8	**Olliewander - Feywild Flowercrown:** Olliewander's Verdant Feywild Flowercrown: Crafted from Feywild wood and adorned with delicate flowers, this crown enhances your connection with nature. When wearing this crown, you can use a bonus action to infuse your next attack with fey energy, causing your weapon to deal an extra 1d6 damage on a hit. Additionally, once per long rest, you can use an action to summon a temporary fey ally to aid you in battle for 1 minute.
9	**Omen - Fenrir, Misfortune:** Omen's Misfortune Fenrir Blade: Requires attunement. This dagger depicts the mythical wolf Fenrir along its hilt and can be used to cast Bane and Crown of Madness once each per day. It can channel Fenrir's ache to escape his chains and can easily slice through any chains or imprisoning tools.
10	**Orinalle - genocidal harpy:** Orinalle's Winged Wrath Talons: These talons are imbued with the fury of a genocidal harpy's attack. When you hit a creature with a melee attack using the talons, you can choose to activate their curse. The target must make a Wisdom saving throw (DC 15) or become frightened and take 2d6 additional psychic damage on their next turn.
11	**Orlando - Fluctuating Elixir:** Orlando's Fluctuating Elixir: A magical elixir that cycles through different colors. Roll a 1d4 to determine its effect upon consumption: 1: Heal for 4 hit die. 2: Take 2d6 damage. 3: Movement speed is increased by half for 2 hours. 4: Movement speed is slowed by half for 2 hours.
12	**Ozriel - Awe Inspiring, Merchant of Death, Joy Bringer:** Ozriel's Dichotomy Dagger Weapon: This ornate dagger has a blade that shifts between the darkest black and the most vibrant gold. When you strike an enemy with it, roll a d6. On an odd result, the dagger drains the target's life force, dealing an extra 2d6 necrotic damage. On an even result, it releases a radiant energy, healing an ally within 10 feet for 2d6 hit points.

d21	P
1	**Paintonamore:** Paintonamore's Brush of Creation: This ornate brush allows you to create minor illusions and objects out of thin air. Once per day you may use it to summon a non-magical object no larger than 5 cubic feet.
2	**PalmKraft - Curiously Strong:** The Curiously Strong Bottle of Giant's Strength: Drinking this bottle temporarily grants you 21 Strength for 1 hour, provided your Strength is not already higher. Additionally, your carrying capacity is tripled.
3	**Party_Lopez's - duck song:** Party Lopez's Infinite Duck Song Collar: When worn, this collar magically amplifies and repeats the phrase "quack quack quack" endlessly. You can suppress or resume the effect with a command word. Once per day, you can summon 1d4 hostile ducks with a quack command.
4	**Patrick James - Enlightenment and reassurance:** Patrick James's Rennaisance Amulet: Crafted by the sagacious enchanter Patrick James, this radiant amulet emanates an aura of enlightenment and reassurance. Once per long rest, the amulet can be activated to grant the wearer advantage on their next saving throw or ability check by filling them with the knowledge and confidence they require.

5	**Patrick Schneider - Clockwork-Handle Sword:** Patrick Schneider's Clockwork-Handle Sword: A steel sword with intricate ticking clockwork inside its handle. It enhances accuracy by slowing down time for the user, granting a +2 bonus to attack rolls.
6	**Patrick Schneider - Puncake Mix:** Patrick Schneider's Puncake Mix Flute: A musical panflute that, when played, conjures a puncake feast. If a puncake is eaten, it grants temporary hit points equal to 1 of the user's hit die, but only if the creature eating the puncake makes a satisfactory pun. Can be used once a day.
7	**Patrick Schneider - Thunder Trumpet ("The Doot"):** Patrick Schneider's Thunder Trumpet "The Doot": Crafted from a dragon's horn, this trumpet releases sonic blasts. It can cast Thunderwave at level 1 + prof modifier and create a loud noise to disrupt spellcasting.
8	**Paul Penfold - Powerful Armor:** Sir Penfold's Resplendent Mail: This beautifully crafted suit of armor was commissioned by Sir Paul Penfold the Guardian. Whenever a creature damages the attuned wearer of this armor, they must succeed on a DC 15 Intelligence saving throw or take 2d6 radiant damage. Creatures that fail this saving throw by 5 or more are also stunned for 1 round.
9	**Paul Petrov:** Petrov's Pipes of Pain: You can play eerie notes on these pipes to force a target within 30 feet to make a Wisdom save or take 1d6 psychic damage. The pipes are carved bone.
10	**Paul Thomas:** Thomas' Thunderous Warhammer: On a critical hit, this warhammer erupts with thunder, dealing an extra 1d10 thunder damage and knocking back the target 10 feet. Etched thunderclouds decorate the head.
11	**Pellinore - Fossil, Whimsical:** Pellinore's Whimsical Fossil: The ancient remains of a pixie trapped in amber. One can feel the pixie's whimsical and goodhearted nature when holding this fossil. If returned to its proper resting grounds, this fossil will grant the holder a single wish according to the spell Wish that aligns with the pixie's whimsical nature.
12	**Penni Walker:** Penni's Prestidigitory Powder Pouch: This small velvet pouch contains glittering arcane powder. As an action, you can toss a pinch as Prestidigitation. It smells faintly of lavender.
13	**Piotr Harran - Spider Hand:** Piotr Harran's Spider Hand Gloves: These gloves have a web design sewn on them with silky threads and allow the user to climb walls vertically or horizontally. In other words, they gain unlimited use of Spider Climb.
14	**Platinumblade - Worthless, Useless:** Platinumblade's Scabbard: A cursed scabbard, worse than worthless. Despite the gold and gems within this scabbard, owning it is a curse. Touching the scabbard makes it yours, and when it is yours, you cannot sell anything, nor buy anything, nor barter, effectively locking you out of commerce. The blade cannot be destroyed, gifted, stolen, or otherwise disposed of. It could make an interesting gift for an enemy, if you gifted it while wearing gloves...
15	**Pome (Pomegranate) - Fortune's Favor:** Pomegranate's Fortune's Favor: A sweet potion flavored with pomegranate juice. When consumed, it grants advantage on one saving throw or ability check while healing the user 1d6 hit points.
16	**Ponce - Leader / Fatherly:** Ponce's Leadership Medallion: Bestowed upon Ponce for his fatherly guidance, this medallion allows the wearer to inspire their allies once per short rest, granting them 5 temporary hit points for 5 turns, and giving both them and their companions advantage on saving throws against fear effects.
17	**Popadov - Torch, Useless:** Useless Lantern of Popadov: This lantern seems to glow with a soft and inviting light, but it offers no practical illumination. While holding the lantern, you can use an action to activate its magic, causing it to shed a soft, rainbow-colored glow in a 10-foot radius. Creatures within this area have disadvantage on Wisdom (Perception) checks due to the distracting light. This effect lasts for 1 minute.
18	**Poppy's - primordial pouch:** Poppy's Primordial Pouch This pouch contains a tiny proto-demiplane within. It can contain up to 500 lbs worth of objects while weighing only 1 lb. Objects vanish when placed inside and can be retrieved as a bonus action. If pierced or torn, the pouch is destroyed and its contents lost forever.
19	**Preacherman - protector, non-precision tool:** Preacherman's Protector's Hammer: A blunt hammer that heals 1d8 hit points instead of dealing damage when striking an ally. However, it also sings hymns loudly while healing, possibly alerting nearby enemies.

20	**Professor Evergreen - time and storm:** Professor Evergreen's Tempest Stopwatch: A stopwatch that can halt the power of tempests and time. When activated, all weather conditions come to a halt and no longer take effect within a 200-foot radius. It also grants the user the ability to use Storm Sphere once per day.
21	**Puff (the Magic Dragonborn) - Fabulous cavalier-style hat:** Puff's Enchanted Hat of Charisma: This cavalier-style hat is adorned with vibrant feathers and shimmering gems. While wearing the hat, your Charisma score increases by 2 to a maximum of 20. In addition, you gain the ability to cast the "Charm Person" spell once per long rest, using the hat as the focus for the spell.

4	Q
1	**Qrow the ram - Nature Bow:** Belonging to Qrow, a famous Bariaur druid who's handmade bows are highly prized. Creatures hit with a ranged attack from this bow must succeed on a DC 14 Str. save or become restrained as vines entangle their limbs. The creature may reroll at the beginning of each of its turns, breaking free on a success.
2	**Quarter Mistress - Procure and Mezmerize:** Mezmerizing Procurement Pouch of the Quarter Mistress: This intricately embroidered pouch has the ability to procure small objects from other locations. While holding the Procurement Pouch of the Quarter Mistress, you can use an action to reach into the pouch and retrieve a small item you have seen or touched before.
3	**Quilliam Quillson's Quantum Quill:** A delicate quill with a faint glow. Once attuned, you can pen a single letter intended for any recipient. This letter can be sent to any specific moment in the past or a predetermined point in the future. Upon completing your letter, the quill's glow will diminish, indicating its completely expended magic.
4	**Quentin Boyer - Two wrist blades:** A set of two wrist-bracers with vicious blades on the side, that retract and extend at will, using strange magic. An inscription on the flat edges reads "Property of Q.B.", known to be an enigmatic ranger. The blades' enchantments allow 2 attacks to be made per turn, on the same or different enemies, dealing 2d4 slashing damage per attack.

32	R
1	**Radek's Aperture - becomes tattoo:** Radek's Ethereal Ink: When applied as a tattoo, this ink grants the bearer the ability to bring its design to ethereal life. With a focused thought, the user can animate the tattoo into a simple, illusionary creature or object. The illusion is tangible but harmless, lasting for 1 minute. Once used, this ability can't be activated again until after a short rest.
2	**Radek's Aperture - break curse:** Radek's Prism of Purity: This multifaceted crystal prism refracts light in irregular patterns. Once per day, you can channel its power to target an individual within 30 feet. Any single curse afflicting them is absorbed by the prism, causing it to darken. Each time a curse is transferred, the prism's lens cracks slightly. After absorbing three curses, the lens shatters.
3	**Radek's Aperture - by wearing:** Goggles of Radek's Insight: These heavy goggles have lenses crafted from hundreds of layered crystal panes. Despite their comical appearance, when worn, they grant the user truesight up to 15 feet.
4	**Radek's Aperture - cursed eyepatch:** Radek's Scotopic Aperture: Once worn, this eyepatch cannot be removed unless Remove Curse or a similar spell is cast on the wearer. The wearer gains Darkvision 120 feet, however, they gradually begin to lose the ability to see in color in normal light. The wearer's ability to see in color returns when the eyepatch is removed.
5	**Radek's Aperture - gives abilities:** Radek's Aperture Amulet: This ornate amulet, shaped like an open eye, channels the essence of Radek's power. While wearing it, you gain the following abilities: 1. Focused Gaze: You can cast the Detect Magic spell at will, without expending a spell slot. 2. Portal Vision: Once per long rest, you can see and use any hidden or invisible portals within 60 feet for up to 10 minutes. 3. Barrier Pierce: As an action, twice per day, pass through solid barriers, up to 15 feet thick.
6	**Radrick - Celestial Ring:** Radrick's Celestial Ring: Once per day the attuned wearer may activate the ring to regain 20 HP and remove one of the following conditions: curse, disease, poison, blindness, or deafness.

7	**Raszota - Immoral Compass:** Raszota's Immoral Compass: This compass is completely black, including the needle. It does not point north but instead toward the user's most self-serving desire. Once per day, by focusing on the compass, the holder can gain advantage on a single Deception, Persuasion, or Stealth check. However, overuse might lead the user astray, following their darker inclinations (at the GM's discretion).
8	**Raven - headband of healing:** Raven's Graceful Headband of Healing: This elegant headband is adorned with a small raven feather charm. While wearing the headband, you can use a bonus action to touch a creature and expend a spell slot to restore hit points to that creature. The restored hit points are equal to the spell slot's level + your Wisdom modifier.
9	**Razalyn - Warp Whistle:** Razalyn's Warp Whistle: Forged by the enigmatic Razalyn, this whistle can be blown once per week to create a short-lived portal, allowing the user to instantly travel to a location they've visited before for 5 minutes, before being returned to where they were before
10	**Rémi or Rayme - Revolting rant:** Tumultuous Speech Robes of Rayme: These robes seem to ripple with an otherworldly energy. While wearing the Tumultuous Speech Robes of Rayme, you can use an action to unleash a revolting rant in all directions. Creatures within 30 feet must succeed on a Wisdom saving throw or be deafened for 2 rounds and take 2d6 psychic damage.
11	**Rend - Brutal, Warmth:** Rend's Brutal Ember Blade: This blade glows with a warm, orange light that radiates heat. While wielding the blade, your attacks deal an additional 1d6 fire damage. Additionally, you can use an action to channel the blade's warmth, creating an aura of comfort that grants resistance to cold damage to you and nearby allies (within 10 feet) for up to 1d4 rounds.
12	**Revan - Lottery Sword:** Revan's Gambler's Blade: This finely crafted sword features a hilt adorned with dice-like symbols. While wielding Revan's Gambler's Blade, you can choose to roll a d20 whenever you make an attack. On a roll of 20, the blade's magic intensifies, granting you a critical hit. On a roll of 1, the blade's magic falters, imposing disadvantage on your attack roll.
13	**Rhayze Giantson - Two-Handed Shield:** Rhayze Giantson's Two-handed Shield: As a bonus action, the user selects a creature (size medium or smaller) they can see within 5 feet. That creature must roll a DC 13 Dexterity saving throw. If they fail, they are grappled and may reroll this saving throw at the beginning of each of its turns, freeing itself on a success.
14	**Rhel ná DecVandé:** Rhel ná DecVandé's Rapier of Wounding When you hit with this rapier, the target takes an extra 1d4 bleeding damage at the start of their next turn. The blade is stained with old blood.
15	**Rhoadan - Night Eyes:** Rhoadan's Night Eyes: The lenses of these goggles are made with refracting crystals. A creature wearing these goggles is able to see in non-magical darknes as if in daylight. The creature is also able to see invisible creatures while the creature is moving within the wearer's line of sight.
16	**Rieta - sentient blade of flame:** Rieta's Blazeheart Rapier: This rapier is composed of living flame contained within an ethereal blade. When you hit a creature with the rapier, it deals fire damage and ignites the target, causing them to take additional fire damage at the start of their turn until they succeed on a Constitution saving throw (DC 15).
17	**RLR - Benign Teleport:** RLR's Serene Step Amulet: Forged with the magic of Benign Teleportation, this amulet grants its wearer the gift of serene travel. Once per day, by focusing on a destination, RLR can teleport to a visible location within 60 feet, seamlessly melding into their new surroundings as if they've always belonged there.
18	**Robert E.O. Speedwagon - Stone Mask:** Speedwagon's Stonemeld Mask: Modeled after the face of the legendary Speedwagon, this mask allows its user to transfigure into stone once daily, for up to ten minutes, becoming invulnerable and gaining tremorsense within 30 feet. The user remains immobile during this time.
19	**Robin Mayenfels:** A delicate feather, half earthy-brown and half sky-blue. When held to the eye, this Plume bestows upon its user a bird's eye view of the battlefield, making the vast expanse unfold like a detailed map for 1 minute. As the seconds wane, the vast vista gradually contracts, restoring the user's regular sight. The Plume's mystical power can be invoked once per day.

21	**Rock Rousseau:** Rousseau's Rousing Recorder: Playing inspiring songs on this recorder grants allies within 30 feet advantage on Wisdom and Charisma saving throws for 1 minute. The holes are meticulously carved.
22	**RockonHarder - Magnetic Maniac:** RockonHarder's Magnetic Maniac Gauntlets: Gauntlets previously worn by a hard rocking guitarist. These gauntlets allow the attuned wearer to manipulate metal objects up to 20lbs within 30 feet, moving them as if they were under the effect of the Mage Hand spell.
23	**Rockslider - Diggy Hole:** Rockslider's Pickaxe of Dwarven Excavation: Three times per day, you can strike the ground with this pickaxe to cast Earth Tremor. Additionally, you have advantage on Strength checks made to tunnel through earth and stone.
24	**Rod Davidson:** Davidson's Driving Lance: When charging an enemy on mountback, attacks with this lance deal double damage on a hit. The lance is steel shod with silver tips.
25	**Rodric C Wildman - Absurd Gizmo:** Wildman's Whimsical Gizmo Goggles: These goggles are fitted with strange lenses that allow you to perceive magical energy. While wearing the goggles, you can spend an action to identify the school of magic affecting a target creature or object within 30 feet.
26	**Rodrigo Cortés Mendo:** Cortés Mendo's Cursed Coin Flipping: This coin before opening a chest curses its contents if trapped. The coin always lands heads up for you. One side depicts a laughing skull.
27	**Roger C. Jones - Brain Storm:** Roger C. Jones's Mindstorm Circlet: Crafted by the enigmatic Roger C. Jones, this circlet harnesses the power of a psychic tempest. Once per long rest, the user can activate the circlet to summon a swirling storm of telepathic energy. Creatures within a 20-foot radius must make a DC 15 Intelligence saving throw or take 4d6 psychic damage and be stunned for 1 round as their minds are assailed by the storm of thoughts. The circlet's psychic energies dissipate after the storm subsides, leaving an eerie calm in their wake, even in the heat of battle.
28	**Ronnie Richard - color purple:** Ronnie Richard's Regal Amethyst Robes: Elegant robes adorned with shimmering violet amethyst, radiating an aura of majestic charm and royal authority. When worn, these robes grant advantage on Persuasion checks when interacting with royalty and authorities.
29	**Rook - Chess Piece:** Rook's Gambit Pawn: A pawn chess piece made of white marble. When deployed, it enlarges into a life-sized pawn with 2d6 hit points that taunts nearby enemies. Enemies must attack the piece until it reaches 0 hit points, at which point it shrinks back to its original size. Requires attunement.
30	**Roxie - Relic Ritual:** Roxie's Reliquary Dagger: This dagger can absorb the magical essence of slain creatures. When you deal a killing blow to a creature, you can use your reaction to absorb its essence, granting you a temporary bonus to your next spell attack roll or saving throw.
31	**Roy Burke:** Burke's Billowing Cape of the Mountebank: This vivid red cape allows you to cast Dimension Door once per day. The lining is patterned with arcane sigils.
32	**Ryitt - Different Ice:** Ryitt's Stygian Ice: This is found only in the highest peaks of Mount Contrition in the Nine Hells. So named after the adventurer who returned to the Prime Material Plane with a sample. This bitterly cold ice must be handled with gloves and does not melt. Items stored within 5 feet of this wondrous substance stay cold and fresh indefinitely.

The Echo of Ericka

A small vermilion colored stone no bigger than the palm of one's hand. Warm to the touch, slightly translucent, and heavier than it appears to be.

When held in the hand, the stone shows "echoes" of what can never be. Ghostly shadows will show the lives you'll never lead, all in an instant. Some say the item is cursed, citing that it's worse to know what one can never accomplish than to stumble through life unaware while others say the stone is a blessing, allowing the bearer to know their limitations. There is only one stone of its kind and it was hidden away by a man who saw himself marrying the love of his life and becoming king. Upon seeing the life he could never have, he hid the stone away. Hoping that by doing so he could avert the anti prophecies foretold by The Echo of Ericka.

Lootsmith's Legacy: Danielle Garcia

54	S
1	**S:** S's Spectral Signet Ring: This ring makes you slightly transparent, granting advantage on Stealth checks. In bright light, your form flickers and wavers. The band is etched silver.
2	**Sakora Rodlin - Bow:** Sakora Rodlin's Bow of Precision: A simple bow with ranger mantras engraved along its limbs. It grants the wielder a +1 bonus to attack rolls with ranged weapons and allows them to reroll any 1s on damage dice. It has the damage properties of a longbow.
3	**Sam - Maelstrom Wizard:** Sam's Maelstrom Cloak: Worn by the formidable Maelstrom Wizard Sam, this cloak grants the wearer the ability to conjure a swirling maelstrom once per long rest. The maelstrom pulls all enemies within 75 ft toward its center, dealing 2d6 bludgeoning damage and forcing all the enemies into the same tile. It can also be used as an effective distraction.
4	**Samantha Harrison:** Samantha's Blessed Arrow: When drawn, this arrow briefly glows with holy energy. If it hits its target, it deals an extra 1d6 radiant damage. The arrow fletchings are white feathers.
5	**Sami Automatic - Fire, Explosives:** Sami Automatic's Dragonfire Shotgun: A beautiful crystal shotgun crafted by the dragon Sami Automatic for an outcast in search of revenge. Shots from this shotgun have a range of 45ft. The shots cannot be dodged and deals 4d4 bludgeoning damage. Those hit by these shots must succeed a dexterity saving throw or be set on fire, dealing 1d4 damage to them every turn until they succeed the throw.
6	**Saphelia - Quill, Sap:** Saphelia's Quill of Arcane Inscription: This enchanted quill writes on its own when commanded. It can transcribe spells into your spellbook without requiring you to spend time and gold. Additionally, when using this quill to copy spells, you only need to spend half the usual amount of gold.
7	**Sarina T. Sylvas - Opal Eye:** Sarina T. Sylvas' Opal Eye Ring: When touched to the user's forehead on their third eye, this opal-adorned ring grants the creature truesight and darkvision up to 60 feet.
8	**Sascha Koch:** Koch's Keen Katana: This masterwork katana grants you advantage on attack rolls made with it. The blade is folded steel and the hilt wrapped in blue silk.
9	**Scheubs - dice, rewind:** The Devil's Hourglass: An hourglass given to a chess player, Scheubs, after he beat the devil in a game. Can be used to reroll ten dice rolls. After this, it has a 50% chance to shatter, releasing a demon decided by the DM. Must be kept in the player's inventory until death.
10	**Schraan Degani - Getaway Driver:** Schraan Degani's Panic Whistle: A wooden whistle that can be hung around the neck. Once per day when this whistle is blown, a Getaway Driver is summoned. A horse, driver, and carriage with open doors appear out of a magical cloud in unoccupied space within 30 feet of the user. The carriage can fit up to four human-sized creatures and disappears after 10 minutes.
11	**Scot's - Serendipitous misfortune:** Reaching into this bag produces random items, some helpful, some harmful. Whenever you reach into the bag, roll a d6: 1: Venomous Spider - Nearest creature: DC 12 Dex save or take 1d8 poison damage. 2-3: 1d4 gold pieces. 4: Potion of Healing. 5: Rotten fruit - DC 10 Con save or be Poisoned until your next turn. 6: +1 Dagger
12	**Scott Sobotta (NtvTwin01) - Gregarious Grin:** Scott Sobotta's Gregarious Grin: This jade mask bearing a wide grin provides +5 to Charisma checks when worn. You are also immune to any effect that would wipe your smile or otherwise cover your mouth against your will.
13	**Seg-Rulthoth - Bearskin Cloak:** Honoring the fearsome warrior Seg-Rulthoth, this bearskin cloak empowers the wearer's endurance. Once per short rest, the cloak grants the wearer temporary hit points equal to their Constitution modifier plus their proficiency bonus for 5 turns. Additionally, while wearing the cloak, the user gains resistance to bludgeoning, piercing, and slashing damage from non-magical attacks. The cloak's mystical protection refreshes at dawn, ready to shield its wearer anew.
14	**Selmoo - Shimmerscale Salamander:** This amulet embodies the essence of a shimmerscale salamander's iridescent hide. Once per short rest, the wearer can activate the amulet to gain a shimmering protective aura. This aura grants resistance to a type of damage chosen from fire, cold, acid, lightning, or poison for 1 minute. The amulet's protective glow fades as the aura's duration ends, leaving behind a faint shimmering residue.

15	**Sergio - fury seeker:** Sergio's Tiger Paw Pendant: Sergio, a student of the Tiger Style Order, is renowned for his speed and tenacity. An attuned monk may add a cumulative +1 to attack rolls and damage for each attack after the first every round of combat.
16	**Seroneth - Midnight's Shadow:** Shadow-stride Boots of Seroneth: Crafted from the darkest leather and imbued with the essence of midnight, these boots allow the user to step from one shadow and emerge from another within 60 feet. This ability mirrors the Misty Step spell but functions only in dim light or darkness.
17	**Set Sothis - Booty Brooch:** Set Sothis's Booty Brooch: A brooch that is simply an enchanted gold piece on a pin. When the wearer loots a body, they magically find 25% more money in the body's pockets or bags. This brooch also enhances the user's Charisma checks when bargaining prices.
18	**Shane Oldhouser - "Courage Always":** Sir Shane Oldhouser's Emblematic Aegis: This ornate shield, adorned with intricate engravings, holds the words "courage always" etched into its core. Carrying the essence of Sir Shane's valor, when wielded, it grants the bearer +1 to AC. Furthermore, as a bonus action, the wielder can touch the engraving to gain resistance to psychic damage and end the frightened condition for the next round.
19	**Shankar Nakai - Lost, Mind:** Shankar Nakai's Potion of Forgetfulness: This clear potion looks like a flask of water. The imbiber must succeed on a DC 16 Intelligence saving throw or they suffer amnesia. The drinker may voluntarily fail this saving throw. If they fail the save, treat them as a first level character and allow them to select another class if they wish.
20	**Shannon Sullivan / Flamesha - Water, Chemistry:** Flamesha's Hydrochemical Concoction: Forged by the enigmatic Flamesha, this concoction merges water and alchemy. Once per short rest, the user can sip the elixir to gain mastery over water manipulation. This provides advantage on Intelligence (Arcana) checks for water-based spells and grants the ability to shape water as with the Shape Water cantrip for 1 hour. Alternatively, once per long rest a larger sip can be drank to provide a single use of the Control Water spell.
21	**Shelters by Shelton - stone of PITTER PATTER:** Shelters by Shelton's Pitter Patter: An enchanted giant centipede carved out of wood, sold by the farming experts at Shelters by Shelton. This creature will tend to your crops while you are out adventuring. It can water your fields, pull out weeds, and harvest your crops, at double the speed of a normal adventurer!
22	**Shiggles - Giggling, Necromancy:** Shiggles' Mirthful Skull: This small, animated skull perpetually emits mischievous giggles. While holding the skull, you can use a bonus action to cast a necromancy spell that targets a single creature, as if using the Twinned Spell Metamagic, without expending a spell slot or sorcery points. You can use this ability once per long rest.
23	**Shniv - Cursed, Scimitar:** Shniv's Cursed Scimitar: A scimitar carried by the adventurer Shniv until it was cursed and thrown into the sea. Now the sword has made a reappearance and can attune to any cursed creature. It deals 2d12 necrotic damage.
24	**Silent Fezz - Cosmic Lightning:** The Silent Thunderbolt: Legend says this black steel thunderbolt was wielded by a warrior who never spoke, Silent Fezz. Can be used as a melee weapon, dealing 1d6 damage, or be thrown once per long rest, causing black lightning to strike the target, dealing 4d10 damage and deafening the target.
25	**Silky Styrofoam - Eldritch Clown Nose:** Silky's Styrofoam Sniffer: A clown nose made from an ethereal styrofoam. Once per day, when worn, the user can squeeze the nose to emit an eerie honking that casts Fear on creatures within 30 feet. Those affected see nightmarish clowns instead of their usual phobias.
26	**SilvaerinaPrompt - Fractilated Finery:** Silverina Glass: Silverina retired from a life of adventuring to pursue their true passion; working with glass and crystal. Glasswares from her workshop cost hundreds of gold pieces as each piece is meticulously carved and etched with intricate geometric patterns. Many are enchanted with magic so that the designs move rhythmically.
27	**Silver - Vivacious Globe:** Silver's Vivacious Globe of Stars: A crystal globe that creates a starry illusion of the constellations. Within its glow, creatures gain 2d6 temporary hit points and advantage on Charisma-based checks. It can also cast "Starfall" once per day.

28	**Silver Griffin - Verses Malevolent:** Silver Griffin's Malison Quill: This quill, plucked from a silver griffin, writes with an eldritch ink. When used to pen a malevolent verse, the words shimmer with dark energy. If the intended creature reads the enchanted verse, they are afflicted with a curse, as per the Bestow Curse spell.
29	**Silver Shadows - distracted squirrel:** A pair of headphones (earmuffs) which grant advantage on Perception checks but disadvantage on Concentration checks. Additionally, the wearer might occasionally hear imaginary squirrels chattering, leading to harmless but amusing distractions.
30	**Sindri Facebreaker - Face Breaker:** Sindri's Visage Vambraces: Forged by the legendary smith Sindri, these vambraces enhance the wearer's strength. Once per short rest, they allow the user to deliver a powerful unarmed strike dealing 1d8 bludgeoning damage and ruining the face of an enemy, if that is where they're struck.
31	**Sir Hugsalot - Benevolent Madness:** An ornate mirror reflects an image of a happy, jesting figure. While looking into the mirror, you can use an action to cast the "Calm Emotions" spell once per long rest, causing creatures within 30 feet to become more agreeable and less hostile. Additionally, the mirror can be used to create illusory jesters and comical scenes to uplift spirits.
32	**Sir Shaney - fatal, unreliable:** Shaney's Edge of Uncertain Death: A blade heralded in legend. When used, it has a ten percent chance to deal 4d10 damage (i.e. if a 10 is rolled on a d10), and a 90 percent chance to do no damage at all.
33	**Sir Tristram - Clairvoyant Demon eye:** A glassy demon eye, liberated from its socket by the knight Sir Tristram. When held up to the user's eye it allows them to see through illusions and perceive hidden truths, granting advantage on Investigation and Perception rolls, and allowing pure darkness to appear like daylight.
34	**Skander Mithrae - Clockwork Catalyst:** These intricate gauntlets are embedded with a series of tiny clockwork gears. While wearing them, you can use an action to manipulate time around you. Once per long rest, you can choose to either grant yourself a brief glimpse into the near future, gaining advantage on your next attack roll or saving throw, or slow down time for a moment, causing all creatures within 20 feet to have disadvantage on their next attack roll.
35	**Skivven - Rat, Alchemist:** Skiwen's Surprise: Skiwen is an accomplished conjurer and alchemist who is the architect behind this mischievous item. The item appears to simply be a glass jar with a single live rat inside sustained by alchemical means. When the jar is opened or broken, a Swarm of Rats pours forth attacking anyone the user designates. The rats disperse in 1d4 rounds.
36	**SkullCrusher - Halloween Greataxe:** SkullCrusher's Halloween Greataxe: The blade of this greataxe features a glowing jack-o-lantern face and was forged by the great Samhain. If the user is wearing a mask, the wandering souls of the dead will know to come to the user's aid. These souls will possess the axe, allowing the user to deal an extra 1d6 necrotic damage per hit.
37	**Skullgore - Cow, Toy:** Skullgore's Stuffed Cow: No one questioned why the berserker Skullgore carried a tattered plushie of a smiling cow, or why he would clutch it sometimes during a pitched battle. A creature carrying this toy gains advantage on saving throws to avoid the frightened condition and advantage on saving throws to end the frightened condition.
38	**Skylar - Herpetologist Rod:** Skylar's Slithery Herpetologist Staff: This staff is adorned with carvings of snakes and reptiles. While holding the staff, you have advantage on Wisdom (Animal Handling) checks made to interact with reptiles and snakes. Additionally, you can use an action to summon a spectral serpent that aids you in combat for 1 minute. Sadly, some people think the staff is a bit creepy, which causes -1 char.
39	**Snap Ng - promiscuous tortle:** Snap Ng's Seductive Shell: This intricately designed shell is adorned with suggestive patterns. While wearing Snap Ng's Seductive Shell, you gain advantage on Charisma (Persuasion) checks made to charm or seduce creatures. Additionally, you can use an action to release an irresistible pheromone, forcing creatures of your choice within 30 feet to make a Wisdom saving throw or be charmed by you for 1 minute.
40	**Son of Phil - Filigree Filibuster:** Son of Phil's Filibuster's Eloquent Epee: This rapier is adorned with intricate filigree patterns. Whenever you make an attack roll using this weapon, you can use your bonus action to utter a filibustering speech that distracts your enemies. Affected creatures have disadvantage on their next attack roll against you.

41	**Sonia:** Sonia's Soaring Shoes: These light shoes allow you to jump exceptionally high and far, granting advantage on Acrobatics checks to leap. They are etched with wings.
42	**Soulspinner - dual axes:** Soulspinner's Dual Axe of Spectral Strikes: A dual axe enchanted by a myserious soulspinner. This dual-headed greataxe summons a spectral duplicate that attacks another chosen enemy within 30 ft. This spectral duplicate may only roll an attack roll on the second target if the original axe successfully hits. The duplicate also serves as a double weapon like the original.
43	**SousaF - Organic Emulsification:** SousaF's Organic Emulsification Vial: Any potions mixed within this vial will have the results of a 91-99 roll on the Potion Miscibility Table (The numerical effects and duration of one potion are doubled)
44	**Sparklegem - Wonder cunning:** Sparklegem's Potion of Wonder and Cunning: An iridescent potion that shimmers with different colors in the light. This potion grants the drinker proficiency in Sleight of Hand, Stealth, Perception, and Investigation for 1 hour.
45	**Speckles - Resplendent Beard:** Speckles' Lustrous Locks: This comb, carved from iridescent bone, is enchanted to enhance the sheen of any beard it touches. When used, the beard not only becomes dazzlingly shiny but also becomes as strong as steel. This gives the user +1 AC as long as they sport the beard. However, the glow tends to attract attention, granting advantage on Performance checks but disadvantage on Stealth checks.
46	**Spencer Maschek - Waterdeep Mafia:** Waterdeep Mafia Signet Ring: The name Spencer Maschek is only whispered in the city of Waterdeep. He is an underboss of the Waterdeep Mafia and has connections up and down the Sword Coast. Persons wearing his insignia ring and reporting to him are not to be trifled with. This ring grants the wearer advantage on Charisma (Intimidate) ability checks.
47	**Stag - Stag/Knight:** The Deer Knight's Antlers: Magical antlers said to have belonged to a deer-man known only as Stag. Wearing these majestic antlers grants enhanced perception and advantage on Perception rolls. Once per long rest, the user can roll a d4 to summon the strength of Stag, increasing their strength modifier by +3 for either 3 turns or 1 minute out of combat.
48	**Staqua - Infinite possibilities:** Staqua's Stash: Staqua was an eccentric and powerful conjurer. She created these small satchels for her mentees. Any creature may reach into the bag once per day and pull out any non-magical item. The Gamemaster and the user must agree on the item but the item's appearance is up to the user. After 24 hours, the item disappears.
49	**Starry_Eye - Prosthetic and Nebula:** Starry_Eye's Astromancer Orb: This crystal orb contains a swirling miniature nebula that shifts and changes with a mesmerizing display of colors. While attuned to the orb, you gain the ability to cast the "Augury" spell as a ritual. Additionally, you can use an action to gaze into the orb and gain a vision of potential futures. Roll a d20 and consult the Dungeon Master to determine the outcome of the vision.
50	**Steelfine - Mischievous Maracas:** Steelfine's Mischievous Maracas: Steelfine was a famous trickster and well traveled bard. These magical instruments amplify the magical effects of the creature playing them. Attuned creatures playing these maracas as part of a performance may cast the Charm Person spell during the performance. These maracas function up to three times per day.
51	**Steven Sobotta (NtvTwin02) - Twin Terrors:** Steven Sobotta's Twin Terrors These paired blades are connected by a spectral chain between their pommels. While wielding the blades, you gain +2 AC. Each blade deals 1d8 slashing damage, you can attack with both using your action.
52	**StormCrow - Sailor's bag:** StormCrow's Sailor's Bag: This canvas backpack is highly sought by mariners. It functions normally as a backpack but also is capable of storing up to 200 feet of rope in an extradimensional space. Rope is dispensed from a pocket in the bottom. The rope can be replenished by placing rope inside the backpack and speaking the commands words "Hold Fast".
53	**Stymie - Intimidating, chatty:** Stymie's Singing Shield: An incessantly singing shield that sings taunts to enemies during combat, forcing them to focus their attacks on the user. Once per short rest, the user can roll a d20 to sing a song that grants advantage to their allies' attacks.
54	**Surber - Bloodstone Enchanting:** Surber's Enchanting Bloodstone: A black stone with flecks of blood red hanging from a chain. It grants a +2 bonus to spell attack rolls and spell save DC for enchantment spells. May cause insanity or odd behavior if worn for long periods of time.

d37	T
1	**Talai - Accidental Horns:** Talai's Horned Helm: While the powerful Warlock Talai was an apprentice, they attempted to imbue a helmet with some magics they unearthed during an expedition in the Fey Wild. The spell went a little haywire and the helmet grew fearsome ram horns. The attuned wearer gains advantage on Charisma (Intimidate) ability checks.
2	**Talen - Musical Melee:** Talen's Sonic Sword: A strangely shaped blade, bearing unusual holes and carvings. When struck, it vibrates with beautiful music, granting advantage in charisma outside of combat. Within combat, the resonance of the blade increases with each successful strike, giving advantage on the next strike, as well as increasing the blades damage by the strength modifier. The blade deals 2d6 slashing damage on a successful hit.
3	**Talibo - soul ice cream:** Talibo's Toundral Treats: This tasty treat must be magically or alchemically chilled in order to be preserved. Eating one of these frozen confections is so refreshing and enjoyable that it removes a level of exhaustion as if the creature had completed a long rest.
4	**Taran - Archery:** Taran's Trueflight Longbow: This exquisitely crafted longbow enhances your accuracy and range. While wielding Taran's Trueflight Longbow, you have advantage on attack rolls made with it. Additionally, the bow's effective range is doubled for your attacks.
5	**Tawyin Lockpick - mischievous dragon:** Tawyin Lockpick's Miscreant Draconic Charm: This charm takes the form of a mischievous dragon figurine. When you activate it as an action, it creates a minor illusion of a mischievous dragon, distracting creatures within a 15-foot radius and granting you advantage on Dexterity (Sleight of Hand) checks.
6	**Teetsfortots - Hedonistic, Blasphemy:** Teetsfortots Wand of Desires: This wand was first formulated by the trickster Teetsfortots. The user selects a creature they can see within 30 feet. That creature must make a DC 14 Intelligence saving throw. On a failed save, the creature is stunned for 1d4 rounds as their deepest, hedonistic desires overwhelm their mind. On a success, they resist the effect.
7	**Tenpenny Gilde - Bardic Ghosts:** Tenpenny Gilde's Harmonic Bangle: Crafted by the esteemed Tenpenny Gilde, this bangle enhances musical performances. Once per short rest during a performance, it summons spectral harmonies, adding a Bardic Inspiration die to the user's Charisma (Performance) check. Its enchanting melodies captivate the audience, granting advantage on Charisma (Persuasion) checks after the performance. The bangle's echoes fade post-performance, but their lingering effect persists in the listeners' hearts.
8	**Teri Burton:** Burton's Bedazzling Buckle: This large ostentatious belt buckle is incredibly distracting. You have advantage on Charisma (Performance) checks to entertain crowds. The buckle is solid gold.
9	**Thaddeus Cooper - bearded dragon:** Thaddeus Cooper's Protective Scale Cloak: This cloak is fashioned from the shed scales of a bearded dragon. While wearing the cloak, you have advantage on saving throws against poison and resistance to poison damage. Additionally, you can use a reaction to unfurl the cloak and create a protective barrier, gaining temporary hit points equal to your level. The cloak regains this ability at dawn.
10	**The Dubiously Derranged Daxesh - Alliterative Antics:** The Dubiously Deranged Daxesh's Alliterating Lexicon of Annoyance: Reading aloud from this lexicon forces all listeners within 60 feet to make a DC 13 Constitution saving throw or take 1d4 psychic damage per round read aloud. You are immune to the damage. The book contains an infinite number of alliterative sentences.
11	**The Fallen Knight - Eldritch, Guardian:** The Fallen Knight's Armour: Even the bravest can fall. And even Paladins can break their vows. The Fallen Knight was once the known as The Hand of Tyr, before falling from grace to serve Shar of the Dark, a passion which consumed him, leaving only the hollow shell of his armour behind. Wearing this armour grants phenomenal power (str +10, dex +10, con +10, AC +10, and allows unlimited 17th level casts of Eldritch Blast and Toll of the Dead), but prompts the fury and hatred of all those with Lawful and/or good alignments. This armour can only be removed by destroying it by praying to Tyr to destroy it.

EMILY'S BAG OF BORROWING

The Bag of Borrowing appears as a finely crafted bag made from supple leather, adorned with intricate symbols and lightly glowing runes. It emanates a faint aura of enchantment, and its surface shimmers subtly as if in constant motion. The bag is spacious enough to hold a variety of items, and its opening is secured with a drawstring and magical clasp.

The Bag of Borrowing can attune itself to up to three magical items within 30 feet. Activating the bag is an action, and it can 'borrow' one property from each item for 10 minutes. The bag cannot borrow properties from sentient items.

Temporal Borrowing: The borrowed property manifests as a spectral version of the original item, usable by the bag's owner. While the bag holds a property, the original item's magical abilities are suppressed.

Additionally, if the borrowed property includes a charge-based ability, the bag can store a single charge, allowing the wielder to use that charge even after the borrowing period has ended, as long as it is used within the next hour.

Lootsmith's Legacy: Emily

12	**The Hordelings - Twin Toddlers:** The Hordelings of Croft's Twin Toddlers: Requires attunement. Two dolls of twin toddlers from the Hordelings of Croft who were inseparable as children. If the dolls are kept together, the attuned user can connect with another creature once per day and know where that creature is located for the rest of the day. If the dolls are ever separated, the attuned user and any creature they connected with lose 3d6 max hp until the dolls are reunited.
13	**The Hordelings - Croft:** The Hordelings of Croft's Hypnotic Flute: A flute carved out of the bones of a monster slain by the Hordelings of Croft. This instrument plays a cacophony of discordant notes that distract creatures within a 30-foot radius. These creatures must succeed on a Wisdom saving throw or become distracted and unable to take reactions until the end of their next turn.
14	**The Magus - Firmament, Melancholy:** The Magus's Firmament Veilstaff: Forged by the Magus or Erenthor, this staff shrouds the user in an ethereal mist when held, reminiscent of the melancholy beauty of the cosmos. Once per long rest, the staff conjures a swirling celestial fog that envelops the surrounding 30ft square area, filling those within it (aside from the user) with a deep, seething gloom, imposing disadvantage on attacks and Charisma-based checks.
15	**The Oblivious Turtle - Ocean, Utility:** The Oceanic Utility Ring: A turtle-shaped ring with a beautiful aquamarine gem. It allows the wearer to cast Create or Destroy Water and Water Walk once per day, and allows the user to breathe underwater.
16	**The Weswolf - wolf-fur gauntlets:** Lycanthropic Gauntlets: Gauntlets made from gray wolf fur. While attuned, the wearer gains advantage on Dexterity (Stealth) checks while in natural environments like forests or wilderness. During a full moon, these gauntlets add an extra 2d10 damage to unarmed strikes. Requires attunement.
17	**The Witchef - Unicorn, cooking:** Witchef's Culinary Wand: A wand gifted as payment for a banquet Witchef prepared, allowing them to create such feasts with ease. Once per long rest, the wielder can use the wand to conjure a spectral feast fit for royalty. This feast provides nourishment and healing, restoring 1d8 hit points to each creature who partakes. Additionally, the feast grants advantage on Constitution saving throws against poison for 1 hour. The magical banquet fades as its effects conclude, leaving behind a lingering aroma of delectable dishes.
18	**TheBelinaFamily - scissors craft, craft scissors :** TheBelinaFamily's Crafty Scissors: These enchanted scissors allow you to cut through almost anything with ease. Once per short rest, you can use an action to make a precise cut, allowing you to target a specific point on a creature or object. This cut ignores any resistances or immunities to damage.

19	**TheGoliath - collapsible (all terrain?) vehicle:** Goliath's Wondrous Carriage: When this item is given a command, the leather, wood, metal and canvas rearranges itself to become an ornithopter, boat, wagon, orwheelbarrow. When the satchel command is given, the item packs itself neatly into a backpack for easy carrying.
20	**TheNocturnist - Idiot-Savant Luck:** The Nocturnists Specialist Ring: Donning this ring, select two abilities. You gain advantage on all ability checks related to that ability. Additionally, once per day you may reroll a failed ability check related to your first chosen ability. You have disadvantage on all ability checks related to the second ability you have chosen. Each day you may select abilities again.
21	**Thia Elalamin - Rakshasa Amulet:** An ancient amulet stolen by Thia Elalamin and then passed down through the Elalamin family, it grants the ability to transform into a Rakshasha once per day for one hour. As a Rakshasha, the wearer has the same stats as an ordinary Rakshasha, as well as having their spellcasting abilities.
22	**Thia Liadon - Abjurer, Spellbook:** Book of Prime Abjuration: This spellbook contains many potent abjuration spells. You learn 1 abjuration spell of each level you can cast from the book. Additionally, your Abjuration ward gains an additional 5 HP.
23	**Thokk - Drink-Smash, Strong:** Thokk's Resilient Stein: This stein is renowned for surviving even the wildest celebrations. While holding the stein, you have advantage on saving throws against being poisoned or intoxicated. Additionally, you can use the stein to cast the "Lesser Restoration" spell once per long rest, curing yourself of one disease or condition.
24	**Thomas - Jury-rigged prosthetic:** This contraption of metal and leather is designed to aid with mobility. When wearing the brace, your movement speed is increased by 10 feet, and you gain advantage on Strength (Athletics) checks related to jumping. Once per day, you can activate the brace as a reaction to reduce falling damage by half. Sadly, the brace is a little clunky and causes a disadvantage on dexterity rolls.
25	**Thromifeth - Silver Veil:** Thromifeth's Silver Veil: If this silver veil is worn during the Wedding Ritual of the Ceremony spell, the +2 bonus to AC lasts indefinitely.
26	**ThrowtheSwitch - Fae Trickery:** ThrowtheSwitch's Scimitar: This shimmering blade, enchanted by an Elder Fae, grants its wielder the ability to momentarily blur the line between dimensions during combat. Every short rest, the wielder gains 3 charges. One charges can be expended upon a successful hit, allowing the wielder to teleport to an unnocupied space adjacent or above the target, granting advantage on the next turn due to the element of surprise.
27	**TJ - Inspiration: nightmare:** TJ's Nightmare Locket: Forged from the essence of Nightmares harvested by TJ in the Vale of Shadows, this locket has a sinister ability. Once per day, the wielder can focus on an enemy and activate the locket, causing the target to hallucinate their worst nightmares. The target must succeed on a Wisdom saving throw or be frightened for 1 minute (or 3 turns of combat) as they experience their darkest fears come to life
28	**TomatoSoup - teleportation/polimorph:** The Jar of Unfortunate Transportation: A jar filled with an enigmatic purple goo. Investigation of the goo is impossible, as any who attempt to touch it, with instruments or otherwise, are teleported somewhere within 100ft and polymorphed into an random animal for 1 day. The usefulness of the teleportation and polymorphing is determined by an arcana check.
29	**Touel'alfar - Cataclysmic Castigation:** Flail of Castigation: The warrior priest Touel'alfar's legendary flail radiates sunlight in a 15 foot radius. Fiends and undead creatures take an additional 2d8 points of radiant damage when struck with this weapon, additionally the creature must succeed on a DC 13 Wisdom saving throw or flee in terror for 1d4 rounds.
30	**Traveller RAM Burt - Compass, Templar:** Compass of the Devoted Templar: This compass always guides you towards the nearest temple of your faith. While following its direction, you count as magically concealed from creatures hostile to your religion. You also gain a +2 bonus to AC and saving throws.
31	**traybit - Seeds, three:** The Traybit Seeds: Three extremely rare seeds coated in gold. When a seed is thrown onto the ground, it will form a 15ft cube of thorns invincible to all damage except fire. Enemies caught in the cube must succeed a dexterity saving throw or be dealt 2d10 damage

32	**Traz - Portable Kitchen:** Traz's Portable Kitchen Set: Created by the culinary genius Traz, this set unfolds into a fully equipped kitchen. Once per long rest, it can be used to prepare a gourmet meal that grants 5 temporary hit points for 1 day to those who partake.
33	**Tribble - Stella (meaning: Star in Latin) & Complete Chaos:** Tribble's Stella Choatica: This amulet is crafted from crystalized starlight. Twice daily, when the user casts a spell of first level or higher, they may cast a cantrip as a bonus action. The cantrip is selected randomly from their list of cantrips. Additionally, the user may roll on the Wild Magic Surge table if they haven't done so this turn.
34	**Tribble - Stern (meaning: Star in German) & Strictly Lawful:** "Tribble's Stern Badge: The wizard Tribble designed these small star-shaped silver badges for constables and clergy. Three times daily, the user can deliver a Searing Smite (1d6 Fire damage) with their attack (DC13). The badge can also function as a Zone of Truth once daily (DC13)."
35	**Tuk-Tuk - Chromatic Blades:** Tuk-Tuk's Chromatic Blades: Two shortswords with a dazzling chromatic sheen. In the presence of sunlight, each blade holds the potential to blind a creature it strikes. The target must succeed on a Constitution saving throw to resist the blinding effect. Can only be used once per creature per day.
36	**Turno Zero - Wish Music-Box:** Wishful Echo Harp of Turno Zero: This harp is made from ethereal material that seems to resonate with wishes spoken into it. While playing the harp, you can use an action to create an echo of a wish that you whisper. The echo grants you the effects of the "Wish" spell for a single use, but the harp loses its magic and becomes mundane afterward.
37	**TwistMist - twist and mist:** Twist-Mist's Swirling Fog: A mystical mist trapped by a sorcerer who subsequently lost himself in it. The wearer can use the ring to release a fog that spreads out to cover 200 square ft for 1 hour. After the second use the mist is lost forever. Anything caught in the mist loses all sense of direction and must make a wisdom saving throw to keep moving in a straight line. If a nat1 wisdom throw is made, the being caught in the fog wanders, or if they are incapacitated, the being is transported to The Plane of Shadow.

d4	U
1	**Uki MossmuncherItem - Petrified Mushroom (staff or focus):** Uki Mossmuncher's Petrified Mushroom Staff: This staff is adorned with a glowing petrified mushroom at its tip. Touching a creature with the tip of the staff casts Flesh to Stone on the creature without need for concentration, slowly turning them into a petrified state. After two uses during the day, the mushroom loses its glow and does not regain its vitality until the next day.
2	**Ultra - Kobold wizard focus:** Ultra's Kobold Wizard Focus Amulet: An amulet carved with kobold runes, amplifying spellcasting. It allows the wearer to regain a spell slot of the highest level once per day and offers advantage on Intelligence checks related to arcane knowledge, at the cost of giving the user Sunlight Sensitivity.
3	**Unwaz - Terrible, Poultry:** Unwaz's Terrible Poultry Blade: Infused with chaotic magic, this blade can be transformed into a terrible, monstrous chicken once per day. This chicken will attack the closest being to it, friend or foe, and returns to sword-form after killed or after 1 day. The chicken's attacks deal 2d6 slashing damage, has 30hp, is impervious to magical attacks, and has 10 in every stat, except for a 5 in intelligence.
4	**Uplift: - Rejuvenation, Strength:** Uplift's Wind Chime: Chimes belonging to a god to the aarakocra of the high mountains, benevolent, kind, and strong. When used, once per long rest, the wind chimes create a healing aura of 1d4/turn in a 20ft square around the user and grants advantage in strength checks and attacks to those in the aura.

d9	V
1	**Vasool: - Didgeridoo, Earthquake:** Vasool's Earthshaker Didgeridoo: This intricately carved didgeridoo is adorned with earthy motifs. While playing the didgeridoo, you can use an action to produce a deep and resonating sound that mimics the rumbling of an earthquake. Creatures within a 30-foot cone in front of you must succeed on a Strength saving throw (DC 15) or be knocked prone. Additionally, the vibration of the didgeridoo can detect movement through solid earth, granting you advantage on Wisdom (Perception) checks related to detecting underground movement.

2	**Varrecchia - Science, Arts:** Varrecchia's Science and Arts Quill: This quill enhances the user's ability to learn and create. It provides advantage on Intelligence checks related to science and allows the user to paint any image they'd like.
3	**Vencer - Sky, Raven:** An iridescent raven feather that emanates a sense of freedom. While holding Vencer's Aerial Companion Feather, you can use an action to invoke its magic and summon a spectral raven familiar. The familiar can fly and has the ability to scout, deliver messages, and assist you in various tasks.
4	**Verthica - Flowering sword:** Verthica's Blossomblade: This intricately crafted sword is adorned with delicate engravings of flowers. While wielding the sword, your melee attacks deal additional 1d6 slashing damage, and the blade emits a faint floral scent. Additionally, you can use an action to cause the sword to burst into a flurry of spectral flower petals, granting you advantage on your next attack roll.
5	**Victor Nelson - Unearthed arsenal:** Nelson's Unearthed Arsenal Tome: This ancient tome contains forgotten knowledge and arcane secrets. While attuned to the tome, you can use an action to gain proficiency in a skill or tool for 1 hour, representing the insights you gain from its contents. Additionally, you can use the tome to cast the "Identify" spell without expending a spell slot.
6	**Viera - Duality, Atention:** Viera's Bracelets of Acuity: When attuned, the wearer is able add sneak attack damage twice in one turn instead of only once due to their heightened awareness and focus. The wearer also gains advantage on Intelligence saving throws.
7	**Violet Amcathra - Passion, Dream:** Dream Tiara: A tiara decorated with little moonstones that allows the wearer to use Dream once per day, with a few caveats. Only the wearer may enter the dream of the target and the wearer may only enter the dreams of those which they have an emotional tie to.
8	**Vitellozzo - extravagant, mask-maker:** A collection of magical masks, each crafted by the whimsical and mischievous Vitellozzo. Each day, roll a d4 to determine which mask is available, with the corresponding effect: 1. Disguise Self 2. Charm Person 3. Speak with Animals 4. The mask stubbornly refuses to align with the wearer's intentions, randomly changing the wearer's face into different comical or inappropriate expressions at inopportune times for the next 24 hours.
9	**Vortak - Undying Adaptable:** Vortak's Amulet of Undying Adaptability: This amulet enhances your endurance. When you are reduced to 0 hit points but not killed outright, you can use your reaction to instead drop to 1 hit point. Once this ability is used, you can't use it again until you finish a long rest.

d11	W
1	**Wellby Puddifoot - inebriated and fast:** Wellby Puddifoot's Swiftfoot Serum: Alchemical potions can be as quirky as magical potions. The Imbiber gains the benefit of the Haste spell for 1d6 rounds but they must succeed on a DC 13 Constitution saving throw or gain the poisoned condition as well. The condition ends if the potion wears off.
2	**Will - Learning Justice:** Will's Tome of Just Wisdom: This leather-bound book is filled with teachings of justice and law. While studying Will's Tome of Just Wisdom during a long rest, you can gain proficiency in Wisdom (Insight) and gain advantage on Charisma checks made to persuade others.
3	**William Cain:** Cain's Chromatic Cloak This patchwork cloak grants resistance to acid, cold, fire, lightning, or poison damage (your choice) while attuned. The fabric is patterned with rainbow hues.
4	**Windhaven - Kitten Holding:** Windhaven's Hat: Windhaven is a famous conjurer and performer. The black stovepipe hat she wears is teeming with her conjuration magic. Up to three times per day any creature can reach inside and find a cute, fluffy kitten inside. Windhaven often gifts these kittens to young spellcasters as their first familiar or animal companion.
5	**Wink-FingerGun - Ring Deception:** Wink-FingerGun's Ring of Deceptive Charm This ring has 3 charges. While wearing it, you can expend 1 charge as an action to reroll a failed Charisma check or save, taking the new result. The ring regains 1d3 expended charges each dawn.
6	**Wishi - Laughter, Hope:** Wishi's Laughing Bells: Bronze Bells forged by the god-child Wishi. These bells grant one audience with Wishi, in the Astral Plane. The user may request a wish or knowledge, but be warned: Wishi is temperamental, as a child, and if the request isn't amusing to him, or at least hopeful, it may be met with the scorn of a god.

7	**Wolfgang - Erratic Tentacles:** Wolfgang's Cephalpodic Threads: These threads seem as the hacked-off limbs of an octopus when not in use. However, when touched, they form into whatever outfit the user imagines. However, the tentacles are unreliable and spontaneously change into a different outfit during moments of heightened emotion or exertion.
8	**Wolfsblvt - moonlight, eerie:** Wolfsblvt's Masquerade Mask of the Shifting Spirit: While wearing this eerie wooden mask, you can cast Disguise Self at will. On nights with a full moon, the mask permanently changes your personality and alignment to that of a chaotic evil spirit trapped within the mask. Removing the mask requires a DC 18 Wisdom save to overcome its influence.
9	**Wulf - Smart lemon:** Wulf's Smart Lemon: A curious enchanted lemon that can communicate telepathically with its wielder, offering witty commentary and sarcastic comments, as well as some potential lore. Once a day, when squeezed, it releases a refreshing mist that grants the wielder advantage on their next Intelligence-based skill check.
10	**Wxr - Rats and spine:** Wxr's Ratspine Dagger: Forged from the spine of a troublesome demon-rat, slain by the enigmatic Wxr, this dagger deals 1d6 piercing damage in combat. Its jagged edges cause additional 1d4 poison damage on a successful hit.
11	**Wyatt - Forge, Quill:** Wyatt's Quill of the Arcane Smith: This quill hums with magical energy and glows as it writes. While using the Quill of the Arcane Smith, you can inscribe magical runes and symbols that enhance the properties of forged items. When crafting a weapon or armor, you can expend a spell slot to imbue the item with an elemental damage type of your choice for a limited duration.

d4	Y
1	**Yeliab - Time Telescope:** Yeliab's Chronoscope: A beautiful brass telescope that glows when near where a significant historical event took place, allowing the user to glimpse back in time to view the event. However, due to its arcane nature, if the player rolls a natural 1 while using it, their sight becomes trapped in the past, rendering them effectively blind.
2	**Ymir, God of Chaos - random effects, void:** Ymir's Chaos Void: A swirling vortex in an orb. When casting a spell, the user can opt to channel it through the prism. Roll a d6. On a 1-4, the spell is amplified, doubling its range, duration, or damage (caster's choice). On a 5, the spell affects a random target within range. On a 6, the spell fizzles, releasing a burst of wild magic based on the DM's wild magic table.
3	**Yri - Fairy, Bag:** Feyglow Pouch of Yri: This pouch is made from ethereal fabric that seems to shimmer with the light of the Feywild. While attuned to the pouch, you gain the ability to cast the "Faerie Fire" spell as a bonus action once per long rest. Additionally, you can use an action to scatter a handful of feyglow dust from the pouch, creating a radiant, glowing area that grants creatures advantage on their next attack rolls against enemies within it.
4	**Yŭzhòu - fool's gold:** Yŭzhòu's Fools Gold: Yŭzhòu was a very clever moon mage who enchanted all of his vast fortune to appear as fools gold. Only under the light of the new moon, when the dweomer on the coins and treasure is at its weakest, can the enchanted treasure be appraised accurately.

	Z
1	**Zalgot Darkness - Arcane Bloodstone:** Moon Bloodstone: A stone made from the blood of a demon sacrificed under a blue moon in the presence of the vicious Zalgot Darkness. This stone has one charge, and the charge can be expended to bring anyone the wearer touches back to life, including themselves.
2	**Zall Shadow - Bearded Great Gravity Axe Hammer:** Zall Shadow's Bearded Great Gravity Axe Hammer: This massive hammer weighs 300 lbs. but becomes weightless while you are attuned to it. It deals 2d12 bludgeoning damage and critical hits on a 19-20. As an action, you can reverse gravity in a 30 ft radius centered on the hammer. Enemies caught must make a DC 17 Strength save or take 6d6 bludgeoning damage and be restrained until your next turn.

3	**ZELNITH - DWARVEN ASSISTANCE:** ZELNITH's Dwarven Assistance Gong: A sacred gong that has long been missing from the Zelnith Dwarf clan. If the gong is returned to this clan, they will send 1d6 allies of level (your level minus 1d4) to accompany you for one mission.
4	**Zeratu - Black Lotus:** Zeratu's Black Lotus: Many devout followers of Zeratu have this tattoo. If the character with this tattoo spends one hour of their short rest meditating on the teachings of Zeratu, upon completion of their rest they choose one skill they aren't proficient in. The creature may use their proficiency bonus for ability checks tied to this skill for 24 hours.
5	**Zeroking - Eldrich, Loyal:** Zeroking's Loyal Eldritch Amulet: Crafted by the enigmatic Zeroking, this amulet emanates unwavering loyalty. Once per long rest, the amulet allows you to summon an eldritch familiar that aids you in battle. The familiar is immune to damage and can perform two actions of your choice before disappearing.
6	**Zerreff - Phoenix Coin:** Zerreff's Rebuke: Zerreff is a legendary paladin. Coins were minted with his likeness on one side and a phoenix on the other. The user targets a creature they can see. That creature must roll a Dexterity saving throw (DC 15), taking 8d6 points of fire damage on a failure, half damage on a success. The coin then crumbles to dust.
7	**Zeynn - Trinket / Dragon:** Zeynn's Wyrmwood Amulet: Crafted from the heartwood of ancient trees and infused with the essence of dragons, this trinket serves as a protector. While worn, the amulet grants advantage on saving throws against fear effects and fire damage. Additionally, the amulet can be activated once per day to summon an illusory image of a fearsome dragon, causing enemies within 30 feet to make a Wisdom saving throw (of 8 + the wearer's proficiency bonus + their Charisma modifier) or become frightened for 1 minute.
8	**Zhul - Devouring Maw:** Zhul's Devouring Maw Sigil: This dark tattoo, appears as a closed mouth at first. As an action, the tattoo comes to life to create a magical maw that bites a target within 5 feet, dealing 2d6 necrotic damage. The tattoo user must then succeed on a DC 12 Wisdom saving throw or be overcome with an insatiable hunger, consuming twice as much food until the next long rest. Usable once per long rest.
9	**Zondra Phoenix - Returning Axe:** Phoenix Greataxe: An axe once wielded by legendary protector Zondra Phoenix. This axe can be used as a melee weapon, dealing 1d12 damage. Alternatively it can be thrown with a range of 20 ft (normal) or 60ft (long), dealing the same damage, but returning to the wielder at the end of the turn, dealing 1d12 damage to any enemies in the way.
10	**Zuka - Relentless Obsession:** Zuka's Obsession Grasp Glove: When you hit a creature with a melee attack using this glove, you can choose to expend a spell slot to deal 1d6 additional damage. The target must succeed on a Wisdom saving throw (DC 15) or become obsessed with you, suffering disadvantage on attack rolls against any creature other than you for 1 minute.

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ALPHABETICAL INDEX:

Here it is, our straightforward, no-nonsense index. Need to quickly find the 'Ancient Dwarven Chest'? Don't remember under which quirky category we placed the 'Archfey's Bedroom Trunk'? Fret not! Just flip to this part of the book, and voilà - it's all laid out in good, old-fashioned A-to-Z.

Think of this section as the sensible shoes of your dungeon delving outfit – not always the flashiest, but definitely reliable when you need to tread through a mountain of options. So, next time your adventurers unexpectedly veer off course (as they inevitably do), remember that this alphabetical index is your secret weapon. A simple flip away, and you're back on track to awe-inspiring adventures and loot galore.

Happy Alphabetizing!

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