

THE EBDU WALKING SOCIETY KATALOG OF MAGICK ITEMS

Verily, 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.

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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 its 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 pigeon, 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.

ROCK OF HEALING

Rock (thrown, 1d4 Bludgeoning, 30ft range), common

It's a rock.

Blessed cuts Once per short rest, any creature hit with this rock heals 1d4

SMALLER ROCK OF HEALING

Rock (thrown, 1 Bludgeoning, 30ft range), common

It's slightly smaller than the other rock.

Blessed scrapes Once per short rest, any creature hit with this rock heals 1

SWORD OF THE MEEK

Weapon (Greatsword), rare

This sword is immensely large, with the blade having a burnt black complexion. Only the strongest of warriors have the capacity to hold it, let alone swing it.

Heavy blade You require a strength of 18 to equip this sword.

Powerful aura You get +2 to all intimidation checks.

Crushing strike Before you make a melee attack with this weapon you can choose to take a -5 penalty to the attack roll. If the attack hits, the target must make a DC (10 + your STR modifier) constitution saving throw. On a fail they are dazed for one turn.

SCIMITAR OF WAR AND PEACE

Weapon (Scimitar), rare

This weapons handle is plucked straight from an old oak tree, and the blade is etched with fey runes.

War When you attack and hit with this weapon, you may expend your bonus action, your reaction and two spell slots to deal an additional 8d6 Fire damage.

Peace When you attack and hit with this weapon, you may choose to deal no damage, but instead regain a spell slot of any level.

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.

ARMOUR OF THE ZEALOT

Armour (Breast Plate), uncommon

This armour is made from blue iron, and gives off a dazzling shine. Adorned with a sigil across the chest that resembles the wearers god. Wearing it bestows you with unwavering faith to your deity.

Proselytizing Voice You get +4 to all persuasion skill checks when talking about faith and religion.

Holy Power When you score a critical hit, roll quadruple the amount of radiant damage dice, rather than double.

ANCESTRAL GALADH-VORN ARMOUR

Armour (Leather), uncommon

Embroidered with the family crest, this handmade

armour is empowered with the spirits of the forest.

Empowered claws While wearing this armour, you gain a +1 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical.

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

???, ???

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 descends 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 17

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

THE PUMPERNICKLE

Tiny bread, Evil

Armor Class 13

Hit Points 10

Speed 10 ft. Burrow 10ft., Climb 10ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	3 (-4)	10 (+0)	8 (-1)

Skills Athletics +1, Perception +2

Damage Immunities Bludgeoning, Fire, Psychic, Bread, Gluten

Senses passive Perception 12

Languages Understands Infernal

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d4) gluten damage

Sourdough Spores The pumpernickle can release sourdough starter spores in a 10-foot radius, causing all creatures to make a DC 10 Constitution save or become poisoned until the end of their next turn.



BING BONG, THE BLINK HOUND

Medium fey, lawful good boy

Armor Class 14

Hit Points 58

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +6, Int +2

Skills Insight +5, Perception +5, Stealth +6

Senses Darkvision 60ft, passive Perception 15

Languages Understands Sylvan

Proficiency Bonus (PB) equals the summoner's bonus

Blink Agility During its movement, it can use some, or all of its speed as a single teleport.

Fast When taking the dash action, its speed is doubled until end of turn (for a total of 160ft of movement).

Keen hearing and smell Bing Bong has advantage on all Perception, Investigation and Survival checks that rely on hearing or smell.

Pack Tactics Bing Bong has advantage on all attack rolls against a creature if at least one of Bing Bongs allies is within 5ft of the creature and not incapacitated.

ACTIONS

Multiattack. Bing Bong may make two melee attacks, only one of these may be a bite attack.

Bite. *Melee Weapon Attack:* +3+PB to hit, reach 5 ft., one target. *Hit:* 1d6+2 piercing damage, If the target is a Medium or smaller size, it must succeed on a DC 14 Strength saving throw or be knocked prone and become grappled by Bing Bong.

Claw. *Melee Weapon Attack:* +3+PB to hit, reach 5ft., one target. *Hit:* 1d10+4 slashing 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

???, ???

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 maxxxxxing for dummies	None

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, legendary friend

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

Innate magicks Yorrick can ritual cast Detect Magic and Identify 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 reappear anywhere within 10ft.

SOUL-ENHANCED HELMET

Wondrous item, uncommon

This regular leather helmet seems to be imbued with the soul of a man(?) named Jeffery.

HELMET OF BLIND FAITH

Wondrous item, legendary

This warriors helmet is a dulled gold colour and features etched inscriptions written in celestial on every free surface. Bestowed upon a powerful warrior that was blinded in battle, it has a masked visor that totally covers the wearers eyes and face.

Blindness You are physically blinded.

Faith combat You get advantage on all attack rolls made against targets that you can see, and they do not get advantage against you.

Critical Accuracy Your weapon attacks additionally score critical hits on a die value of 19.

RINGS OF THE LOVERS

Wondrous items, uncommon

These two silver rings have matching florally etched bands. The inside of both are inscribed with the words “Amor vincit omnia”.

Protective impulse If the wearer of the other ring is rendered unconscious by an attack, you may use your reaction to end the current creatures turn. You immediately get an additional turn this round of combat. Upon its use, both rings are destroyed.

VELSHAROON'S MEDALLION

Wondrous item, legendary

This medallion is adorned with a thin gold chain, the medallion contains an embedded ruby, intricately carved into the shape of a bloodrose.

Veins of ice You gain resistance to poison, acid and necrotic damage.

Velsharoon's gift Your wisdom is increased by 2, this may increase your wisdom above 20.

Sense of unease Wearing this gives you an impending sense of doom, and the feeling that you're being watched..

BOOTS OF ELVENKIND

Wondrous item, uncommon

These dark green boots appear to be made of a silken leather sole and precisely stitched leaves.

Silence While you wear these boots, your steps make no sound regardless of the surface you are moving across. You also have advantage on Dexterity (stealth) checks that rely on moving silently.

THE FLUTE OF THALANORË

Wondrous item, legendary

Made from a twig fallen from a Sylvanis tree, this unusual flute has two bodies, requiring extra skill and mastery to play.

Summon You may, once per day, as a bonus action, summon Bing Bong, the blink hound.