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# A PILE OF ITEMS

THIS IS A SMALL COMPENDIUM OF 40 MAGICAL ITEMS AND ENCHANTMENTS MADE FOR NEWER GM'S TO USE IN THEIR CAMPAIGNS AS A SUPPLEMENT TO THE MAGIC ITEMS AND ENCHANTMENTS ALREADY PRESENT IN THE DUNGEON MASTERS GUIDE AND PLAYERS HANDBOOK.

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Greeting reader! I am very honored that you downloaded this small assembly of magical knickknacks and whathavesyou. The point of these items is not to give you new and all-powerfull relics to give to your players but rather give you some interesting sidegrade items for your players to play around with. For me, there has never been a more boring item than the standard +1 magical sword. All it gives a character is bigger numbers, so they can compare them to other characters numbers and figure out if they are statistically more likely to defeat the goblin in one strike than anybody else. Instead i have tried to make items and enchantments which have fun and different effects. Effects which, when used with a bit of creativity, can become quiet powerful and leaves players talking about that one time they solved a problem by being smart and using the resources at their disposal.

## WEAPONS

### LEGENDARY WEAPONS

#### Muddur

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

The knife was forged by dwarves as a favor to the gods. It was made for a young human boy who traveled through the realm of the gods on a vital mission along with the daughter of the god of strength. You gain a +2 to attack and damage rolls made with this weapon. The knife will never hurt the person it is attuned to, and it will grow in size (but not weight) when faced with danger. If the biggest enemy is tiny the knives blades has the length of a thumb and deal 1d4 damage. If the biggest enemy is small or medium the length of the blade is about a hand and it deals 1d6 damage. If the enemy is Large, the blade has the length from the users elbow to fingertips and deal 1d8 damage. If the enemy is Huge the blade has the length of the wielders arm and it deals 1d10 damage and finally if the enemy is gargantuan or bigger the blade is the length of the wielders leg and it deals 1d12 damage. No matter the length of the blade it always counts as a knife for proficiency purposes. If the knife is holstered it automatically returns to its smallest size and it will only grow in size if drawn.

#### Blob

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

GM who has no idea what type of weapon to give her players. As a reaction, this item can shapeshift into any weapon desired. Proficiency applies as normal. Any other bonuns this weapon has, is applied to the weapon in all its forms.

## ENCHANTMENTS

### Shifting

*Weapon (any weapon), rare (requires attunement)*

When a weapon with this enchantment is created, the create chooses two weapon types. As a reaction the weapon can be changed from one weapon type to the other. You will need the relevant proficiency to wield the weapon in its current form as normal, and any special attributes the weapon has, is applied to both the weapons forms.

### Weighted

*Weapon (any melee weapon that does bludgeoning damage), rare (requires attunement)*

As a free action, the wearer of this weapon can increase its weight tenfold. If done during an attack the weapon deals maximum damage on the weapons damage dice for any attack made with the weapon this turn, but all attacks are made at disadvantage and only one attack can be performed per attack action on account of the weapon being so heavy.

### Bloodprice

*Weapon (any melee weapon or ranged ammunition), rare (requires attunement)*

When attacking, before making an attack roll, the bearer of this weapon can expend either 2, 4 or 8 hp to have this weapon get either +1, +2 or +3 to the attack and damage rolls made with this weapon until the end of your turn.

### Knockout

*Weapon (any club or mace), uncommon*

When a enemy of equal or lower size than the wielder is attacked with this weapon, instead of dealing damage the wielder can make the target take a con save with a DC equal to 9 + wielders Str modifier or be knocked out, suffering the effects of being unconscious for 2d4 turns

### Shrinking

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

A weapon with this enchantment can as an action shrink down until it easily can be hidden in a closed hand. As another action the weapon can grow to its ordinary size. When shrunk, people who searches the wearer for weapons must succeed on a DC 16 investigation check or they will not notices the weapon and instead mistake it for a piece of jewelry.

## Throwing Cuts

*Weapon (Any melee weapon dealing slashing damage), rare (requires attunement)*

A weapon with this enchantment can be used to strike at enemies from afar. Once each long rest, as an attack action the wielder can make a single melee attack against an opponent within 30 feet of the wielder as if he was adjacent to his target. Only requirement is direct line of sight. To hit and damage is rolled as normal.

## SHIELDS

### Shield of Absorbing Magic

*Weapon (any shield), rare (requires attunement)*

Whenever the wearer is hit with a single target damage spell, lower the damage taken by 1. When you do, this shield gains one charge. When a melee attack is made against the wearer of this shield and it misses, you can expend all charges on the shield to deal that many points of force damage to the attacker, DC 12 Dex save for half damage. This shield can have at maximum 5 charges on it.

### Shield of Mirroring

*Weapon (any shield), rare (requires attunement)*

Once each long rest, when hit by a AOE damage spell or AOE attack (such as a dragons breath attack), as a free action you can reduce the damage taken by half. Note the type of damage and place a charge on this shield. The shield can at maximum store a single charge and the damage reduction effect cannot occur when the shield is charged. As a reaction and expending the charge, you can make everyone in a 5 foot cone in front of you, take 2d4 damage of noted type. Each target hit can take a DC 12 Dex save for half damage.

## ARMOR

### LEGENDARY ARMOR

#### Blob

*Armor (any), legendary (requires attunement)*

As a reaction, this item can shapeshift into any non magical armor type as desired. Proficiency applies as normal. Any other bonuses this armor has, is applied to all its forms.

#### Armor of the Iron Fortress

*Armor (full plate), legendary (requires attunement)*

When equipped, this armor gives an additional +3 AC in addition to the normal bonuses given by full plate armor. As a reaction, you can give yourself +2 AC, resistance to fire and thunder damage, your movement speed is reduced to 0 and you can only attack once with a attack action. This effect lasts until the end of your next round.

## ENCHANTMENTS

### Armor of Self Assembling

*Armor (any metal armor), rare (requires attunement)*

As a reaction, when you are not wearing this armor you can make the armor equip itself to you. It will take the armor two rounds to equip itself to you and during the time you have disadvantage on all checks requiring Str or Dex, rolls and attacks.

## RINGS

### Ruler's Best Friend

*Ring, rare*

This rings warms up whenever it is within 1 feet of poison. The warmer the ring gets, the stronger the poison is.

### Ring of Final Sacrifice

*Ring, rare*

As a free action you can activate this ring. When the ring is activated the effects of the ring cannot be stopped except with a wish spell. The effects of the ring lasts 10 rounds after which the ring crumples to a fine ashen powder. As long as the ring is active the wearer receives a bonus to his AC, to hit roll, damage and all checks requiring Str or Dex, equal to his proficiency bonus. When the ring stops working the wearer dies and cannot be brought back to life by a resurrection spell lower than 4th level.

### Ring of a Last Change

*Ring, rare (requires attunement)*

When the wearer of a this ring falls to 0 hp they do not fall uncounous as normal. Instead they get to take a single action as if it was their turn. After the action is taken the ring crumples to dust and the turn order proceeds as normal.

### Ring of Blinding

*Ring, rare (requires attunement)* Can have up to two charges. Regains a single charge after every long rest. You can expend two charges as a action, and everybody within 20 feet of a circle centered on the caster has to take a DC 14 Con save or be blinded until the end of your next turn. You can expend 1 charge as a reaction, and target a single creature within 10 feet of you who then has to take a DC 14 Con save or be blinded until the end of your next turn.



## MISCELLANEOUS

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### LEGENDARY ITEMS

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#### Sea Chart of the Legendary Explorer

When this chart is dipped in water it becomes a map of whatever river system or sea the water came from. The map will not show any land around the water, only waterways.

### USEFUL ITEMS

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#### Crystal of Arcane Energy

*Wondrous item, rare*

A magical substance which can be used to supercharge spells. When it is acquired it comes with any number of charges (DM's discretion). When you hold it in your hand while casting a spell, you can expend a charge to add 5 damage to the spell. This can only be done once for each spell cast. Alternatively it can be used as a substitute for reagents in a ritual, every charge expended can replace up to 250 gold of reagents in the ritual.

#### Ball of Mental Command

*Wondrous item, rare (requires attunement)*

This magical item comes in a small leather bag with 1d6+1 small marbles in it. As a mental command you can make the marbles roll up to 5 feet on a single turn. Each marble can be enchanted with a single spell of 2. level or lower which can be activated at a mental command from the owner centered on the marble.

#### Chain of Staking

*Wondrous item, rare*

This item is a chain with a pike at both ends. One pike is sat into the ground and the other is used to hit an opponent. On a successful hit, the opponent is then trapped until they break the chain or remove the pike. It requires a Str check DC 25 to break the chain, a DC 20 Str check to remove the chain from the ground or themselves. When the chain of staking is not active it looks like two arrows connected with a thin almost invisible thread. When activated the Thread turns into a chain with the exact same length as the thread. It is a free action to activate the chain and you can either wield it as a dagger, or shoot it from a bow or crossbow. Whatever way you use it, it counts as an attack from that type of weapon.

#### Compass of Home

*Wondrous item, rare (Uncommon on the astral sea)*

When made, the creator names a person or place. If the compass is on the same plane as the person or item specified it will always point towards that person or place. If it is not on the same plane it rotates quickly until it again shares plane with whatever it points to.

#### Boots of Standing Fast

*Wondrous item, uncommon*

As a reaction, the boots can be glued to the ground. When glued to the ground it will require a STR check of DC 16 to move from the spot. The effect lasts for 2 rounds. If a STR check is used to break the effect of the boots they cannot be activated again until your next short rest.

#### Liar's Top

*Wondrous item, common*

A small top which will spin until the first time a person knowingly lies within 20 feet of it, when a lie is told the top falls over.

#### Appraisers Looking Glass

*Wondrous item, rare*

When somebody looks at an item through the looking glass, it gives a suggested retail value of the item being looked at. It does not take into account the price of any enchantments or sentimental value placed on the item.

#### Cloak of A Thousand Pockets

*Wondrous item, rare*

This cloak works exactly like a bag of holding except it only works if somebody is attuned to it and only the person attuned to it can store or retrieve items from it. If the cloak is unattuned, all hidden items reappear from within the folds of the cloak.

#### Cloak of Fighting

*Wondrous item, rare (requires attunement)*

Once every short rest, as a free action, when you take damage from a non AOE effect, before resistances are applied you can reduce the damage taken by 1d4. The cloak also has a permanent unseen servant spell cast upon it, and it will obey the orders of whoever is attuned to it. If the cloak is more than 60 feet away from the person who is attuned to it, it will appear to be just a normal cloak.

### **Ankh of Movement**

*Wondrous item, very rare*

This item always appear as two paired ankhs. As an action, both ankhs can be activated which will cause them to hover above ground at a height of about 3 feet. When touching one of the ankhs, as a action you can teleport from one ankh to the other if they are within 60 feet of each other and there is room around the ankh you arrive at. If either of the ankhs is dealt 5 or more damage both ankhs fall to the ground and cannot be activated for the next 48 hours. If the ankhs are not interrupted they will deactivate themselves after 5 turns and fall to the ground.

### **Coin of "Chance"**

*Wondrous item, uncommon*

This coin will never betray its master. The problem is that it very easily changes master. Any person who flips this coin can with a mental command decide which side the coin will land on. If no command is given the facing is determined at random like a normal coin.

### **Timekeeper**

*Wondrous item, rare (uncommon in planes scape)*

A small pocket watch which always keeps time on whatever plane it is on. If it has been on multiple planes with the same carrier it can freely switch between them.

### **Magnetic Gauntlets**

*Wondrous item, uncommon*

When attuned the user picks one item. While the item is within 30 feet, as a free action the user can make the item spring to their hand if there is clear line of sight between either of the gloves and the item.

### **Revealer**

*Wondrous item, rare*

This item is a small bell with bronze inlaid runes. When the bell is rung as an action, choose illusion, invisible or enchantment. When it rings whatever items or persons within 30 feet, that is being affected by, or match the chosen effect, is revealed until the end of your next turn. It is important to note that the effect is not dispelled. A invisible person is still invisible, you just know where he or she is until the end of your next round. This effect can be activated once per long rest.

### **Paired Rods**

*Wondrous item, rare*

Two rods linked to each other with magic. When activated as an action both rods stay where they are unless acted upon by outside forces. Whenever a force is applied to one rod, the exact same force is applied to the other. Both rods are indestructible and about 30 cm in length. If the rods are more than 30 feet from each other the effect is dispelled and the rods fall to the ground.

### **Reversed Rods**

*Wondrous item, rare*

Two rods linked to each other with magic. When activated as an action both rods stay where they are unless acted upon by outside forces. Whenever a force is applied to one rod, the exact opposite force is applied to the other. Both rods are indestructible and about 30 cm in length. If the rods are more than 30 feet from each other the effect is dispelled and the rods fall to the ground.

### **Book of Truth**

*Wondrous item, very rare*

Nobody can write something in the book which they know is not true. If tried, it vanished after 3 seconds. Whether a statement is actually true or not does not matter, as long as the writer believes it to be true, it can be written.

### **Illusory Clothes**

*Wondrous item, rare*

As a free action the wearer can change color and shape of the clothes. Made by a wizard who got tired of people asking him why he was wearing the same clothes every day.

### **Warm Glowing Rock**

*Wondrous item, uncommon, common in certain parts of the Underdark*

Exactly as it says on the tin. It is a warm rock which casts a dim light in a 10 foot radius. Cannot be turned off but does not require refueling like a lantern does.

### **Tea Pot of Niceties**

*Wondrous item, rare*

A ordinary looking teapot which instantly brews tea when water and tea leaves is poured into it. It also cleanses the water as per the remove disease and poison spells.

### **Paired Stones**

*Wondrous item, uncommon*

Two small white pebbles which will always try to inch closer to each other. The attraction between the pebbles is not strong enough to actually move the pebbles very far but enough that you can feel it if one of the pebbles is held in your hand.

### **Stones of Seeing**

*Wondrous item, uncommon*

Two small crystals, one of them green, the other red. When you look into the green crystal you look out of the red one. Has unlimited range but cannot be used across planes.