

LOCK OF TRICKERY



This lock appears to be an ordinary lock and comes with a single key. The tumblers in this lock magically adjust to thwart burglars.

Dexterity checks made to pick the lock have disadvantage.

WONDROUS ITEM, COMMON

LOCK OF TRICKERY

TANKARD OF SOBRIETY



This copper tankard has a stern face sculpted into one side

You can drink ale, wine, or any other nonmagical alcoholic beverage poured into it without becoming inebriated.

The tankard has no effect on magical liquids or harmful substances such as poison.

WONDROUS ITEM, COMMON

TANKARD OF SOBRIETY

WONDROUS ITEM, COMMON

PIPE OF SMOKE MONSTERS



While using this white ivory pipe, the dragon seems to laugh with each puff.

You can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a frogemoth.

The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.

WONDROUS ITEM, COMMON

PIPE OF SMOKE MONSTERS

WONDROUS ITEM, COMMON

ELEMENTAL GEM, RED CORUNDUM



This gem contains a mote of elemental energy.

When you use an action to break the gem, a **fire elemental** is summoned as if you had cast the **conjure elemental** spell, and the gem's magic is lost.

WONDROUS ITEM, UNCOMMON

CONJURE ELEMENTAL

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)

Duration: Concentration, up to 1 hour

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, 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 elemental, it defends itself from hostile creatures but otherwise takes no actions.

WONDROUS ITEM, UNCOMMON