

# TREASURES OF THE REALMS



## MAGIC ITEMS OF FAERUN

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# Treasures of the Realms

## Magic Items & Weapons of Faerûn

**A**RTIFICERS AND SPELLCASTERS HAVE created hundreds of kinds of items to hold an amazing variety of powers, including the dozens of spells unique to Faerûn.

This work converts the magic items found in the book [Magic of Faerûn](#) from the 3rd Edition of Dungeons & Dragons to a format suitable for your 5th Edition game. Each item has been converted with the utmost care and precision so you can feel confident that its inclusion won't unbalance your game.

Some items, the powers of which either don't exist in or are incompatible with the 5th Edition rules, are omitted.

## Weapons

### Arrow of Biting

*Weapon (any ammunition), rare*

This magical arrow injects poison into its target. On a hit, the target must make a DC 16 Constitution saving throw or take an additional 2d6 poison damage. If the projectile misses, it is destroyed. *Arrows of biting* are sometimes crafted as crossbow bolts or javelins.

### Banesword

*Weapon (longsword), rare*

These longswords have been appearing on the Sword Coast and in the Moonshaes, wielded by clerics of Bane. Adventurers happy to find a magic sword have later regretted their decision

to openly carry Baneswords, for good folk see Bane's black hand on the hilts and assume the worst of the wielder.

You have a +1 bonus to hit and damage rolls you make with this magic weapon. In addition, when you attack a chaotically-aligned creature and score a hit, you deal an additional 1d8 slashing damage.

### Berserker Blade

*Weapon (greatsword), rare (requires attunement)*

None deny the power of the witches of Rashemen. None deny the ferocity of the berserkers of Rashemen. The witches craft these massive, crude blades for their berserker protectors, and the combination is lethal, as the Red Wizards have discovered to their sorrow.

You have a +1 bonus to hit and damage rolls you make with this magic weapon. When you're raging, the bonus increases to +2.

### Blingdenstone Warpick

*Weapon (war pick), very rare*

Carried out of the Underdark when drow descended on and destroyed the svirfneblin city of the same name, these war picks have found their way into the hands of non-gnome adventurers in recent years.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, on a hit you deal an additional 1d6 acid damage.





## Cormanthyrion Elfblade

*Weapon (longsword), very rare*

Borne by scions of the ancient noble houses of Cormanthor, these blades were made to seek the blood of the elven kingdom's foes.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, you score a critical hit on a roll of 19 or 20.

## Cormyrion Goblinthrasher

*Weapon (longsword), very rare*

Few conflicts in Faerûn are as savage and unending as the battle between the humans of Cormyr and the goblinoids of the Thunder Peaks. In years long past, special weapons were made for and borne by Purple Dragons into the goblin wars. Adorned with the rampant purple dragon of Cormyr, the swords issued to the knights were typically inscribed with the honorifics and coat of arms of the recipient.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, when you score a hit on a goblinoid, you deal an additional 1d8 slashing damage.

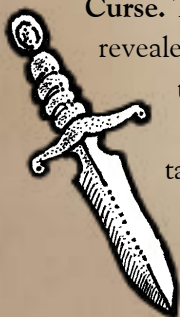
## Dagger of Chaos

*Weapon (dagger), legendary (requires attunement)*

Masterfully wrought, this dagger is decorated with random patterns. You have a +3 bonus to attack and damage rolls you make with this magic weapon.

**Curse.** This dagger is cursed, a fact which is revealed only when an [identify](#) spell is cast on the dagger or you attune to it. Attuning to the dagger curses you until you are targeted by the [remove curse](#) spell or similar magic.

While cursed, if you use the dagger to successfully hit a creature and inflict



damage, you assume a new shape, as if someone cast a [polymorph](#) spell on you. Your DM randomly determines the shape you assume, within the constraints of the [polymorph](#) spell. The transformation lasts until you make another hit with the dagger, when the process repeats itself. If the new form has natural weapons, such as tooth or claw, these become silvery, and those natural attacks count as the dagger.

## Dagger of Defiance

*Weapon (dagger), very rare (requires attunement)*

Created in the dim past of Myth Drannor, having one of these daggers at your belt makes you laugh in the face of deadly menace.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, you can't be [frightened](#), and you have advantage on saving throws you make to avoid the effects of enchantment spells.

## The Sist

*Wondrous item, very rare (requires attunement)*

Hundreds of years ago, a shield dwarf clan in the Silver Marches discovered a lode of adamantine. From it, master smiths forged these gauntlets with pointed knuckles of solid metal.

You have a +2 bonus to hit and damage rolls you make with your unarmed attacks while wearing a gauntlet, and you are immune to the [heat metal](#) spell.

**Piledriver Blow.** When you score a critical hit with the gauntlet you can perform a piledriver blow, which deals an additional 2d8 bludgeoning damage. In addition, the creature you hit with your piledriver blow must make a DC 20 Strength saving throw or be [stunned](#) until the end of its next turn, and it must make a DC 20 Dexterity saving throw or be knocked [prone](#).

## Golden Axe of the Great Rift

Weapon (battleaxe), rare

Created by the gold dwarves of the Great Rift, these battleaxes have runes inlaid in gold along both sides of the blade. They are much in demand where dwarven settlements border the Underdark.

You have a +1 bonus to hit and damage rolls you make with this magic weapon. In addition, if your target is an aberration or drow, on a hit you deal an extra 1d8 slashing damage.

## Justice Blade

Weapon (greatsword), rare

The church of Torm oversaw the manufacture of these swords during the Time of Troubles. Though the secret of their crafting is now lost, paladins of Torm greatly prize *justice blades*, and some knights quest for years to retrieve one. Made of magically-hardened bronze, they are inscribed with Torm's symbol and mystic runes.

You have a +1 bonus to hit and damage rolls you make with this magic weapon. In addition, while you wield it, a *justice blade* sheds bright light in a 20-foot radius and dim light for another 20 feet.

## Lance of Saerûn

Weapon (lance), very rare (requires attunement)

Created specifically for mounted combat by paladins and knights who revere Torm, some of these lances have been recovered and put to use by other good-aligned knightly orders, such as the Purple Dragon Knights of Cormyr.

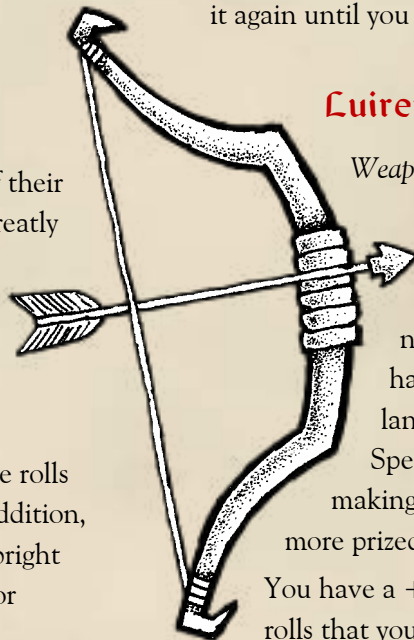
You have a +2 bonus to hit and damage rolls that you make with this magic weapon. In addition, while you wield it you have the abilities

imparted by the Mounted Combatant feat, if you don't already have it. Finally, if your patron deity is Torm, when you hit an evil-aligned creature with it, you deal an extra 2d6 radiant damage.

## Lit with Danger

Weapon (spear), rare

You have a +1 bonus to hit and damage rolls that you make with this magic weapon. In addition, if you're attacked in melee by an invisible creature, you can use your reaction to use the spear to cast *faerie fire* on the invisible creature. Once you use this ability, you can't use it again until you finish a long rest.



## Luiren Shortbow

Weapon (shortbow), very rare

Crafted by and for the halflings of Luiren, many of these bows made their way north in the hands of bold halfling adventurers. Since that land was inundated by the Spellplague the secret of their making was lost, making them even more prized.

You have a +1 bonus to hit and damage rolls that you make with this magic weapon. In addition, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls, and your ranged weapon attacks ignore half cover and three-quarters cover.

## Mace of the Darkchildren

Weapon (mace), very rare (requires attunement by a cleric)

This magical mace is made of adamantine. When you hit an object with it, the hit is a critical hit. In addition, you have advantage on



checks you make to turn or control undead, and undead with a challenge rating of 2 or lower will neither threaten nor attack you unless you harm them.

## Namarra

*Weapon (longsword), legendary (requires attunement)*

This sword is old. Though no tales describe its creation or relate themselves to “before Namarra was forged,” stories which mention it go back centuries. Perhaps the Scribes of Candlekeep can shed more light on its history. Etched on one side of the blade in Tel’Quessir is the name “Namarra,” and on the other is etched “Never sleeps.” Strangely, none of its powers relate to watchfulness in any way.

You have a +2 bonus to hit and damage rolls that you make with this magic weapon.

In addition, *Namarra* glows pale mauve while you wield it, shedding bright light in a 10-foot radius and dim light for an additional 10 feet, it floats on water as if it were wood, and when it strikes metal, it spits white sparks.

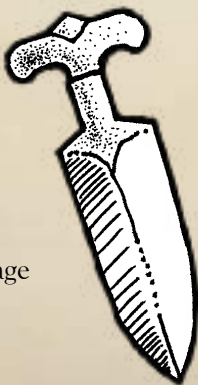
Finally, while you wield it you can use an action to cast the [silence](#) spell centered on *Namarra*. The effect ends if you sheathe or lose contact with the weapon, or if you become unconscious or die.

## Nightblade

*Weapon (dagger), rare*

The Red Wizards of Thay craft these black-bladed daggers for their many spies.

You have a +1 bonus to hit and damage rolls that you make with this magic weapon.



In addition, when you hit a good-aligned creature with it, that creature must succeed on a DC 16 Wisdom saving throw or be [frightened](#) of you for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## One Thousand Broken Dreams

*Weapon (longsword), legendary (requires attunement)*

This mithral elven warblade was created by Datharian Mistwatcher, a worshiper of Sehanine Moonbow, when dark elves destroyed his home thousands of years ago. He fell in battle to a host of driders shortly after the weapon was created, and the sword eventually reached the hands of another elven hero known only as ‘the Stargazer,’ who used it to slay hundreds of drow over the course of her life. The Stargazer died of grief when she realized her sister had been slain in the Battle of Nine Arrows, and a young elven archer left with the weapon before the drow could seize it. The sword has appeared in the hands of a heroic elf at least once every few hundred years since, only to disappear again each time.

You have a +3 bonus to hit and damage rolls that you make with this magic weapon.

In addition, when you hit an evil-aligned creature with it, you deal an extra 2d8 radiant damage.

An evil-aligned creature which attunes to the sword can’t regain hit points, hit dice, or spell levels, and takes a level of exhaustion each day it remains attuned to it.

Rumors among elven sages say that if the sword is ever drawn by a good-aligned drow, it will shatter into a thousand small, flawless moonstones.

## Prayer of Anger

*Weapon (greatsword), very rare*

These swords were crafted for knights of the Order of the Steel Fang, an elite group of Tempus's clergy which quested on the most dangerous missions for their god.

You have a +2 bonus to hit and damage rolls you make with this magic weapon. In addition, while you wield it, you can't be frightened.

## Quarterstaff of Battle

*Staff, legendary (requires attunement)*

You have a +2 bonus to attack and damage rolls you make with this magic quarterstaff. In addition, while you wield it you gain the following abilities:

**Extra Attack.** When you take the Attack action, you can make an extra attack as part of that action.

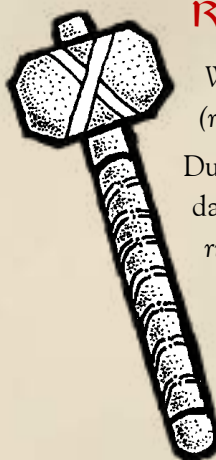
**Disarming Strike.** You can use one of your weapon attacks to knock a weapon or another item from a target's grasp. Make an attack roll with advantage contested by your target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, your attack causes no damage and the defender drops the item.

**Deflect Missiles.** You can use your action to protect yourself from ranged attacks. This power lasts until the end of your next turn. The quarterstaff automatically deflects all ranged weapon attacks and absorbs any missiles or ranged attacks created by spells of 2nd level or less (such as *magic missile* or *Melf's acid arrow*) that target you. Once you use this property, you can't use it again until you finish a short or long rest.

**Battlestrike.** When you score a hit with the staff, you can turn it into a battlestrike. A battlestrike

deals an extra 1d8 bludgeoning damage, and on a critical hit you deal triple instead of double damage. The target must also succeed on a DC 18 Dexterity saving throw or be knocked [prone](#), and must succeed on a DC 18 Constitution saving throw or be [stunned](#) for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this ability, you can't use it again until you finish a long rest.

## Runehammer



*Weapon (warhammer), very rare (requires attunement)*

Duergar craft these hammers from darksteel and rune-casting magic. Each *runehammer* bears a large rune on its head which represents a spell stored in the hammer. Unlike an item such as a *ring of spell storing*, a *runehammer's* spell is not expended when it's used, though it can be used but once per day. Rune powers common to *runehammers* are:

**Alhalbrin.** [Heat metal](#)

**Faerindyl.** [Burning hands](#)

**Thundaril.** [Polymorph](#) (usually into something small and squishy, such as a frog)

You have a +1 bonus to attack and damage rolls you make with this magic weapon.

As a bonus action, you can activate the *runehammer's* spell ability. On the next hit you make with it, the spell takes effect on the target. If the spell requires a saving throw, use your spell save DC or DC 18, whichever is higher.

In addition, on a hit a *runehammer* inflicts an extra 1d8 lightning damage.



## Scimitar of the Sool

*Weapon (scimitar), uncommon*

Crafted by artificers in the pay of tyrants who don't entirely trust their guards, these weapons are quite popular in Amn and Thay.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, you have disadvantage on Wisdom saving throws.

## Sembian Guardblade

*Weapon (rapier), rare*

Popular among the nobility of Sembia, particularly those who study the art of dueling, these artfully-crafted gentlemen's blades help defend as well as attack.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, while you wield it you can use your reaction to add 2 to your AC against one melee attack that would hit you. To do so, you must be able to see the attacker.

## Silvermane's Axe

*Weapon (battleaxe), legendary*

This battleaxe was once borne by the great dwarf warrior Garmirr Silvermane. It is inscribed with the holy symbol of Moradin and a poem in dwarven:

*Let the fiends fall before me,*

*To the great glory of my clan,*

*I stand on a heap of corpses and*

*Bellow the Soul Forger's name.*

You have a +2 bonus to attack and damage rolls you make with this magic weapon. In addition, when you score a hit with it on a fiend or undead, you deal an additional 2d8 radiant damage.



## Singing Sword

*Weapon (any sword except greatsword), very rare (requires attunement)*

These were created by and for the Harpers for use in tracking and slaying vampires and lycanthropes.

A *singing sword* sings loudly and constantly while drawn. You have disadvantage on Dexterity (Stealth) checks you make while you wield it.

As long as you can hear the sword's song, you have a +2 bonus on attack and damage rolls you make with it. In addition, while you can hear the sword's song you have advantage on saving throws you make against spells and effects which affect your mind. All *singing swords* are [silvered](#).

## Spectral Dagger

*Weapon (dagger), rare (requires attunement)*

Fashioned by necromancers of the Red Wizards of Thay from a bone harvested from a creature which died violently, these daggers appear to be just a hilt.

While grasping the hilt, you can use a bonus action to cause a blade of pure necromantic energy to spring into existence, or make the blade disappear.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals necrotic damage instead of piercing damage. When you hit a celestial with it, that target takes an extra 1d8 necrotic damage.

## Spider Sang

*Weapon (dagger), rare (requires attunement)*

It is rumored that the drow craft these daggers for their few non-drow allies, to aid them in battle. The daggers are always black or dark purple.

You have a +2 bonus to attack and damage rolls you make with this magic weapon. In addition, the dagger quickly cuts through webs, whether magical or otherwise, allowing you to move through an existing web as though it was difficult terrain, although it doesn't prevent you from becoming stuck in a web if you fail your saving throw.

In addition, as an action you can use the dagger to cast the [web](#) spell. Once you use this ability, you can't use it again until you finish a long rest.

### Talosian Shortspear:

*Weapon (spear), rare*

Fairly common among experienced clerics of the church of Talos, they don't see much use elsewhere. However, they are becoming more popular with adventurers in coastal areas.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, when you score a hit with it, the target takes an extra 1d8 fire damage and 1d8 lightning damage.

### Taragarth the Bloodbrand

*Weapon (longsword), legendary (requires attunement)*

Forged by Elfgar of Silverymoon in the long-forgotten history of the North, it got its nickname from its use at the Long Battle, where the champion Aeroth brandished the blood-slick blade in victory over trolls time and again.

The blade itself is roughly-forged black steel, and its hilts are covered in protective runes.

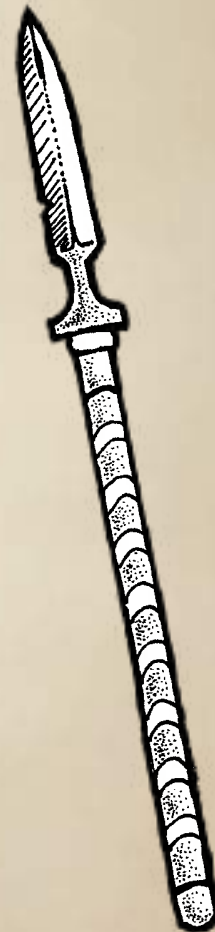
You have a +3 bonus to attack and damage rolls you make with this magic weapon. In addition, while you wield it, you have resistance to fire damage and are under the effects of a [feather fall](#) spell.

### Viper Dagger

*Weapon (dagger) rare*

Favored by yuan-ti and their humanoid agents, these daggers have hilts shaped like two snakes twining together.

You have a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, you can use an action to cause the dagger to turn into a [poisonous snake](#) under your control for 1 minute. Once you use this ability, you can't use it again until you finish a long rest.







## POTIONS & ELIXIRS

### Oil of Animate Dead

*Potion, uncommon*

As with most things necromantic, the Red Wizards of Thay reportedly created these unguents.

The oil can cover a Medium or smaller corpse. Applying the oil takes 10 minutes. The affected creature then rises as a skeleton or zombie as though you cast an [animate dead](#) spell on it.

### Elixir of Horus-Re

*Potion, rare*

The formula for these potions comes from ancient Mulhorandi wizards. When you drink it, this elixir causes you to glow with the radiance of a [daylight](#) spell. At any time before the *daylight* expires, as an action you can release this light as a single [sunbeam](#), which ends the *daylight*.



## RINGS

### Aribeth's Ring

*Ring, rare (requires attunement)*

A relic of the fabled fallen paladin Aribeth de Tylmarande, native of Thundertree, this ring helped her through many battles.

While you wear this ring you have advantage on saving throws against spells.

### Bone Ring

*Ring, very rare (requires attunement)*

Crafted and often worn by Red Wizards, *bone rings* offer a very useful protection, especially from spells and effects which reduce vitality. If relied upon too heavily, however, it exacts a terrible cost.

The ring has 50 charges. When you take damage which reduces your hit point maximum, you can use your reaction to expend charges from the ring to reduce that damage. For every 1 charge you expend, you reduce the damage by 1. The ring regains 2d6+3 charges each day at dusk. When the last charge is expended, roll a d20. On a roll of 1, you take 50 necrotic damage and the ring disappears in a puff of greasy black smoke.

### Commander's Ring

*Ring, very rare (requires attunement)*

The war wizards of Cormyr forge these rings for high-ranking knights in the Purple Dragons. They're seen as a true symbol of rank, as they are only bestowed on those personally approved by the Mage Royal.

While you wear this ring, you have a +2 bonus on saving throws and a +2 bonus to your AC.

In addition, you can use an action to speak a command word and cast one of the following spells from the ring:

[\*daylight\*](#)

[\*feather fall\*](#)

[\*knock\*](#)

[\*wall of force\*](#)

Once you cast a spell from the ring, you can't cast that spell again until you finish a short or long rest.

While you wear a *commander's ring* you always know the direction and distance to any *purple dragon rings* within a 100-foot radius.

A *commander's ring* can be worn on the same hand as a *purple dragon ring*, and the pair counts as only one ring for the purposes of attunement.

## The Darkhiddén

*Ring, uncommon (requires attunement)*

Popular with murderers and cutthroats, these rings are usually made of silver and etched with images of closed eyes. While you wear it, you're invisible to darkvision, although you're fully visible to normal vision.

## Disease Immunity

*Ring, uncommon (requires attunement)*

While you wear this ring, you're immune to all types of infections and diseases, natural or magical, including those deriving from *contagion* spells, lycanthropy, and mummy rot. In addition, when you spend a hit die to recover hit points, you regain 1 extra hit point per hit die you spend.

## Dragons

*Ring, very rare (requires attunement)*

Cast in brass, these rings look like dragons biting their own tails. Created by the Cult of the Dragon, they're highly prized by cult leaders. The Cult made about seventy of them, though after the Cult was scattered when they failed to give Tiamat access to the Realms, they were scattered.

While you wear the ring, can use an action to activate one of the following abilities:

- ❖ You can verbally or telepathically communicate with any dragon you can see, even if you don't share a language.
- ❖ You cast the [\*silent image\*](#) spell of a dragon which resembles a dragon you've personally seen. Once you use this ability, you can't use it again until you finish a long rest.
- ❖ Transmit a call to a dracolich or evil dragon whose full name you know. The dragon knows your location and can home in on the call if it chooses to respond, although it isn't required to do so. The call remains active until you aren't attuned to the ring, you dismiss the call as an action, or you die. Once you use this ability, you can't use it again until 10 days have passed.

## Lore

*Ring, uncommon (requires attunement)*

While you wear this ring, you can cast the [\*legend lore\*](#) and [\*identify\*](#) spells. Once you cast one of the spells, you can't cast that spell again until 10 days have passed. In addition, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to find magic traps created through glyphs, runes, sigils, and symbols.



## Might

*Ring, rare (requires attunement)*

Forged by clerics of Tyr, these rings increase your prowess even when you're not armed.

While you wear the ring, your unarmed strikes deal 1d8 bludgeoning damage. A creature damaged by your unarmed strike bears a tiny imprint of a hammer until the damage is healed.

## Nine Lives

*Ring, very rare (requires attunement)*

These ancient rings were made of ivory or gold and carved to resemble a cat's face with tiny jade eyes.

The ring has 9 charges and doesn't recharge. If you're reduced to 0 hit points while wearing the ring, it automatically expends a charge and heals you for 4d8+8 hit points. The healing is immediate and prevents you from going unconscious. In addition, if you fail a saving throw, you can use your reaction to expend a charge and turn the failure into a success.

Once you use either property, you can't use it again until you finish a short or long rest. Once the final charge is used, the ring becomes nonmagical.

## Purple Dragon Ring

*Ring, rare (requires attunement)*

These brass rings are engraved with the purple dragon symbol of Cormyr's Obarskyr royal family, and issued to officers of the Purple Dragon Knights. The knights use these rings to protect the Obarskyr family from assassination attempts. Similar rings are in circulation, created for wealthy patrons who fear poison.

While you wear it, you can cast the [light](#) spell. The light lasts 10 minutes, and unlike the *light* spell, you can't dismiss it. In addition, you can

use the ring to cast a version of the [detect poison and disease](#) spell, detecting poisons only. When you touch the ring to a creature or object (typically food or drink), it glows an eerie gold-green if the substance is poisonous or the creature is poisoned. The ring can't identify what sort of poison is present, nor can it detect poisons in an area.

A *purple dragon ring* can be worn on the same hand as a *commander's ring*, and the pair counts as only one ring for the purposes of attunement.

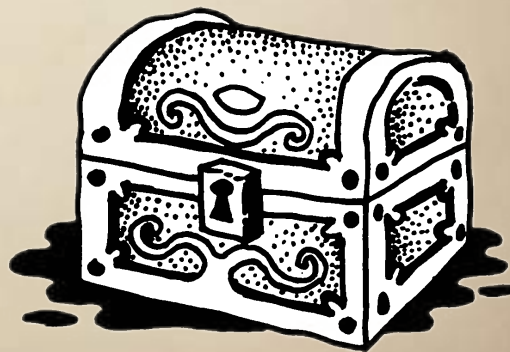
## Spell-Battle

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

These potent rings are unobtrusive, typically tastefully cast in gold and set with small globes of silver.

While you wear it, the ring informs you of all spellcasting that occurs within 60 feet of you. You can use your reaction to cast [counterspell](#) on a spell the ring identifies, using your spellcasting ability modifier.

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



## Rods

### Cats

*Rod, very rare (requires attunement)*

Made to resemble a gentleman's walking stick, this rod is made of black wood and topped with an onyx knob carved into the shape of a cat's head. You can wield it as a club, and you have a +1 bonus to attack and damage rolls you make with this magic weapon.

While you hold it, you have darkvision out to a range of 60 feet, and you have advantage on Dexterity (Stealth) checks and Strength (Athletics) checks you make to climb.

In addition, you can make the *rod of cats* the target of a [darkness](#) spell. You and anyone else touching the rod can see through this darkness as if it didn't exist. Once you use this ability, you can't use it again until you finish a long rest.

Finally, the rod has a secret compartment large enough to hold a set of thieves' tools or a *spell scroll*. This compartment is found on a successful DC 16 Wisdom (Perception) check.

### Displacement

*Rod, very rare (requires attunement)*

Using the tears of displacer beasts, elves invented these rods during the glory days of Myth Drannor.

While you hold this rod, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

In addition, you can use your action to cast the [jump](#) or [knock](#) spells. Once you use this ability to cast either spell, you can't use it again until you finish a short or long rest.

Finally, as an action you can create a 5-foot-radius spherical ward that repels water, allowing you to cross shallow rivers or fully enter deep bodies of water and remain dry. The rod generates fresh air within this space, and the sphere lasts for 10 minutes. Once you use this ability, you can't use it again until you finish a long rest.

### Sury

*Rod, rare (requires attunement)*

First created by Mulhorandi wizards, these rods typically have one end carved to resemble the head of a Mulhorandi deity.

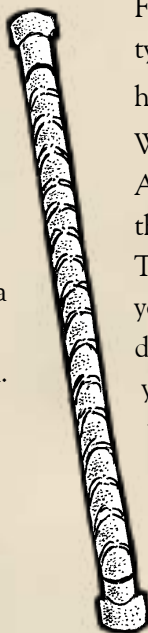
While you hold the rod, you gain a +2 bonus to AC. In addition, the rod allows you to increase the effectiveness of a damaging spell you cast. The spell must be of 6th level or lower. When you roll damage for the spell, you can reroll the damage dice. You must use the new rolls. Once you use this ability, you can't use it again until you finish a long rest.

### Mirrors

*Rod, very rare*

The wizard Kotchian, a patron of adventurers with a hatred for medusas and basilisks, created the first *rod of mirrors*. He eventually turned to evil and transformed himself into a lich, only to be destroyed by some of the adventurers he once sponsored.

As an action, you can cause the rod to form a 2-foot-diameter, mirrorlike area at one end. You can peer through the back side of the mirror and view what you can see as though under the effect of a [true seeing](#) spell. The mirror also





protects the you from effects such as a medusa's Petrifying Gaze ability. The mirror is completely insubstantial and remains for 10 minutes. Once you use this ability, you can't use it again until you finish a long rest.

## Silence

*Rod, rare (requires attunement)*

This polished wooden rod is carved with mouse's whiskers, cat's paws, and owls' wings. When you hold it, you have advantage on saving throws to resist thunder damage.

As an action you can cast a [silence](#) spell on yourself. You can use your bonus action to dismiss the effect. Once you use this ability, you can't use it again until you finish a short or long rest.

## Spiders

*Rod, rare (requires attunement)*

Sages think the drow are responsible for these rods, which resemble an extended spider's leg. As an action, you can command the rod to fire a strand of silk at a target you can see up to 100 feet away. Make a ranged spell attack. On a hit, a creature must make a DC 20 Dexterity saving throw or be [restrained](#) for 1 minute. A creature restrained by the strand can use its action to make a DC 20 Strength check. On a success, it frees itself. Once you use this ability, you can't use it again until you finish a short or long rest.

In addition, you can use the rod as a magic weapon. You're proficient with the rod, which counts as a finesse weapon. Make a melee weapon attack against a creature within 5 feet of you. On a hit, the creature takes 1d10 poison damage.

## Surprises

*Rod, very rare (requires attunement)*

Similar to a *rod of lordly might*, this rod has combat and utilitarian features. As a bonus action, you can command the rod to lengthen and even sprout a blade, allowing it to be used as a spear, javelin, quarterstaff, or glaive. You have a +1 bonus to attack and damage rolls you make with this magic weapon.

In addition, as an action you can use the rod to cast the [magic mouth](#) spell, storing the message in the rod. Once you use this ability, you can't use it again until you finish a short or long rest.

## Tuning

*Rod, very rare (requires attunement by a bard or cleric of Milil)*

Clerics of Milil created these powerful magic devices, which serve to ward against outsiders.

While you hold the rod, you can sound any note you desire, simply by speaking the command word and striking the rod lightly against any hard surface. A pure, clear note sounds from the rod. This note is audible for 120 feet.

You can use the rod as a spellcasting focus.

You have access to more powerful magic as well. As an action, you can cause the rod to sound a single note that is equivalent to a [banishment](#) spell, the saving throw for which is equal to your spell save DC or DC 20, whichever is higher.

## Viscid Globs

*Rod, rare*

Prized by watchmen and city guards throughout the Realms, these silver metal rods are extremely useful for apprehending criminals. As an action, choose a point you can see within 120 feet of you. The rod fires a tiny sphere to that location,

where it explodes into enough sticky material to coat a 20-foot square. The goo lasts for 1 minute. A creature in the area when you use the rod, or which enters the area for the first time on its turn, must succeed on a DC 18 Strength saving throw or be restrained by the sticky goo for the duration. A restrained creature can use its action to repeat the saving throw. On a success, it frees itself.

## Whips

*Rod, rare*

Sages are divided on whether these rods are the result of drow or Thayan slavers. Either way, they're both useful and terrible. As a bonus action, you can command the rod to grow a magic tendril of force from one end that functions as a whip. You're proficient with the whip, and you have a +1 bonus to attack and damage rolls you make with it. The whip lasts for 1 hour. Once you use this ability, you can't use it again until you finish a short or long rest.

## Staves

### Diviner's Staff

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

Artificers prize gnarled roots of hazel to craft these staves. While you hold it, you can use an action to expend one of its 10 charges to cast one of the following spells:

[Identify](#) (1 charge)

[Locate object](#) (1 charge)

[Locate creature](#) (1 charge)

[Legend lore](#) (2 charges)

The staff also grants you advantage on Intelligence (History) checks, and you can wield it as a magic weapon.

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Entrapment

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

These staves were originally created in ancient Netheril. Netherese *staves of entrapment* were short and made of brass. Most dating from that era have only a handful of charges remaining, though more have been made since. While you hold it, you can use an action to expend one or more of its 10 charges to cast one of the following spells, using your own spell save DC or DC 16, whichever is higher:

[Entangle](#) (1 charge)

[Otiluke's resilient sphere](#) (1 charge)

[Forcecage](#) (2 charges)

The staff can also be used as a magic quarterstaff. The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Ethereal Action

*Staff, rare (requires attunement)*

Made of smoothly-polished ironwood adorned with three silver bands, these staves are often carried by itinerant priests of Mystra and Azuth.

While you hold it, you can use an action to expend one of its 10 charges to cast one of the following spells, using your own spell save DC or DC 16, whichever is higher:

[Blink](#) (1 charge)



### Etherealness (1 charge)

You gain a +1 bonus to hit and damage rolls you make with this magic weapon. After all the charges are used up, it remains a +1 quarterstaff.

## Eyes

Staff, rare (requires attunement)

A duskwood staff with silver inlays and topped with a large piece of amber, a *staff of eyes* allows you to see that which might otherwise be unseen.

While you hold it, you can use an action to expend one or more of its 10 charges to cast one of the following spells, using your own spell save DC or DC 16, whichever is higher:

Arcane eye (1 charge)

See invisibility (1 charge)

True seeing (2 charges)

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Siendish Darkness

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

First seen long ago in the hands of humans and drow who served powerful demons and devils, these staffs are made of ebony or polished bone and are often topped with an adamantine metal claw at one end.

A good-aligned creature that touches the staff takes 2d8 necrotic damage and takes another 2d8 necrotic damage at the start of each of its turns as long as it holds the staff.

While you hold the staff, you can use an action to expend one or more of its 10 charges to cast one of the following spells, using your own spell save DC or DC 18, whichever is higher:

Darkness (1 charge)

Counterspell (2 charges)

Dispel magic (2 charges)

Animate dead (2 charges)

The staff regains 1d8 + 2 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Miracles

Staff, very rare (requires attunement by a cleric)

This sun-bleached, white wooden staff is carved with the holy symbols of good dwarven, elven, gnome, halfling, and human deities once worshiped in Myth Drannor.

While you hold the staff, you can use an action to expend one or more of its 10 charges to cast one of the following spells, using your own spell save DC or DC 18, whichever is higher:

Healing word (1 charge)

Heal (2 charges)

Holy aura (3 charges)

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Night

Staff, very rare (requires attunement)

This staff of charred, jet-black wood is carved with runes of darkness, stars, and night, one of which resembles an umber hulk.

While you hold it, you're immune to the Confusing Gaze ability of umber hulks. In addition, while you hold the staff, you can use an action to expend one of its 10 charges to cast one of the following spells, using your own spell save DC or DC 18, whichever is higher:



Darkvision (1 charge)

Dispel magic (1 charge)

Darkness (1 charge)

Finally, as an action you can summon one umber hulk.

The umber hulk is friendly to you and your companions for the duration. Roll initiative for the umber hulk, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the umber hulk, it defends itself from hostile creatures but otherwise takes no actions. The umber hulk remains for 1 hour, after which it disappears back into the earth. If the summoned umber hulk is slain, the staff crumbles to dust. Once you use this power, you can't use it again until 10 days have passed.

The staff regains  $1d8 + 2$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Open Doors

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

This heavy oak staff is carved with images of doors, some of which have small iron bindings and miniature but nonfunctional keyholes.

While you hold the staff, you can use an action to expend one or more of its 10 charges to cast one of the following spells, using your own spell save DC or DC 18, whichever is higher:

Knock (1 charge)

Passwall (2 charges)

Shatter (1 charge)

The staff regains  $1d8 + 2$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Peace

*Staff, very rare (requires attunement by a good-aligned cleric or druid)*

This plain, unadorned staff is usually made of yew wood, and almost always found in the hands of a devotee of Eldath.

While you hold it, you can use an action to expend one of the staff's 10 charges to cast one of the following spells as though you used a 6th-level spell slot to cast it, using your own spell save DC or DC 18, whichever is higher:

Sanctuary (1 charge)

Hold person (1 charge)

Calm emotions (1 charge)

Command (2 charges)

In addition, you have advantage on Charisma (Persuasion) checks you make to stop violence or bloodshed.

The staff regains  $1d8 + 2$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Skulls

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

Developed at the behest of the zulkirs of necromancy in the magocracy of Thay, this staff is usually found made of ebony and topped with an ivory skull. Sometimes, however, it is made of the thighbones of a humanoid fused together and topped with a smooth-polished humanoid skull.

While you hold the staff, you can cast the chill touch cantrip without expending a charge.





In addition, you can use an action to expend one or more of its 10 charges to cast one of the following spells, using your own spell save DC or DC 18, whichever is higher:

[Animate dead](#) (1 charge)

[Circle of death](#) (3 charges)

[Harm](#) (3 charges)

[Inflict wounds](#) (1 charge per spell level)

The staff regains 1d8 + 2 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## Transportation

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

Originally created by the archwizard known as Whisper, this staff is mostly hollow, fashioned of wire in the shape of a staff, with a bloodstone at each end.

While you hold the staff, you can use an action to expend one or more of its 10 charges to cast one of the following spells, using your own spell save DC or DC 18, whichever is higher:

[Blink](#) (1 charge)

[Dimension door](#) (1 charge)

[Teleport](#) (2 charges)

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.



## Wondrous Items

### Amber Amulet of Vermin

Wondrous item, uncommon

An amber nugget on a gold chain holds a tiny creature within its yellow depths. As an action, you can throw the nugget up to 30 feet to an unoccupied space you can see. When it lands, it breaks, and releases the creature, which instantly grows to its full size. Each amulet works only once.

Roll 1d6 to determine which type of amulet is found:

d6	Creature
1	<a href="#">Giant centipede</a>
2	<a href="#">Giant poisonous snake</a>
3	<a href="#">Giant rat</a>
4	<a href="#">Giant scorpion</a>
5	<a href="#">Giant spider</a>
6	<a href="#">Giant wasp</a>

### Amulet of Laeral's Tears

Wondrous item, uncommon

Named for the famous sorcerer Laeral Silverhand, these brittle, colorless stone crystals keep a glossy finish. They were issued to agents of the Moonstars, and they continue to be made and issued to agents of the Harpers.

While you wear the amulet next to your skin, you have 24 temporary hit points. When the temporary hit points are expended, the amulet crumbles into dust.

### Armband of Maximized Healing

Wondrous item, uncommon (requires attunement)

These silver armbands are set with many small bloodstones. While you wear it, whenever you cast a healing spell you can tap into the power of

the armband to heal the maximum amount of damage the spell can impart at the level at which you cast it. Once you use this ability, you can't use it again until you finish a short or long rest.

### Arvoreen's Amulet of Aid

*Wondrous item, rare (requires attunement by a cleric)*

A 3-inch-diameter gold disk with the holy symbol of Arvoreen inlaid on it in platinum, halfling clerics of Arvoreen use it to help members of their congregation.

While you wear the amulet, you can use an action to expend one or more of its 6 charges to cast one of the following spells:

[Aid](#) (1 charge)

[Dimension door](#) (3 charges)

An evil creature which attempts to attune to the amulet takes 3d8 radiant damage and can't regain hit points by any means until it takes the amulet off. While attuned to the amulet, if you ever attack a halfling, the amulet crumbles into dust and you take 3d8 radiant damage.

The amulet regains 1d4 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the amulet vanishes in a puff of sweet-smelling smoke.

### Azlaer's Harp

*Wondrous item, rare (requires attunement by a bard)*

When you play the harp, the music acts as a [calm emotions](#) spell on all creatures which can hear it within 100 feet of it. In addition, any charm effects upon creatures within this area are suppressed while the music continues, and no

new charm effects can be cast or used on creatures in the area. While you play it, the strings of the harp glow with light equal to a [light](#) spell.

### Badge of the Svirfneblin

*Wondrous item, rare (requires attunement)*

Made of dull gray stone, this brooch is studded with uncut dull gems and wrapped in tarnished metal wire. While you wear it, you have darkvision out to a range of 60 feet. In addition, you can use your action to cast the [blur](#) spell on yourself. Once you cast the spell, you can't do so again until you finish a long rest. Finally, you have advantage on Dexterity (Stealth) checks you make in areas of natural stone.

### Bag of Boulders

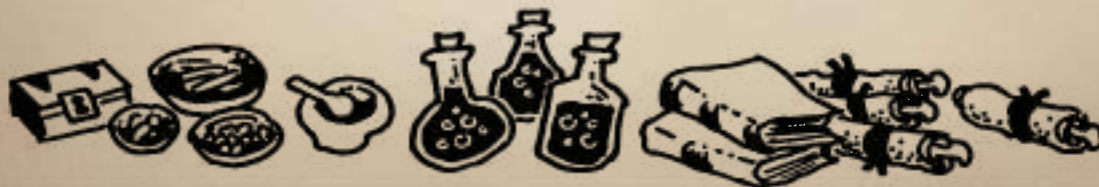
*Wondrous item, uncommon*

This leather pouch holds 4 smooth, polished stones the size of sling bullets. As an action, you can retrieve a stone from the bag and throw it at a creature up to 60 feet away from you. When you do, the stone grows to the size of a hill giant's stone. On a hit, a stone 3d10 bludgeoning damage. Once all four stones are thrown, the magic of the bag is gone.

### Beholder Crown

*Wondrous item, very rare (requires attunement)*

These bizarre items are greatly valued by members of beholder cults, and some sages believe that powerful beholders have their servants construct such items to reward valuable servants and slaves. The crown is made of tarnished bronze with ten eyestalks sprouting





upward, each eyestalk bearing a different-colored gem.

As an action, you can use one of the crown's ten different powers, each corresponding to one of the gems: [charm person](#), *charm monster*, [disintegrate](#), [sleep](#), [fear](#), [finger of death](#), [flesh to stone](#), [harm](#), [slow](#), and [telekinesis](#).

When you use a power, the gem burns out, and you can't use it again. When the last power is used, the crown crumbles to powder.

## Belt of Lions

*Wondrous item, rare (requires attunement)*

Coming from the far south of Faerûn, these leather belts allow you to communicate with feline beasts as though you were under a [speak with animals](#) spell. In addition, you gain darkvision out to a range of 60 feet, advantage on Charisma checks you make when dealing with feline beasts, and advantage on Dexterity (Stealth) checks.

## Belt of Priestly Might

*Wondrous item, rarity varies (requires attunement by a cleric of Mystra or Azuth)*

These belts first appeared in Halruaa at the end of the Time of Troubles, which the wizards and sages of that nation took as a sign that Mystra — and the Weave — had returned. Each leather belt has a stamp of either Mystra or Azuth's holy symbol on the front, and followers of those deities can wear such a belt safely. A creature who doesn't have Mystra or Azuth as a patron deity that wears a belt can't cast spells and has disadvantage on attack rolls, saving throws, and ability checks.

Three kinds of belts exist:

A *belt of priestly might* grants you a +2 bonus to your AC and a +4 bonus to your Strength score,

up to a maximum of 22. These belts are *uncommon* in Halruaa and *rare* elsewhere.

A *belt of priestly might and warding* grants all the powers of a *belt of priestly might*, and as an action you can command the belt to cast a [magic circle](#) spell centered on the belt. Once you use this ability, you can't use it again until you finish a long rest. These belts are *rare* in Halruaa and *very rare* elsewhere.

A *belt of holy might* has all the powers of the lesser belts, and as an action you can cast the [word of recall](#) spell, teleporting yourself and up to 5 willing creatures the nearest temple devoted to either Mystra or Azuth. Once you use this ability, you can't use it again until you finish a long rest. These belts are *very rare* in Halruaa and virtually unknown elsewhere, as they have never been known to leave Halruaa.

## Bird Feather Headdress

*Wondrous item, rare*

Sages think these gaudy headdresses come from Chult, but their true origin is unknown. A headdress has six large plumes and many smaller ones. The large plumes have magical powers.

As an action, you can pluck a large plume from the headdress and throw it into the air. The plumes each summon fey creatures in the form of flying beasts, as if you had summoned them with a [conjure animals](#) spell. Once used, a feather's power is expended.

## Blast Globes

*Wondrous item, very rare*

Famously a closely-guarded secret of the Zhentarim, over the course of the past century the formula for making *blast globes* has traveled across Faerûn. Banned in most cities, they still find their way into the hands of adventurers,

even though all know adventurers aren't to be trusted with such weapons of mass destruction.

A *blast globe* is a dozen transparent glass spheres clustered into an irregular mass. As an action you can speak the command word to make them glow, separate, and orbit each other. On your next turn, you can direct the spheres to strike (as a group) any target you can see within 400 feet of you.

A target struck by the *blast globes* must make a DC 19 Constitution saving throw. On a failure, the target is disintegrated as though targeted by a [disintegrate](#) spell. The globes then explode in a blast of sound and fire in a 20-foot-radius sphere. A creature in the area when the globes explode must make a DC 15 Dexterity saving throw. On a failure, a creature takes 8d8 fire damage and 2d8 thunder damage, is [deafened](#), is pushed 10 feet away from the center of the blast and knocked [prone](#). On a success, the creature takes half as much damage, isn't deafened, and is pushed 10 feet but not knocked prone. A creature deafened by a globe can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Bone Bracers of the Death Deity

*Wondrous item, very rare (requires attunement by an evil-aligned cleric)*

Carved from the bones of good dragons, each bracer is inlaid with flat onyx tiles forming a mosaic in the shape of a skull.

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

In addition, as an action you can use the unholy power of the bone bracers to cast the [death ward](#) or [blight](#) spells. Once you cast a spell from the

bracers, you can't cast that spell again until you finish a long rest.

A good-aligned creature that wears the bracers takes 2d8 necrotic damage and can't regain hit points by any means until it removes the bracers.



## Book of Blood

*Wondrous item, very rare (requires attunement by a wizard)*

This vellum spellbook is bound in blood-red leather that looks disturbingly like human skin, and is closed by a bronze clasp. While you're holding it, you can use it to summon a [hell hound](#) or cast the [finger of death](#) spell. Once you use either ability, you can't use that ability again until you finish a long rest. In addition, each time you use one of the book's abilities your hit point maximum is permanently reduced by 1d4. You can't regain these hit points by any means short of a [wish](#) spell. Finally, the book is otherwise waterproof, fireproof, locked, and can contain up to forty-five wizard spells of any level.

## Bracers of the Blinding Strike

*Wondrous item, very rare*

These bracers enhance your combat abilities to the extent that other warriors would sell their own mothers to get their hands on them.

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield. In addition, you have advantage



on initiative rolls. Finally, when you take the Attack action on your turn, you can make an additional attack.

### Cape of the Sire Bath

*Wondrous item, rare*

This cloak probably comes from a Thayan slaver, Red Wizard, or devotee of Kossuth, and is embroidered with images of flames. While you wear it, you gain a +1 bonus to AC and saving throws. In addition, you and everything you wear and carry are unharmed by temperatures as low as 150 degrees Fahrenheit.

### Cape of Winter

*Wondrous item, rare*

This white cloak, trimmed with white fur, probably comes from somewhere around Icewind Dale. While you wear it, you gain a +1 bonus to AC and saving throws. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

### Cloak of Battle

*Wondrous item, rare (requires attunement)*

These sturdy cloaks are woven with steel fibers that give it a subtle sheen. A *cloak of battle* has three powers:

You gain a +1 bonus to your AC.

As an action, you can transform the cloak into a magical quarterstaff. You have a +1 bonus to hit and damage rolls you make with it.

Third, as an action you can attempt to knock a weapon from the grasp of a creature adjacent to you. Make an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the attack causes no damage or other ill effect, but the defender drops the item.

### Cloak of Blackflame

*Wondrous item, rare (requires attunement)*

When not worn, these cloaks resemble nothing more than a tangle of ropy black giant-spider webs, but when you don it, the tangle smooths to a black cloak woven of coarse threads. While you wear it, when you're struck by a creature's Life Drain attack you can use your reaction to have the cloak reduce the damage to 0. Once the cloak has done so 10 times, it crumbles to dust.



## Crystal Sphere of Singing Waters

*Wondrous item, very rare*

This crystalline sphere is a holy item sacred to Eldath. As an action, you can pour a flask of holy water over it to activate its powers. Once activated, the sphere functions for 24 hours. While the sphere is activated, you can use a bonus action to cause it to glow as though a [faerie fire](#) spell was cast on it, or cast a [purify food and drink](#) spell using its power.

In addition, as an action, you can cast [protection from poison](#) and [scrying](#), using the sphere as the scrying device. Once you cast either spell, you can't cast it again until the next time the sphere is activated.

After 24 hours have passed, the sphere ceases to function, and you can't use it again until a tenday has passed.

## Dove's Harp

*Wondrous item, very rare (requires attunement by a bard)*

These harps are very old, and the name of their maker has been lost to time. Its current name comes from the fabled Dove Falconhand, who owns such a harp. These harps are triangular in shape and have from 20 to 36 strings.

You must be proficient with harps and proficient in the Performance skill to attune to the harp.

As an action you can play the harp to give creatures within 20 feet of you the following benefits:

- ❖ They're temporarily cured of any insanity. When they leave the area, or you stop playing, their insanity returns unless otherwise removed.
- ❖ If a creature has levels of exhaustion, one level is removed.

- ❖ Listeners are under the effect of a [calm emotions](#) spell.
- ❖ Creatures who listen to your music with the harp for 1 minute can [spend hit dice](#) to regain hit points up to half their level, without counting that hit dice against their daily limit.

While you play it, both you and the harp radiate light as though you were the focus of a [light](#) spell.

## Dragonskull Talisman

*Wondrous item, rare*

These silver amulets are shaped like a dragon's skull. The Cult of the Dragon created them to allow its members to bypass undead guardians within their strongholds.

You can use an action to speak the command word. You and up to two other creatures touching the talisman are invisible to undead creatures for the next 30 minutes, as long as you and the creatures maintain contact with the amulet. While the talisman's powers are active, undead creatures fail to notice you as though you don't exist.

Once you use the talisman in this way, you can't use it again until you finish a long rest.

## Enemy Spirit Pouch

*Wondrous item, rare*

Powerful patrons of rangers often make these leather pouches so the ranger's companion might share, if only a little, in the ranger's powers. Alternately, rangers themselves may wear a pouch to make themselves even more effective against the creatures they've sworn to defeat.

You wear the pouch on a thong around your neck. The pouch contains token items keyed to



a single type of creature. While you wear the pouch, you gain a +1 bonus to hit and damage rolls you make against that creature type.

A pouch keyed to humanoids must follow the more narrow definition as described in the Favored Enemy ability for rangers in the Player's Handbook.

### Esheen's Harp

*Wondrous item, rare (requires attunement by a bard)*

While you play this harp, all glass and metal items within 30 feet resonate with the harp's tones. This doesn't harm the items but provides an interesting accompaniment to the harp itself. A creature attempting to locate another creature in the area has advantage on Wisdom (Perception) checks against targets carrying metal or glass items.

In addition, as an action you can focus the harp's music to cast the [shatter](#) spell. Once you use this ability, you can't use it again until you finish a short or long rest.

### Sanged Mask

*Wondrous item, rare*

This half-mask is like one you'd wear to a masked ball, but the bottom edge has numerous sharp-looking fangs.

As a bonus action, you can speak the mask's command word to turn it into a weapon with which you can make bite attacks. You're proficient with your bite, and you have a +1 bonus to hit and damage rolls you make with this magic weapon. On a hit, your bite does piercing damage equal to 1d4 + your Strength modifier. In addition, a creature you bite must succeed on a DC 13 Constitution saving throw or be [stunned](#) until the start of its next turn.



### Gauntlet of Sury

*Wondrous item, rare (requires attunement by a fighter)*

While you wear it, this single wrought iron gauntlet grants you the following benefits:

- ❖ An invisible but tangible field of force continuously surrounds you. You have a +2 bonus to AC.
- ❖ As an action, you can cast the [magic missile](#) spell as though you used a 1<sup>st</sup>-level spell slot. Once you use this ability, you can't use it again until you finish a short or long rest.
- ❖ **Battleblow.** As an action, you can make an unarmed melee attack. On a hit, the target takes 4d8+2 force damage to the target. In addition, the target must make a DC 18 Strength saving throw to avoid being knocked prone and a DC 18 Constitution saving throw to avoid being stunned until the end its next turn. Once you use this ability, you can't use it again until you finish a short or long rest.

In addition, if you fail a Strength check, you can use your reaction to turn the failure into a success. Using this power makes the gauntlet crumble to dust.

### Gauntlets of the Valorous

*Wondrous item, legendary (requires attunement)*

Made centuries ago to aid the heroes of Myth Drannor, these gauntlets come in many forms, from elbow-length, plate-armor gauntlets to five finger-rings chained to a jeweled bracelet.

During the Weeping War, when Myth Drannor fell, the heroes who bore the gauntlets fell also, and the gauntlets themselves were lost. In recent years, one gauntlet of this or that pair turned up in treasure hoards, but seldom both of a single pair. A single gauntlet is a useful item of

considerable power, but a pair is a treasure beyond price.

While wearing a single gauntlet, you gain a +2 bonus to AC if you are wearing no armor and using no shield. A single gauntlet has no other powers.

When both gauntlets of a matching pair are worn together, their full powers are unlocked.

You have a +4 bonus to AC if you are wearing no armor and using no shield. In addition, as an action you can cast the [shocking grasp](#) spell.

The gauntlets have 50 charges. They regain 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the gauntlets explode harmlessly into glittering powder.

You can use an action to expend some of their charges to cast one of the following spells from them, using your spell save DC and spellcasting ability or DC 18, whichever is higher:

[Chain lightning](#) (6 charges)

[Flame blade](#) (2 charges)

[Flesh to stone](#) (6 charges)

[Heal](#) (6 charges)

[Hold monster](#) (5 charges)

[Polymorph](#) (4 charges)

[Regenerate](#) (7 charges)

[Telekinesis](#) (5 charges)

## Gloves of Lightning

*Wondrous item, uncommon*

These fine, supple leather gloves are liberally festooned with small copper rivets. You can feel the energy humming in them when you slip them on.

While you wear the gloves, you can use your action to cast the [shocking grasp](#) spell. Once you use this ability, you can't use it again until you finish a short or long rest.

## Gloves of the Balanced Hands

*Wondrous item, rare (requires attunement)*

Dyed blood-red and embroidered with silver thread, these gloves are prized by duelists throughout the Western Heartlands.

While you wear them, you can fight as if you were proficient in the Two-Weapon Fighting fighting style, but only if you wield a dagger in your off hand. In addition, you gain the following reaction:

**Parry.** You add 2 to your AC against one melee attack that would hit you. To do so, you must see the attacker and be wielding a melee weapon.

## Golden Chalice of Lathander

*Wondrous item, rare (requires attunement by a good-aligned cleric or paladin)*

A gilded silver drinking cup, chased and hammered with the rising-sun symbol of the Morninglord, in the right hands this item has great power to heal.

As an action you can will the chalice to cast the [daylight](#) spell.

In addition, the chalice has 6 charges. As an action, you can expend a charge to cast the [prayer of healing](#) spell. Once all 6 charges are used up, the chalice retains its [daylight](#) ability but can't be used to cast [prayer of healing](#) anymore.

## Gwaeron's Belt

*Wondrous item, very rare (requires attunement by a ranger)*

Some say these items were made under the guiding hand of the demigod himself. Others say they were inspired by devotees. In any case, these belts — made of long white human



hair braided into a rope — come in handy more than once in the savage North.

As an action, you can cast the [wind walk](#) spell. Once you use this ability, you can't use it again until you finish a long rest.

In addition, you can use the belt's power to cast the [flame blade](#) spell. Once you use this ability, you can't use it again until you finish a short or long rest.

### Gwaeron's Boots

*Wondrous item, very rare (requires attunement by a ranger)*

While you wear these boots, you're under the effects of a [pass without trace](#) spell.

### Hair Shirt of Ilmater

*Wondrous item, rare (requires attunement by a cleric of Ilmater)*

While you wear this coarse, homespun shirt next to your skin, you have a -2 bonus to your Dexterity score (minimum 3) and a +2 bonus to your AC. In addition, as an action you can cast the [cure wounds](#) spell on another creature as though you used a 3rd-level spell slot. Once you use this ability, you can't use it again until you finish a short or long rest.

### Hammer of the Weaponsmith

*Wondrous item, uncommon*

When you use this hammer in conjunction with smith's tools with which you're proficient, you have advantage on checks you make to craft or repair weapons or armor.



### Hand of the Oak-Sather

*Wondrous item, rare (requires attunement by a druid or ranger)*

This piece of oak, carved in the shape of a human hand, is worn as a necklace on a cord of twine.

The hand has 7 charges. While you wear it, you can use an action to expend 1 of its charges to cast one of the following spells: [barkskin](#), [entangle](#), [goodberry](#), [plant growth](#), [speak with plants](#), and [tree stride](#).

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

### Handharp

*Wondrous item, rare (requires attunement)*

Understandably very popular among the Harpers, these tiny stringed instruments fit into a human hand. You must be proficient with the lyre to use it.

As an action, you can play your *handharp* and generate one of the following effects:

- ❖ You can cast the [dancing lights](#) spell.
- ❖ Undead creatures within 10 feet of you have disadvantage on attack rolls.
- ❖ Up to 6 creatures of your choice within 10 feet of you have advantage on saving throws against necromancy and enchantment spells.

You can't sustain more than one effect at a time, and if you have proficiency in the Performance skill, all distances are doubled.

In addition, while you play the harp as an action you can cast the [dimension door](#) spell. Once you use this ability, you can't use it again until you finish a short or long rest.



## Helm of Darkness

*Wondrous item, very rare (requires attunement)*

Until you put it on, this helm looks like a normal (if a little battered) helm. Once you don it, its true form manifests, along with its powers, and it appears as it really is: A tall helm of steel black from the forge and bound with silver. Black opals are set in a band around its brow, and a black sapphire is set in the front, in the center of the nasal. A *helm of darkness* is found with 1d10 intact opals.

While you wear it, you have the following abilities:

- ❖ As an action, you can cast the [darkness](#) spell. If you do, one of the opals crumbles to dust.
- ❖ Whenever you fail a death saving throw, you can use the helm's power to turn the failure into a success. If you do, one of the opals crumbles to dust.
- ❖ You have resistance to cold damage.
- ❖ You can't be frightened, and you can see through any form of darkness as though it were dim light.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.



## Helm of Gazes

*Wondrous item, rare (requires attunement)*

These steel skullcaps are polished to mirror brightness and set with 1d6 cat's eyes gems. While you wear the helm, when you're subjected to a Petrifying Gaze ability, you can use your reaction to absorb the use of the ability into one of the helm's gems. If you do, you're immune to the effect. If all the gems are full, however, you have disadvantage on saving throws to avoid subsequent uses of the ability.

You can use an action to release the Petrifying Gaze ability stored in one of the gems, as though you had the ability yourself. All stored uses dissipate after a tenday.

## Ice Necklace of the Ulutiu

*Wondrous item, very rare*

Several of these necklaces of magically-preserved ice were created by a half-mad wizard who lived among the Ulutiu tribes of the Great Glacier. He created these in homage to the necklace of the great Ulutiu himself.

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 4th-level [ice storm](#) spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *ice storm* by 1 for each bead beyond the first.

## Instrument of the Winds

*Wondrous item, rare (requires attunement by a bard)*

When you make a Charisma (Performance) check while playing this masterfully-constructed lute, you have advantage on that check.



As an action, you can pick out a particular tune on the lute and use it to cast the [conjure elemental](#) spell, summoning an air elemental only. Once you use this ability, you can't use it again until you finish a long rest.

## Janthra's Harp

*Wondrous item, very rare (requires attunement by a bard)*

Another instrument made by the hands of a master crafter, these harps are named after the famed Harper agent who used hers to very great effect.

As an action, you can play the harp to render yourself and up to six creatures of your choice within 20 feet of you invisible. You and the other creatures can see each other, but creatures outside the area can't see you. In addition, each of the creatures in the area has the benefits of a [pass without trace](#) spell. If a creature in the area attacks or casts a spell, the effect ends for all the creatures affected by it.

You must continue playing the harp to maintain the effect, which lasts up to 1 hour. The music seems distant and doesn't aid foes in detecting your location. You can stop playing at any time to end the effect, and use your action to resume the effect provided time remains in the 1 hour. Once the hour has been used up, you can't use the harp again in this way until the following dawn.

## Joyous Star Song

*Wondrous item, rare (requires attunement by a bard)*

Devout worshipers of Lliira and Milil create these items, which appear as a scroll made of beaten silver stamped with the holy symbols of Milil and Lliira. The scroll also bears the musical notation and lyrics for an inspiring song.

As an action you can sing the song inscribed on the scroll. When you do, you gain an additional use of your Bardic Inspiration ability. Once you use the scroll, you can't use it again until you finish a short or long rest.

## Kiira

*Wondrous item, very rare (requires attunement by an elf wizard)*

These dark green stones are shaped into hemispheres and worn smooth by centuries of wear by elven hands. In Tel'Quessir, 'kiira' means 'lore gem'. Created thousands of years ago by fabled archwizards of Cormanthor, these gems grant knowledge, both magical and mundane.

The art of crafting kiira is lost, making them highly prized by elven wizards.

As part of attuning to a kiira, you press it to the center of your forehead. While you wear it, you have advantage on Intelligence (Arcana) and Intelligence (History) checks.

In addition, you can record spells into and prepare spells from a kiira as though it was a spellbook. A kiira holds up to 30 levels of spells, and recording spells into it costs the same time and expense as any other spellbook.

Most kiira contain at least a few spells. Which spells a kiira contains is the DM's discretion.

## Lenses of Darkness

*Wondrous item, uncommon*

Consisting of two smoked-glass lenses set into silver frames, while you wear the lenses you have advantage on saving throws you make to resist being [blinded](#).



## Mask of Blood

*Wondrous item, uncommon (requires attunement)*

Shamans of barbarian tribes in the savage North sometimes craft these masks of red-dyed leather and give them to the tribe's strongest warriors.

While you wear it, the mask constantly weeps a viscous red liquid. As an action, you can make a ranged attack to spit the liquid at a creature within 10 feet of you. On a hit, a target takes 1d10 poison damage and is [poisoned](#) for 1 minute. A creature can use its action to make a DC 12 Constitution saving throw, ending the effect on itself on a success. Once you use this ability, you can't use it again until you finish a long rest.

## Methild's Harp

*Wondrous item, very rare (requires attunement by a bard)*

These harps are named after the famed Harper agent who regularly used hers to rescue Harper agents who used *Janthra's harp* and got caught.

While you play the harp, you have advantage on Charisma (Performance) checks.

As an action you can play the harp to send forth magical vibrations that cause locks, lids, doors, valves, shackles, and portals within 30 feet of you to open. Creatures in the area which are magically restrained by spells like [entangle](#) and [web](#) have advantage on checks and saving throws to resist or escape their effects while they can hear your playing.

In addition, the harp's music suppresses [arcane lock](#) spells in the area.

You can continue playing the harp up to 1 hour. You can stop playing at any time to end the effect, and use your action to resume the effect provided time remains in the 1 hour.

Once the hour has been used up, you can't use the harp again in this way until the following dawn.

## Mithral Bells

*Wondrous item, rare*

Found as anklets of tiny, tinkling mithral bells, these items are useful to performers and Harper agents alike.

The anklet has 1d6 + 3 bells hanging from it. You can use an action to detach a bell and throw it up to 60 feet away. When it reaches the end of its trajectory, the bell detonates as a 3rd-level [thunderwave](#) spell (save DC 15).

You can hurl multiple bells, or even the whole anklet, as one action. When you do so, increase the level of the *thunderwave* by 1 for each bell beyond the first.

As long as there are at least 3 bells remaining on the anklet, while you wear the bells you have advantage on Charisma (Performance) checks you make while dancing.

## Moon Bracers

*Wondrous item, very rare*

Crafted by Selûne's clergy, these silver armbands are coated with *moonfire*, giving them the appearance of being coated with mother-of-pearl.

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

In addition, as an action you can cast the [dimension door](#) spell. Once you use this ability, you can't use it again until you finish a long rest.



## Moonfire

*Moonfire* is formed during rituals conducted by the Selûnite clergy. Milk or wine is blessed by the goddess, transformed into an opalescent, viscous liquid with the consistency of yogurt. *Moonfire* glows faintly, and is useful for enchanting objects and empowering the faithful.

Sometimes, a mortal who is faithful to Selûne and touches *moonfire* receives a magical power, usually in the form of a blessing or boon like those detailed in the *Dungeon Master's Guide*.

## Mooncloak

*Wondrous item, very rare*

These silvery-gray cloaks are crafted with Selûne's *moonfire*.

You gain a +1 bonus to AC and saving throws while you wear this cloak.

In addition, as an action you can cast the [levitate](#) spell. Once you use this ability, you can't use it again until you finish a long rest.

## Moondraught

*Wondrous item, rare*

Another item crafted with Selûne's *moonfire*, a *moondraught* heals wounds and restores weary spirits.

There are 4 doses in 1 flask of *moondraught*. When you drink a dose, you regain 1d8 + 2 hit points.

In addition, you can drink the entire vial. If you do, you regain 4d8 + 4 hit points and remove 1d4 levels of exhaustion.

## Moonfire Salve

*Wondrous item, very rare*

Stored in a translucent white ceramic jar, *moonfire salve* is the residue of a manifestation of

*moonfire* at a holy ritual of Selûne. Depending upon how it's used, *moonfire salve* has different effects.

As an action, you can use an entire jar or *moonfire salve* to gain one of the following benefits:

- ❖ When you anoint an item or creature with it, it acts as a [remove curse](#) spell.
- ❖ When you anoint a creature with it, it cures lycanthropy.
- ❖ When you rub it on a creature's feet, that creature gains a fly speed of 60 feet for 1 hour.
- ❖ When you rub it on a creature's eyes, it gains [truesight](#) out to a range of 120 feet.
- ❖ When eaten, it restores 4d4 + 4 hit points, removes the poisoned condition, and cures 1 disease in the creature which eats it.

## Moonstone Mask

*Wondrous item, rare (requires attunement)*

Prized by thieves and assassins, these jet-black masks are studded with tiny moonstones.

While you wear it, you have darkvision out to a range of 60 feet. In addition, you have advantage on Wisdom (Perception) checks.

## Necklace of Acid Pearls

*Wondrous item, very rare*

These silver chokers bear 1d6 + 3 pearls hanging from it. You can use an action to detach a pearl and throw it at a point up to 60 feet away. When it lands, the pearl explodes into a deluge of acid which pours down in a 20-foot-radius, 40-foot-high cylinder centered on that point. Each creature in the cylinder must make a DC 15 Dexterity saving throw. A creature takes 8d8 acid damage on a failed save, or half as much damage on a successful one.

You can hurl multiple pearls, or even the whole necklace, as one action. When you do so, increase the acid damage by 4d8 for each pearl beyond the first.

## Necklace of Dragon

### Scales

*Wondrous item, rare*

The Cult of the Dragon makes these simple necklaces, which consist of a copper chain with 1d6 + 3 coin-sized copper dragon scales hanging from it.

When you take damage from a dragon's breath weapon, you can use your reaction to touch one of the scales. When you do, you gain resistance to the type of that dragon's breath weapon damage for the next 24 hours.

Once you use a scale, it grows dull and tarnished. Once you use all the scales, the necklace crumbles to dust.

## Necklace of Lightning

*Wondrous item, very rare*

This necklace has 1d6 + 3 copper coils hanging from it. You can use an action to detach a coil and throw it up to 60 feet away. When it reaches the end of its trajectory, the coil explodes into a 6th-level [chain lightning](#) spell (save DC 18). You can hurl multiple coils, or even the whole necklace, as one action. When you do so, increase the level of the *chain lightning* by 1 for each coil beyond the first.

These necklaces are unstable. Whenever you are forced to make a saving throw to avoid lightning damage, whether or not you succeed, you must also make a save for the *necklace*. On a failure,

all of the necklace's remaining coils detonate simultaneously.

## Necklace of Nature's Teeth

*Wondrous item, very rare (requires attunement by a druid)*

This necklace is a leather thong on which is suspended the teeth or fangs of a beast.

While you wear the necklace, you can use your Wild Shape ability to turn into that creature. Once you use this ability, you can't use it again until you finish a long rest.

Roll 1d6 to determine what kind of teeth are on a necklace.

## Nialanthor's Harp

*Wondrous item, very rare (requires attunement by a bard)*

Another Harper agent's harp. Nialanthor used her harp to lend aid to agents of the network before they were dispatched on important missions.

While you play the harp, you have advantage on Charisma (Performance) checks.

In addition, as an action you can use the harp's magic to cast the [stoneskin](#) spell. Once you use this ability, you can't use it again until the following dawn.

## Orb of Holiness

*Wondrous item, very rare (requires attunement)*

Each of these transparent crystal spheres is inscribed with the holy symbol of a good-aligned deity.



While you hold an orb, you can use an action to cast the [hold monster](#) or [purify food and drink](#) spells. In addition, if you're a follower of the deity whose symbol is on the orb, you can cast a [regenerate](#) spell or [cure wounds](#) as though you used a 3rd-level spell slot.

Once you cast any of the spells, you can't cast that spell again until you finish a long rest.

While you hold the orb, you and creatures you choose within 30 feet of you can't be [frightened](#).

You can use the orb to fight undead creatures. Make a melee weapon attack with the orb against an undead creature within 5 feet of you. You're proficient with the orb. On a hit, the target takes 4d8 radiant damage.

An evil-aligned creature which attempts to attune to an orb is struck by *feblemind* (DC 20).

### Orbakh's Glass Skull

*Wondrous item, very rare (requires attunement)*

Orbakh was a Red Wizard who made his home in the ruins of Myth Drannor. He made these skulls so he and his guests could drink strong red wine and celebrate their victories while animated undead servants served them.

A skull has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the [animate dead](#) or [vampiric touch](#) spells (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The skull regains 1d6 + 1 expended charges daily at dusk. If you expend the skull's last charge, roll a d20. On a 1, the skull shatters into powder and is destroyed.



### Phoenix Helm

*Wondrous item, legendary (requires attunement)*

Steel helmets hammered into the stylized shape of a phoenix with its wings unfurled, a handful of these items were made for the guards of a long-dead Halruaan potentate.

A helm has 7 charges. While you wear it, you can an action to expend 1 of its charges to cast the [feather fall](#), [fly](#), [scorching ray](#), and [speak with animals](#) (birds only) spells (save DC 15) from it.

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

### Rhingalade's Harp

*Wondrous item, rare (requires attunement by a bard)*

It seems every important Harper had her own harp. Rhingalade used her harp, carved with images of a multitude of harpists playing in a chorus, to help her avoid assassins on more than one occasion.

While you play the harp, you have advantage on Charisma (Performance) checks.

In addition, as an action you can use the harp's magic to produce an effect which casts both the [blink](#) and [mirror image](#) spells on you at once.

Once you use this ability, you can't use it again until the following dawn.

### Salve of Spell Resistance

*Wondrous item, rare*

Based on a formula developed by drow, when you smear yourself with this foul-smelling grease you gain advantage on saving throws against spells for 8 hours. The salve can cover a Medium or smaller creature, along with the equipment it's

wearing and carrying. Applying the oil takes 10 minutes.

### Shaundakul's Boots

*Wondrous item, uncommon (requires attunement)*

Developed by devotees of the deity of travel, the lore detailing the creation of these magical boots has recently become more widely available.

While you wear the boots, your speed increases by 10 feet.

In addition, you can use a bonus action to cast the [expeditious retreat](#) spell on yourself. Once you use this ability, you can't use it again until you finish a long rest.

### Sunite Sash

*Wondrous item, rare (requires attunement)*

Prized by devotees of the goddess Sune, these scarlet sashes are woven from fine red silk thread and delicate gold wire.

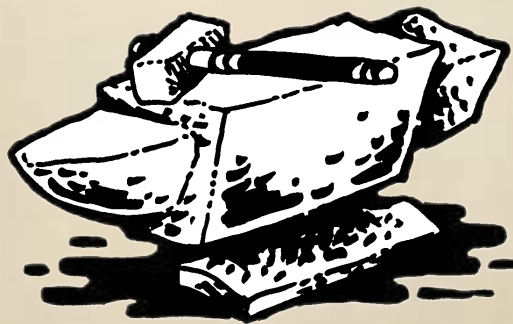
While you wear the sash, you gain a +2 bonus to your Charisma score, up to a maximum of 22. In addition, you gain a +2 bonus to AC if you are wearing no armor and using no shield. Finally, as an action you can cast the [fire bolt](#) cantrip. Once you use this ability, you can't use it again until you finish a short or long rest.

### Tongs of the Armorer

*Wondrous item, uncommon*

Developed for the armorers who traveled in the train of Cormyr's army, these tongs help you make or repair armor.

You have advantage on checks you make while using this item as part of your smith's tools when making ability checks to make or repair armor.



### Torc of the Deity

*Wondrous item, rare (requires attunement)*

These bronze torcs were developed by the druids of the Moonshaes to help them combat shapechangers. Each bears the holy symbol of Chauntea.

While you wear it, you're immune to the lycanthropy curse. In addition, you have a +2 bonus to hit and damage rolls you make against lycanthropes. Finally, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

### Torc of the Titans

*Wondrous item, rare (requires attunement)*

These thick, heavy gold torcs give you great strength. As a bonus action, you can give yourself a +4 bonus to your Strength score, up to a maximum of 24, until the end of your next turn. Once you use this ability, you can't use it again until you finish a short or long rest.

### Traveler's Cloak

*Wondrous item, uncommon (requires attunement)*

A house of Lantanese artificers developed these cloaks and sold them up and down the Sword

Coast for years, because their gray-green color offered some camouflage and they kept you warm and dry.

While you wear the cloak, you and everything you wear and carry are unharmed by temperatures as low as  $-50$  degrees and as high as  $150$  degrees Fahrenheit. It also keeps you perfectly dry in the pouring rain.



In addition, whenever you take a short or long rest you can reach into one of the cloak's pockets and pull out trail rations sufficient to feed yourself, along with a stoppered metal flask that contains a quart of either pure water or hot, sweet tea. Once the flask is empty, it disappears, only to reappear in the pocket the next time you take a rest to refresh yourself.

Finally, when you start a long rest, you can will the cloak to expand into a tent large enough to shelter you and the equipment you carry. Once you use this ability, you can't use it again until you start a long rest.

### Troll Gut Rope

*Wondrous item, rare*

Thick, braided, rubbery, and smelling awful, these ropes are prized because they're so handy. It comes in a 50-foot length. As an action, you can command the rope to lengthen itself up to 350 feet. This extra length lasts 8 hours, then disappears. Once you use this ability, you can't use it again until you finish a long rest.

### Unicorn Pendant

*Wondrous item, rare (requires attunement)*

A silver pendant depicting a unicorn's head, these items are highly prized by devotees of Lurue.

While you wear it, you can speak with animals as though under the effect of the spell of the same name. In addition, as an action you can cast the [protection from poison](#) spell or the [cure wounds](#) spell as though you used a 3rd-level spell slot.



### Valarde's Harp

*Wondrous item, rare (requires attunement by a bard)*

Valarde was a Harper who spent most of her time at sea, traveling between Neverwinter and the Moonshaes. Her harp, made of driftwood and carved with images of ships and sea creatures, has powers to aid those who sail.

While you play the harp, you have advantage on Charisma (Performance) checks.

In addition, as an action you can cast either the [gust of wind](#) or [water breathing](#) spells on yourself. Once you cast either spell using the harp, you can't cast it again until you finish a long rest.

### Vestments of Power

*Wondrous item, legendary (requires attunement by a cleric)*

The high priests of most of Faerûn's deities have versions of these ceremonial robes. They're usually cut and tailored to suit that deity's — or high priest's — tastes.

Each set of vestments is created to correspond to the alignment of the deity to which they're dedicated. You can't attune to vestments that don't correspond to your alignment.

You gain these benefits while wearing the robe:

- ❖ If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier.
- ❖ You have advantage on saving throws against spells and other magical effects.
- ❖ Your spell save DC and spell attack bonus each increase by 2.
- ❖ You have resistance to damage from bludgeoning, piercing, and slashing damage from non-magical weapons.

## War Wizard's Cloak

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

Normally only worn by high-ranking members of Cormyr's War Wizards, these cloaks help them in their duties. The cloaks are calf-length, cut of thick black cloth, and embroidered with the insignia of the Purple Dragons and the War Wizards. War Wizards who see one of these cloaks worn by someone who isn't a War Wizard are bound to closely question how the item came to be in the imposter's possession.

While you wear the cloak, you and everything you wear and carry are unharmed by temperatures as low as  $-50$  degrees and as high as 150 degrees Fahrenheit. You also have darkvision out to a range of 60 feet, and are always under the effect of a [feather fall](#) spell.

In addition, as an action you can use the cloak's magic to cast the [dimension door](#) or [sending](#) spell. Once you cast either spell using the cloak, you can't cast it again until you finish a long rest.

## White Cloak of the Spider

*Wondrous item, very rare (requires attunement)*

These white silk cloaks are embroidered in web and spider motifs picked out in light gray thread.

While you wear it, as an action you can cast the [spider climb](#) spell.

In addition, as an action you can cast the [hold person](#) spell. Once you use this ability, you can't use it again until you finish a long rest.

Finally, you have resistance to poison damage and advantage on saving throws you make to avoid the poisoned condition.

## Word of Chaos's Power

*Wondrous item, legendary*

A word of chaos's power most often manifests as a small tablet of unidentifiable, alien stone carved with magical runes. If you spend a short or long rest studying the tablet's runes, at the end of the rest you understand the runes' purpose. The runes fade, and the runes are seared into your mind. Thereafter, as an action you can invoke the runes' power. When you do, you roll on the [wand of wonder](#) table to determine which magical effect you manifest, and permanently lose 1 point of Wisdom.

When your Wisdom score reaches 0, you are totally insane and withdraw into a deep sleep filled with nightmares from which you can't awaken. You can't be cured except with a [wish](#) spell.

## White Skull Mask

*Wondrous item, rare (requires attunement)*

These masks appear to be made of bone, and they're painted black round the eyes to resemble empty sockets.

While you wear it, you have advantage on saving throws you make to avoid contracting a disease, and you're immune to the frightened and paralyzed conditions. In addition, you're immune to the Energy Drain attacks of undead creatures.

## Wilding Clasp

*Wondrous item, rare (requires attunement by a druid)*

Made by druids in the Great Dale from bits of twisted, thorny vine, this item





allows you to continue to use a magic item when you're in your Wild Shape.

As part of attuning to the *wilding clasp*, choose another magic item in your possession. The *wilding clasp* prevents that item from losing its effectiveness when it merges into your beast form. For example, if you were already attuned to a *torc of the deity*, when you attune a *wilding clasp* you can use the *clasp* to ensure your *torc* remains active while in your beast shape.

### Winged Mask

*Wondrous item, rare (requires attunement)*

Made of white-dyed leather, the edges of the mask resemble feathered wings.

While you wear the mask, as an action you can cast the [fly](#) spell on yourself. Once you use this ability, you can't use it again until you finish a short or long rest.

### Wings of Pain

*Wondrous item, rare (requires attunement)*

Woven of dull, gray wool, these cloaks cause pain in your enemies and save you from falling.

While you wear it, as an action you can point a beam of gray light at a creature you can see within 60 feet of you. That creature must succeed on a DC 16 Constitution saving throw or be [paralyzed](#) for 1 minute, wracked with excruciating pain. The target can use its action to repeat the saving throw, ending the effect on itself on a success. Once you use this ability, you can't use it again until you finish a short or long rest.

In addition, when you fall while wearing this cloak, you descend 60 feet per round and take no damage from falling, provided the cloak can unfurl itself to its full 15-foot span.

### Xvim's Green-Eyed Glove

*Wondrous item, rare (requires attunement)*

Nobody knows why these items were made, nor are sages keen to guess, because the powers and appearance are so eclectically mismatched. A black leather gauntlet has two large green gems that resemble eyes.

While you wear the glove, you have darkvision out to a range of 60 feet. In addition, as an action you can cast a [light](#) spell from one of the gems. Once you use this ability, you can't use it again until you finish a short or long rest.

Finally, as an action you can cast the [phantasmal killer](#) spell. Once you use this ability, you can't use it again, though you can use the other properties of the glove.

### Yornar's Crescent

*Wondrous item, very rare (requires attunement)*

Named for a famous ranger of Mielikki whose name also graces one of her legendary holy texts (*Yornar's Trail Companion*), this small piece of tooled leather hangs from a braided-twine necklace.

As an action, you can cast the [detect poison and disease](#) or cause the crescent to radiate [faerie fire](#). In addition, as an action you can cast the [tree stride](#) spell. Once you use this ability, you can't cast it again until you finish a long rest.



# Credits

## Original Design

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## About the Author

R P Davis is a best-selling freelance writer, editor, and adventure designer. He has been a tabletop RPG player and referee the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spells and effects to complete game worlds to complete roleplaying games.

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