

THE EBDU WALKING SOCIETY KATALOG OF MAGICK ITEMS



ERILY, THIS CATALOGUE BE MAINTAINED BY Master Hiller, society treasurer. While the present location of each item remaineth not recorded, I am most assured that should ye inquire with each member individually, all articles are like as to be accounted for in full.

WEAPONS

The different base weapon types and their respective damage dice and features can be found at the following <http://dnd5ed.wikidot.com/weapons>

BLADE OF HUNGER

Longsword, uncommon

This jet black sword drips endlessly with blood, and when ending a life, it audibly rings with pleasure.

Blood feast When you reduce an enemy to 0 hitpoints, two visible friendly creatures within 30ft gain 5 hit points.

GLAIVE OF THE EAST WIND

Glaive, rare

This Glaive is brilliantly white along the staff, and has swirling patterns etched into the curved blade. As it swung, it seems to cleave through the very air itself.

Gust strike (2 Charges) As part of a successful attack, you may expend a charge to create a gust strike extending beyond your target in a 30ft line. Every creature (including your target) within this line takes an additional 1d10 force damage. All charges are restored on a short rest.

DAGGER OF DARKNESS

Dagger, uncommon

A pitch black metal dagger that guides itself through the darkness.

Finds its foe You have advantage against unseen enemies.

NAERIS' BLADE

Shortsword, rare

This blade has not been seen by mortal eyes, so no description is possible.

Eternal night When released from its scabbard, a 45ft sphere of magical darkness envelops the sword.

THE ROD OF THE BIGGEST FISH

Whip, rare

This fishing rod looks to be made of old wood, barely crafted at all, the knots of the branch it was made from are clearly visible.

Reel in You may cast thorn whip as a cantrip. You may target inanimate objects. On a successful hit, you can choose to keep the target hooked, the target may not move away from you while hooked. They can use their action to remove the hook.

God's own line The fishing line cannot be broken.

BALL OF THE RUGGERS CHAMP

Ball (thrown, 1d8 Bludgeoning, 60ft range), rare

This regulation ruggers ball has been infused with the soul of a homing pidgeon, and powered with the magical essence of a blink dog. It feels slick to the touch and gently crackles with energy.

Finds its way home Once thrown the ball returns to you whenever you choose.

Zoomies Once per short rest, when successfully striking a creature, you may teleport next to the creature.

Gut shot On a successful hit, the target must make a DC (10 + your STR modifier) dexterity saving throw, if they fail they are knocked prone.

ARMOUR

The different base armour types and their respective Armour Class (AC) and other rules can be found at the following <https://dnd5e.wikidot.com/armor>

SHATTER SHIELD

Armour (shield), rare

This circular wooden shield has pieces of wooden, metallic and glass debris lodged in its exterior surface.

Smash through Once per short rest, as an action, you may cast shatter at a first level on any surface (e.g. wall or floor) within 5ft, by striking it with the shield. The spell only effects creatures on the other side of the surface. If the surface is made of wood, a hole is created in the object that is big enough for a medium creature to squeeze through as difficult terrain.

BROKEN MIRROR SHIELD

Armour (shield), rare

This shield's face is perfectly polished and cannot be tarnished, save for a large crack across the surface.

Reflect The shield has 3 charges. Any time you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, you can expend a charge to be unaffected by the spell, the spells effect is reflected at any visible target within 30ft as though it originated from you

Falling apart The charges cannot be restored and the shield cannot be mended. Once the last charge has been used it becomes an ordinary shield with no effects.

ANTEEGLUTEN FEATHERED CEREMONIAL ARMOUR

Armour (chain mail), uncommon

This ceremonial armour has colourful blue feathers protruding from the torso and arms, making the wearer look a bit like a bird.

Razzle Dazzle You may cast colour spray as a cantrip.

WANDS

BROKEN WAND OF TRUE POLYMORPH

Wand, very rare

A small wooden stick with cracks running along its length, it has been hastily taped together using tree sap and leaves in a somewhat undignified fashion.

Polymorph While holding it, you can use an action to attempt to cast True Polymorph. Each time the wand is used you must make a DC 20 Intelligence (Arcana) check.

On a success the spell casts normally.

On a failure of 5 or less the spell will transmute the target into a random creature.

This transformation cannot be undone by any spell

lower than 9th level and cannot be cancelled by ending concentration. The target can make a saving throw against this effect in the same way they would against a regular casting of True Polymorph.

If you fail by more than five, in addition to the above consequences the wand explodes violently, dealing 4 d12 force damage to all creatures within 10 ft. This destroys the wand.

RINGS

THE RING OF SQUANDERED POTENTIAL

Ring, very rare

A small gold band with a little image of a wizard crying on it.

Wonky spell You gain one *Wonky* spell slot that is a level higher than you current maximum level spell slot. The wonky spell slot contains a single specific spell that is imbued within it. You can change what spell is imbued upon level up. The *Wonky* spell slot is restored upon long rest, as normal. When using the *Wonky* spell, you must make a DC 15 intelligence saving throw, on a failure the spell is still cast as normal, additionally a wild magic surge occurs.

POTIONS

POTION OF WHISPERS

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Oozing green liquid that seems to speak and whisper in tongues when held, the voices urge you to drink it to gain great power.

CREATURES AND VEHICLES

THE AIRSHIP

Gargantuan Vehicle, Very rare

This old sea faring vessel has been hastily modified to achieve flight via several large balloons attached at several points.

Hull Armor Class 15

Sails Armor Class 12

Balloon Armor Class 12

Hull Hit Points 300 (damage threshold 15)

Sails Hit Points 100, -5ft speed per 10 damage taken

Balloon Hit Points 80, ship decends slowly when at half health

Speed 45ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	20 (+4)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

TIMOTHEE THE HORSE

Large beast, unaligned

Armor Class 11

Hit Points 19

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages Understands English

Trampling Charge. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: (2d6 + 4) bludgeoning damage

MISCELLANEOUS

ELVEN STATUE OF ANTEEGLUTEN

Wondrous item, uncommon

This 6-inch tall statue depicts a vigilant elven guardian with their hand raised in a “stop” gesture.

Gluten sense It creates a faint silvery aura that reveals the presence of gluten within 5 feet. If gluten is detected, the statue’s eyes glow blue and it turns to face the offending food item.

Rite of purification You may, as an action, command the statue to purify one serving of food, magically removing any gluten content without affecting the food’s taste or texture.

GOLD EARPIECE OF WIZARD RADIO

Earpiece, common

This hunk looks like a random squiggly droplet solidified in gold. As you place it to your ear, you can start to hear voices.

Wizard radio Placing it fully within your ear canal lets you attempt to tune into wizard radio, you can attempt this only once per day unless you are a wizard. To tune in, you must pass a DC 20 Wisdom (Perception) check. If you are a wizard, you may make a DC 15 Intelligence (Arcana) check.

SHIMMERING ORE

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This metallic substance seems to sparkle and gleam as it flows in its liquid form, when thrown at a surface it hardens rapidly and produces sharp protruding blade-like spikes. Whatever else it’s good for is unknown.

CLOCKWORK ROOSTER

Wondrous item, uncommon

This scraggly imitation rooster moves with a stuttering intensity that looks to break itself apart at any moment. It’s also very loud.

BOOKS WRITTEN BY TOTENAT

Title	Other Authors
Demonic summoning for dummies	Mary Potato
Looks maxxxxxxing for dummies	None

THE CROWN OF BRIMRINGHAM

Wondrous item, legendary

Split into pieces long ago by fueding groups, it’s said to currently be in three separate pieces,

Piece	Whereabouts
Band	Found by Yumyuff brick in a catfish’s stomach
Cap	Recently lost by E.L.V.I.S., location unknown
Jewel	Owned by the leader of The Ashbound Sentinels

It’s said that whoever re-forges the crown will re-unite

the splintered city. Rumour has it that it also imbues its wearer with a powerful aura.

OLIDAMMARA’S FABERGE EGG

Wondrous item, rare

This faberge egg is painted beautiful bright colours with delicate golden patterns that dance in the light.

Olidammara’s urgency Twice per short rest, as a bonus action, you may throw the egg and have any friendly creature that you can see (including yourself) teleport to that location. You can throw horizontally a distance of 60ft.

YORRICK

Wondrous item, Rare

THIS SKULL HAS WELL DEFINED AND GORGEOUS CHEEBONES. IT HAS A SKELE-TONNE OF BRILLIANT JOKES THAT NEVER GET OLD, AND HAS FANTASTIC KNOWLEDGE OF ALL THINGS. IT’S REALLY VERY EXCELLENT.

Magical perception Yorrick can identify any magical item at will.

Local knowledge Yorrick knows basic useful information about any area that it is in, it has a level of knowledge that a creature that lives here would have about the area.

IMMOVABLE ROD

Rod, uncommon

This flat iron rod has a button on one end.

Emplace You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn’t move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

THE HORNED HELMET OF HAZING

Wondrous item, uncommon

This traditional beserker helmet has been repurposed, both horns have been removed, hollowed out, then re-attached upside down, in order to store liquid.

Red wine shot Once per short rest you may use a bonus action to throw red wine at any creature within 30ft. The effect to the target is determined randomly.

d8	Outcome
1-4	1d4 Poison damage and Poisoned until next turn
5-7	Prone
8	Blinded until next turn

Blue gatorade shot Once per short rest you may use a bonus action to give blue gatorade to any friendly creature within 30ft. Until the end of your next turn they get:

- +2 to every proficiency check, saving throw and dice damage roll that they make.
- +4 to their AC.

WIZARDS HAT OF THE EIGHTEENTH DIMENSION

Wondrous item, uncommon

This wizards hat is classically blue and pointy with star and moon patches applied all over. The patches reflect visions of the ethereal plane.

Be gone Once per long rest, as part of a successful melee attack, you may choose to cast banishment on either your target or yourself. This spell always succeeds, but the banished creature returns at the start of your next turn. If you chose yourself, you may re-appear anywhere within 10ft.