

## BAG OF TRICKS, GRAY

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature. Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

**d8** - Creature

- 1 - Weasel
- 2 - Giant rat
- 3 - Badger
- 4 - Boar
- 5 - Panther
- 6 - Giant badger
- 7 - Dire wolf
- 8 - Giant elk

WONDROUS ITEM, UNCOMMON

## BAG OF TRICKS, GRAY

*This ordinary bag, made from gray cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object.*

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

WONDROUS ITEM, UNCOMMON

## SPELL SCROLL (3RD)

A spell scroll bears the words of a single spell, written as a mystical cipher.

If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 13. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

A spell cast from this scroll has a save DC of 15 and an attack bonus of +7.

SCROLL, UNCOMMON

## FIREBALL

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a tiny ball of bat guano and sulfur)

**Duration:** Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

SCROLL, UNCOMMON

## DURTH'S MAP

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*An Icewind Dale map that marks the location of every Ten-Towns settlement, as well as the locations of the drow outpost near Kelvin's Cairn and Sunblight, the fortress hidden in the mountains.*

*All of the place names on the map are written in Dwarvish.*

WONDROUS ITEM, COMMON

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## DZAAAN'S SPELL BOOK

### Spell list:

- Animate objects
- Arcane eye
- Arcane lock
- Blur
- Confusion
- Conjure elemental
- Detect magic
- Disguise self
- Fireball
- Hallucinatory terrain
- Illusory script
- Invisibility
- Knock
- Levitate
- Magic missile
- Major image
- Mirror image
- Mislead
- Phantasmal force
- Phantasmal killer
- Seeming
- Sending
- Silent image
- Slow

WONDROUS ITEM, RARE

## DZAAAN'S SPELL BOOK

*An aged-looking spell book, with its weared red leather cover and yellowed pages. The bloodstains that cling to its pages evoke images of past rituals, weaving a story of magic and sacrifice.*

WONDROUS ITEM, RARE



WHITE LADY'S TREASURE

WONDROUS ITEM, COMMON

WHITE LADY'S TREASURE



*This chest, adorned with seaweed and remnants of the lake, contains gold coins that have been patiently waiting for a century. The story of the White Lady is intertwined with each coin, remembering her unattainable desire and tragic fate.*

**600 GP!!**

WONDROUS ITEM, COMMON

CAULDRON OF PLENTY

If water is poured into the cauldron and stirred for 1 minute, it transforms into a hearty, hot stew, which can provide one nourishing meal for up to four people per gallon. The stew remains hot while in the cauldron, then cools naturally after it is removed. The outside of the cauldron remains safe to touch despite the heat of the stew.

The cauldron can create stew three times. It then ceases to function until the next dawn, when it regains all its uses.

WONDROUS ITEM, RARE

CAULDRON OF PLENTY



*This cauldron is made of thick stained copper that has turned pale with age. It is 4 feet wide, has a mouth 3½ feet in diameter, weighs 50 pounds, and can hold up to 30 gallons of liquid. Embossed on its bulging sides are faces of four hunters and their preys on a relief depicting daily scenes of hunting. The cauldron comes with a lid and has four handles. It sits on five little feet that keep it from tipping.*

WONDROUS ITEM, RARE

ALCHEMIST'S FIRE (FLASK)

POTION, COMMON

ALCHEMIST'S FIRE (FLASK)



*This sticky, adhesive fluid ignites when exposed to air.*

As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

POTION, COMMON

WAND OF THE WAR MAGE

WAND, UNCOMMON

REQUIRES ATTUNEMENT BY A SPELLCASTER

WAND OF THE WAR MAGE



*A worn wand crowned by gems that light up when its owner channels magic. The key that hangs on it seems to open the lock of a twin book.*

While you are holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

WAND, UNCOMMON

REQUIRES ATTUNEMENT BY A SPELLCASTER