

Magic Items Volume Two

Items for Druids, Rangers and Rogues

Made For Dungeons and Dragons Fifth Edition

A Free Fan-Made Supplement
Version 1.0
By Iratemollusk



Credits

Based on the original D&D game created by:

E. Gary Gygax and Dave Arneson
with Brian Blume, Rob Kuntz, James Ward, and Don Kaye.

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Art: The gnome is from the official Wizards Of The Coast Website under the Player's handbook Art gallery listed as "Race: Gnome" the page base for the items is taken from the free handout "Player's Companion" and slightly modified.

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Previous Versions: Volume one: items for Arcane Spellcasters

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Feel free to Email or PM me for anything you need, or add me on skype if you just want to chat about TTRPGs and how they are the coolest thing in the multiverse.

Section 1: Ammunition

Items are organized by Rarity and then by Alphabetical order

Foreword on Ammunition

I will be referring to "all ammunition" several times in this section. This book considers there to be five types of ammo: Arrows for Bows, Bolts for Crossbows, Bullets which are for both Slings and Firearms, Stones which are ammunition exclusively for slings and finally Darts. As a firearm in this book is considered to be matchlock technology that fires spherical ball bullets can be freely used in either a gun or a sling without issue.

Ammunition of Light

Ammunition (all), uncommon

This ammunition has a magic spell cast upon it that causes it to light up when fired, leaving a streak of bright light behind it that lingers for 30 seconds after being fired. Damage dealt with this ammunition is not magical unless the weapon firing them deals magical damage already. The ammunition glows as brightly as a torch and is useful for illuminating far away locations or for ensuring an archer fighting long range in dark conditions doesn't have to suffer disadvantage on all attack rolls. The ammunition itself glows for a minute after being fired, and while they can be recovered as usual they become regular ammunition. If a target is hit by one of these rounds they cannot take the hide action until they have used a bonus action to tear the ammunition out of their skin. This feature only applied to Arrows, bolts and darts.

Flaming Arrows/Bolts

Ammunition (arrows or bolts), uncommon

These Arrows and Bolts have had rags soaked with resin and oil attached near the tip. The archer can cause this ammunition to burst into flames by exposing it to an open flame just before firing. This requires a stationary source of fire available next to them. These arrows deal an extra 1d6 fire damage on impact. The extra time required to stop and expose each arrow to the flame means even if you have the ability extra attack you can only attack once instead of twice. This ammunition is always destroyed after being set ablaze and cannot be recovered.

Ammunition Of Protection

Ammunition (any), rare

Ammunition of Protection is a magic piece of ammunition designed to not deal damage to specific types of creatures. This ammunition is designed to protect allied creatures during large scale conflict where friendly fire can't be helped. For example if one side during a war has dragons, they are likely to use Ammunition of Dragon Protection to ensure the countless arrows flying from their side bounce off their scaled friends harmlessly. If this ammo hits the creature it's designed to protect it's instantly destroyed.

Elemental Ammunition

Ammunition (any), rare

This magical ammunition gives a +1 to attack and damage rolls, and changes the type of damage it deals from the standard ammunition damage, typically piercing, to elemental damage. The DM chooses the associated element or rolls on the table below. Once a piece of this ammunition deals its damage it becomes regular ammunition and loses its +1 bonus.

d8	Damage Type	d8	Damage Type
1	Acid	5	Lightning
2	Cold	6	Necrotic
3	Fire	7	Radiant
4	Force	8	Poison

Whistling Ammunition

Ammunition (any), rare

This ammunition has had an enchantment placed upon it that causes it to release a loud high pitched shriek when it takes

flight audible to within 120 feet. This ammunition is typically used by sentries and scouts to sound an alert of an approaching adversary, to rapidly awake a camp of allies about to be attacked or to serve as a distraction. Once fired this ammunition loses its magic and becomes a regular piece of ammo.

Ammunition Of Marking

Ammunition (any), very rare

This ammunition is designed to mark a high priority target such as a general of an opposing force during a combat situation. On a hit the target becomes enveloped in a distinct bright red light that makes them stand out. This light lasts a minute and while it lasts any attacks launched against this target by someone that can see them has advantage. The marked target cannot take the hide action or turn invisible for the duration. This ammunition loses its magic once fired.

Ammunition Of Elemental Fury

Ammunition (any), legendary

This magical ammunition gives a +2 to attack and damage rolls, and changes the type of damage it deals from the standard ammunition damage, typically piercing, to elemental damage, as well as dealing an additional 4d8 of its damage type. The DM chooses the associated element or rolls on the table below. Once a piece of this ammunition deals its damage it becomes regular ammunition and loses its +2 bonus. This ammunition is very powerful and should be kept appropriately rare.

d8	Damage Type	d8	Damage Type
1	Acid	5	Lightning
2	Cold	6	Necrotic
3	Fire	7	Radiant
4	Force	8	Poison

Ammunition Of Spell Binding

Ammunition (any), legendary

Ammunition of Spell Binding is a piece of ammunition that looks incredibly ornate, typically with bright colorful runes written across its surface and fairly frequently wrapped in paper for bullets and stones. These pieces of ammunition are designed to function similarly to spell scrolls but will cast themselves on impact, releasing their bound spell and destroying themselves in the process. Typically the spells on these pieces of ammunition are combat spells like fireball but any spell of fourth level and lower can be cast into one of these arrows. If the spell is something that has specific conditions to function, for example the Arcane lock spell that locks doors, it will go off only if reasonably possible. For example the Arcane lock arrow would lock a door it was shot into but would do nothing if it hit the dirt. For more elaborate spells like illusion spells, when the spell is bound into the arrow the caster chooses what it will do when shot at the point of casting.

Line, Cone and Cylinder spells fire outwards from the arrow tip on impact, meaning they will be shot directly into whatever they hit. Cube and sphere spells go in all directions with the piece of ammunition in the exact centre. It is up to the DM to determine if a spell succeeds or fails once the ammunition is fired based off their best assessment of the circumstances the spell typically required to function. Spells that involve a saving throw use the original spellcasters spell save DC. These cannot store cantrips, and attempting to cast a spell of a level higher than fourth destroys the arrow and wastes the spell slot.

When these arrows are found or purchased, they are blank and a spellcaster needs to store magic within them. Casting a spell into one of these arrows is taxing and the spell slot used takes twice as long to come back. On the typical rest system this means two days but on the gritty realism rule variant this would mean two weeks.

Section 2: Weapons

Items are organized by Rarity and then by Alphabetical order

Foreword on “Weapons of”

This section contains several weapon traits, these are similar to the Vicious weapon trait from the canon items, and functions as a modifier for a weapon. For example you could add “Weapon of Precise Aim” to the canon item “Oathkeeper” to make “Oathkeeper of precise aim” what I run is that if you add this to an item it increases the rarity so it would make the oathkeeper Legendary. For multiple of these weapon modifiers added into one weapon the rarity increases by one for each to a maximum of Legendary. So if you added “Weapon of Range” with “Weapon of Precise Aim” it would make it very rare. This is not a rule but a guideline, if you think it being added doesn't justify the rating jump don't jump the rating, you're an adult, make your own decisions.

Longbow of Elvish Grace

Weapon (Longbow), uncommon

This elegantly designed longbow uses magic to optimize the force put behind the draw while keeping the draw weight light for those without much physical strength or a small frame. Longbows of Elvan Grace do not have the heavy property, allowing halflings and gnomes to use them efficiently.

Mighty Weapon

Weapon (Slings and Whips), uncommon

Mighty weapons have a simple damage increasing enchantment, allowing sling bullets to fly faster and hit harder and for whips to crack with more force. Mighty Weapons deal 1d6 damage instead of 1d4.

Weapon of Razorblades

Weapon (Any bow or crossbow), uncommon

Well designed Bows and Crossbows can on occasion be fitted with razors across the bridge of the bow used to lash out at targets that get too close to the ranged combatant, removing the need for a sidearm. This adds the finesse property to the bow or crossbow and allows you to make a melee attack when a target is within 5 feet of you, dealing 1d6 slashing damage on a successful hit.

Weapon of Reach

Weapon (Bow, Crossbow, Firearm or Sling), uncommon

This weapon has a minor enchantment on it that increases the range its projectiles can travel. This increases both range scores by 50 feet. This means a bow that is normally 30/120 is now 80/170.

Whip Of Binding

Weapon (Whip), uncommon

When you successfully land an attack roll with this weapon you can as a bonus action attempt to grapple a target with this whip, causing it to wrap around the target and tightly bind their abdomen on a success. If you successfully grapple someone using this ability they take 2d4 bludgeoning damage and this damage reoccurs each round until you release the crushing grip of this magic whip or break the grapple.

Bow Of Burning

Weapon (Bows, Crossbows), rare (Requires attunement)

Bows and Crossbows of Burning cause their ammunition to burst into flame, dealing an additional 2d6 Fire Damage on impact. This only applies to ammunition that is not magical, if the ammunition fired isn't magical it only has the magical properties listed under the ammunition and gains no benefits from this weapon. Regular ammunition fired from this weapon is always destroyed after firing and cannot be recovered.

Bow Of The Storm

Weapon (Bows, Crossbows), rare (Requires attunement)

Bows and Crossbows of The storm coat their ammunition in a sheet of thick electrical energy, dealing an additional 2d6 Lightning Damage on impact. These rounds leave a bright white streak through the sky that give people advantage on perception checks to spot you until the start of your next turn. This effect only applies to ammunition that is not magical, if the ammunition fired isn't magical it only has the magical properties listed under the ammunition and gains no benefits from this weapon. Regular ammunition fired from this weapon that isn't entirely made of metal is always destroyed after firing and cannot be recovered.

Brushblade

Weapon (Shortsword), Rare

This blade is enchanted to give it excellent cutting power when used against plant matter and is typically wielded by those clearing large amounts of brush, but also periodically by those fighting against sentient plants like Treants. On a hit, instead of rolling damage this blade automatically deals Max damage to plants.

Brutal Weapon

Weapon (Slings and Whips), rare

Brutal weapons have a simple damage increasing enchantment, allowing sling bullets to fly faster and hit harder and for whips to crack with more force. Brutal Weapons deal 1d8 damage instead of 1d4.

Weapon of Precise Aim

Weapon (Bow, Crossbow, Firearm or Sling), rare

This weapon functions well in a very precise range, known as its sweet spot. Your DM chooses this range or determines it randomly on the table below. While attacking a target that is the precise distance away from you for this weapon you have advantage on the attack roll. If the target is within 10 feet of this number, you roll normally. If the target is 15 or more feet closer or further away than this weapons sweet spot you roll your attacks with disadvantage. If your weapons sweet spot is in your weapon's disadvantage range, you ignore that for the purpose of this attack and still roll with advantage.

d20	Range	d20	Range
1	25 Feet	11	75 Feet
2	30 Feet	12	80 Feet
3	35 Feet	13	85 Feet
4	40 Feet	14	90 Feet
5	45 Feet	15	95 Feet
6	50 Feet	16	100 Feet
7	55 Feet	17	105 Feet
8	60 Feet	18	110 Feet
9	65 Feet	19	115 Feet
10	70 Feet	20	120 Feet

Bow Of The Storm Lord

Weapon (Bows, crossbows), very rare (Requires attunement)

Bows and Crossbows of The storm coat their ammunition in a sheet of thick electrical energy, dealing an additional 2d6 Lightning Damage on impact. These rounds leave a bright white streak through the sky that give people advantage on perception checks to spot you until the start of your next turn. This effect only applies to ammunition that is not magical, if the ammunition fired isn't magical it only has the magical properties listed under the ammunition and gains no benefits from this weapon. Regular ammunition fired from this weapon that isn't entirely made of metal is always destroyed after firing and cannot be recovered.

You can use a bonus action to cast the ranger spell *Lightning arrow* at the fifth level. Once you have used this ability you cannot use it again until the next dawn.

Brutal Whip Of Binding

Weapon (Whip), very rare (Requires attunement)

This magic whip grants a +2 bonus to attack and damage rolls and is a Brutal weapon that uses 1d8 for its damage dice. When you successfully land an attack roll with this weapon you can as a bonus action attempt to grapple a target with this whip, causing it to wrap around the target and tightly bind their abdomen on a success. If you successfully grapple someone using this ability they take 2d8 bludgeoning damage and this damage reoccurs each round until you release the crushing grip of this magic whip or break the grapple.

Dragon's Fang

Weapon (Dagger), very rare (Requires attunement)

When an ancient and powerful dragon chooses to give of once of its smaller teeth to a worthy individual, it imbues it with magics that make it function as a particularly unique dagger. A Dragon's Fang Dagger can only be created by a willing dragon, and tearing out dragons teeth and trying to enchant them will never produce one of these.

This dagger grants a +2 bonus to attack and damage rolls and deals 3d6 damage on a hit. The damage type is the same type as the breath weapon of the dragon who gifted the tooth, Fire for Red, Brass and Gold Dragons, Acid for Black and Copper Dragons, Lightning for Blue and Bronze Dragons, Poison for Green dragons and Cold for White and Silver Dragons. You can determine which type of damage a dragon's fang you find deals by the tip. Acid damage teeth have yellow tips, Fire have singed black tips, poison have dark green tips, cold have white frost bitten tips and Lightning will shock anyone who touches the tip with a quick jolt of static electricity.

Icicle Bow

Weapon (Longbow), very rare (Requires attunement)

This snow white longbow is cold to the touch and is made out of completely clear ice. This bow grants +2 to Attack and Damage rolls. It deals 2d8 Cold damage on a hit and You have Resistance to Cold damage while wielding it. This weapon allows you to ignore terrain difficulties caused by snow and sleet, allowing you to position yourself for the best shot with ease. This effect only applies to ammunition that is not magical, unless the magic ammunition deals cold damage in which case it deals an additional 2d8 cold damage. if the ammunition fired isn't magical it only has the magical properties listed under the ammunition and gains no benefits from this weapon. Regular ammunition fired from this weapon that isn't entirely made of metal is always destroyed after firing and cannot be recovered.

Thorn Whip

Weapon (Whip), very rare (Requires attunement)

This is a brutal weapon, and uses a d8 for its hit dice instead of a d4. The Thorn Whip is a long and thin tree root covered in thick gnarled red spikes which retract when the root is wound up and extend when it is cracked to slash at whatever it strikes. This Whip deals an additional 1d8 poison damage on a hit and grants have resistance to poison damage. You can move through Nonmagical Difficult terrain produced by Bushes, Branches, Thorns, Vines and other typical forest obstacles at no additional movement speed cost and without suffering damage from said terrain.

Blade Of The Assassin

Weapon (Dagger or Shortsword), Legendary (Requires attunement by a Rogue)

This magic blade grants +2 to attack and damage rolls and is designed to be used by master assassins to end a high priority target in one hit. When you attack an unaware target that can be surprised either while it is asleep or while you are invisible, you automatically critically hit them and deal quadruple your normal damage instead of double on this crit. It cannot be used this way again until the next dawn.

Blade Of Slaying

Weapon (Any sword), Legendary (Requires attunement by a Hunter Ranger)

This blade grants a +2 bonus to attack and damage rolls. It is a regular blade, except when wielded by a Ranger against one of their favored enemies. When striking a favored enemy, this blade deals double its regular damage, so a 1d8 Longsword would become 2d8 and a 2d6 greatsword becomes 4d6. On a critical hit, this blade deals triple damage instead of double and if the creature is below 80 Hit Points it must pass a DC15 Constitution save or instantly die.

Sling Of The Nature Guardian

Weapon (Sling), Legendary (Requires attunement by a Druid or Ranger)

This sling grants a +3 bonus to attack and damage rolls. It is a brutal weapon that uses a d8 instead of a d4 for its damage dice. You can use an action to cause an acorn to appear in your sling, which you then toss forwards. The acorn lands and casts the Wall of Thorns spell where it hits. You can use an action to cast Transport Via Plants once per day. Where you step, the grass beneath your feet grows slightly, wilted plants heal at your touch and denizens of the forest are not hostile to you or those traveling with you through the woods unless provoked.

Crossbow Of Dragon's Doom

Weapon (Heavy Crossbow), Artifact (Requires attunement by a Ranger whose favored enemy is Dragons)

Although Dragons and Man currently live peacefully in the South, it was not always this way. Long before their peaceful union the Old Gods Edhal and Seraphiel fought an endless bitter war of attrition, with Edhal's human children fighting off constant attacks from Seraphiel's Dragons. Hunters that were particularly gifted in slaying Dragons were some of the most respected individuals in society and gained great favour from Edhal. One such champion is the now Paragon Lipenius Falconclaw, a master shot who after landing the killing blow on six dragons over the course of two years was called before Edhal, who took from him his Heavy Crossbow, which he had customized with the corpses of the dragons he had killed so many times that almost all of it was made of Dragon's bone and covered in Dragon scales. Edhal blessed this weapon and together it and its master went on to slay countless dragons. After the union between Edhal and Seraphiel this weapon was lost, with some believing it is in the afterlife with its forger where they stand vigil, patiently waiting for their God to rise again.

The Crossbow Of Dragon's Doom is a magic Heavy crossbow that grants a +4 bonus to attack and damage rolls.

Random Properties. The Crossbow Of Dragon's Doom has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Dragon's Bane. When a Dragon uses its breath weapon against you, you can use your reaction to roll a Wisdom saving throw with advantage instead of a dexterity save, taking no damage from the breath weapon on a success or half on a failure. If you succeed the breath warps around you and those behind you are also safe from the blast and you gain the ability to use the Dragon's Wrath ability.

Dragon's Wrath. When you successfully use Dragon's Bane, on your next turn you can use your action to make a ranged attack roll with advantage against the dragon, firing the magic energies you just absorbed from its breath weapon back at it. If you hit with this attack it takes 5d10 of a random damage type that it is vulnerable to, and if it is at less than half of its maximum Hit Points it must make a DC20 Constitution saving

Specialized Hunter. When a Dragon is within 30 feet of you, you can place a Hunter's Mark on it as a free action. Once per day you can cast the spell *Conjure Volley* as an action, and you can make the damage it deals damage that the dragon you are fighting is vulnerable to. You can only control the element when facing a dragon.

Destroying The Crossbow. To destroy the Crossbow of Dragon's Doom is a surprisingly simple task compared to most artifacts. Any normal attempts to destroy this weapon will fail to do nothing to it, but if you feed it to a dragon it will be destroyed after spending 24 hours in the creature's stomach acids.

Darkon's Sling

Weapon (Sling), Artifact (Requires attunement by someone with no Giant's blood in their veins)

The Frost Giant wars in the eastern lands of Edhal are well known for the champion that drew them to a close with the sacrifice of his own life, Cillain Cerwynd. While everyone knows who he is, far fewer know of the companions that fought beside him, one of which was Darkon 'Giantsbane' Eastwatch. An equally adept master of combat with his sling and an amazingly gifted Giant slayer. After the Frost Giants vanished, so did Darkon, and both he and his sling have since slipped from memories and songs to be remembered only by the libraries and sages of the Eastern tundra.

This magic Sling grants a +4 bonus to attack and damage rolls. You can choose to coat the projectiles it fires with a thick sheet of ice, changing the damage type to cold.

Random Properties. Darkon's Sling has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

The Bigger They are... The damage dealt by Darkon's Sling scales with the size of the monster. It deals 2d4 to Tiny creatures, 2d6 to Small creatures, 2d8 to Medium creatures, 2d10 to Large creatures, 2d12 to Huge creatures and 4d12 to Gargantuan creatures.

Giant's bane. When you a crit a giant or half giant (Goliaths) they take quadruple damage and must succeed on a DC17 Constitution save or instantly die. If the Goliath is a player character, they still take the quadruple damage but the saving throw DC drops to a 15 and they get advantage on the save.

Stalker Of The Frostfangs. You gain resistance to cold damage. If you are already resistant to cold damage as a consequence of your Race or your Class, you gain immunity instead. You ignore difficult terrain created by ice and snow. You can tolerate temperatures as low as -73 degrees Celsius or -100 degrees Fahrenheit without any additional protection.

Destorying The Sling. This sling can be destroyed either by striking it with the blade of Cillain Cerwynd or by cutting through the sling with a dagger carved from the bones of the long dead Jarl Of The Frost Giants.

Stormbow

Weapon (Longbow), Artifact (Requires attunement)

The Stormbow has been the iconic weapon of the Noble House Stormbow since its foundation. Their house founder Vindal Stormbow found this weapon, though the exact details of where and how are still a mystery. Members of the Stormbow house often tell grand tales of how Vindal tore out the soul of a Storm Giant and bound it into his weapon, or of how he traveled to Fulgur, the plane of endless storms to forge this bow and charge it with the energy of the plane. The current leading theory in modern times is that as payment for

Some great deed, The Storm God Talos took one of his lightning bolts and bent it into a bow for the Stormbow house to wield for him in combat.

The Stormbow is a magic weapon that grants a +4 bonus to attack and damage rolls. On a hit it deals 3d8 lightning damage. It requires no ammunition and cannot fire regular arrows.

Random Properties. The Stormbow has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Made Of Lightning. The Stormbow has no physical form as a bow, and is in fact a small bracer worn on the archer's wrist. When they extend their arm as though they are about to fire a bow lightning sparks from the bracer and forms a bow of pure energy. The stormbow fires like a regular longbow but does not require a string to be pulled back or arrows to be loaded and as such can be wielded with one hand.

Lord Of The Storm. While wearing the bracer that generates this bow you are immune to Lightning and Thunder damage, and you can use your reaction to absorb lightning spells fired at you from enemies. Roll a wisdom saving throw against their spell save DC. If you succeed you devour the magical energy shot at you and heal Hit Points equal to half the damage dealt. Instead of choosing to heal Hit Points you can instead choose to convert it into energy for the bow, gaining back 1 charge for each level of the spell. Cantrips restore no points. The lord of storms does not like his boons being trifled with however, and attempting to have a friend bombard you with lightning spells to restore your Hit Points will result in the attacks dealing maximum damage to you instead. If you abuse the weapon in this way, you lose your immunity to Lightning and Thunder damage for the day, and become vulnerable to these damage types instead.

Mastery Of Lightning. This bow has 5 charges. You can use an action to expend a charge to cast one of the following spells:

Chain Lightning, Lightning Arrow, Lightning Bolt, Shatter, Thunderwave

All spells are cast at the fifth level except chain Lightning, which is cast at the sixth level. You regain 1d4+1 charges daily at dawn.

Storm Walk. You have a flying speed equal to your current walking speed whenever you are not underground or indoors.

True Strike. Once per day, when you deal Lightning damage you can cause it to deal maximum damage instead of rolling.

Destroying The Bow. There are two ways to destroy the Stormbow:

The first way is to take the bow to Fulgur, the elemental plane of Storms and chaos and spend seven days firing the bow without taking a break. If you manage to keep up a consistent pace you will eventually burn out all of the bows electrical energy. Destroying the bow this way leaves you with a magic bracer that grants immunity to Lightning and Thunder damage. You can turn this magic bracer back into the Stormbow by having a storm god bless the bracer or by leaving it in Fulgur for a year.

The second way is to have a paladin of Talos strike the bracer with a +4 melee weapon while it is unattuned. The bracer will immediately explode, releasing all of its energy at once. Anyone within 60 feet of the bracer when it explodes must pass a DC 24 Dexterity save, taking 18d10 Lightning damage on a failure or half on a success.

Section 3: Other Items

Items are organized by Rarity and then by Alphabetical order

Bag of Infinite Stones

Wondrous item, rare

This small belt pouch contains a connection to an extradimensional plane. When you reach into this bag, it will always contain three smooth river stones perfect for firing with a sling. Once you take these stones out another three immediately fall into the bag as though you'd just dropped them in yourself.

Choker Of The Beastmaster

Wondrous item, Rare (Requires attunement by a Beastmaster Ranger of at least fifth level)

The Choker of the Beastmaster is a scaling size animal choker that can be used to tame creatures typically untamable by beastmasters. If you manage to incapacitate or knock out a beast of CR 2 or less or a Monstrosity with a CR of 1 or less, you can place this Choker around its neck. The creature needs to pass a DC18 Wisdom saving throw or have its alignment changed to Lawful Good. If the creature passes the saving throw the choker will disconnect and the creature will be immune to its magics for 48 hours. When the beast awakes it will be friendly to you and other humans but will not take commands from you until you spend two weeks training it. The choker grants the creature the ability to comprehend your language. If you abuse this animal or intentionally harm it, it gets to repeat its saving throw, destroying the Choker on a success. If the Choker is destroyed its alignment turns to what it is naturally and its disposition to you immediately becomes hostile. The Choker of The Beastmaster cannot be used on creatures with multiple heads or consciousnesses, nor can it be used on swarms or creatures with a size rating of huge or above.

Pendant of Beastspeech

Wondrous item, rare (Requires attunement by a Druid or Ranger)

This pendant allows the wearer to constantly benefit from the effects of Speak With Animals. If the wearer takes on animal form either by Wild Shape or Polymorph they can speak human languages while in this form.

Quiver of Holding

Wondrous item, rare

This quiver contains an extradimensional space that allows it to store and organized projectile weapons and ammunition for the owner. The quiver has an unseen servant inside it that organizes any items it is given, and will toss any item that isn't a projectile weapon or ammunition back out of the entrance of the quiver as it sees these items as trash. The quiver weighs 2lb and can in total hold: 1200 rounds of ammunition, 80 Javelins, and up to 20 large weapons like bows, crossbows and spears. This space is too sizable for the owner to simply reach down and quickly remove whatever item they desire, so to remove an item from the quiver, the person whose hip it rests on merely needs to say the name of the item they desire. Saying "Fire Arrows of Elemental Fury" for example will cause all arrows of this type that you own to appear at the top of the quiver ready for you to remove. The Quiver only responds to commands from someone who has physical contact with it. Commanding the quiver to bring an item to the top is a free action.

Quiver of Returning

Wondrous item, rare (Requires attunement)

This quiver comes with 1d8+2 rings. These rings adjust in size and are designed to be placed on Darts, Javelins and spears. They will not attach to any other items. When a weapon with one of these rings bonded to it goes further than 10 feet away from the quiver, at the start of your next turn they will reappear in the Quiver. This is especially useful for people with rare projectiles they can't afford to lose like Javelins of Lightning.

Light Armor of the Traveler

Armor (Any light armor), very rare (Requires attunement)

This suit of armor is specialized for one specific environment: Arctic, Coast, Desert, Forest, Grasslands, Mountains, Swamps or the underdark. While wearing these clothes in one of these environments you gain the following benefits: You have advantage on stealth rolls. You aren't slowed by difficult terrain, and if you are traveling alone you can move stealthily at a normal pace.

Pendant of the Hellbeast

Wondrous item, very rare (Requires attunement by a druid)

This pendant twists and distorts the wild shape form the druid is turning into, causing them to instead become the form they intended only corrupted, transforming into a dog for example would cause them to become a hellhound like creature coated in fire. All beast attacks deal an additional 1d8 fire damage and their regular damage becomes fire. They emit bright light in a 30 foot radius and dim light for another 30 feet.

Choker Of The Beastlord

Wondrous item, Legendary (Requires attunement by a Beastmaster Ranger of at least tenth level)

The Choker of the Beastlord is a scaling size animal choker that can be used to tame creatures typically untamable by beastmasters. If you manage to incapacitate or knock out a beast of CR 4 or less or a Monstrosity with a CR of 3 or less, you can place this Choker around its neck. The creature needs to pass a DC20 Wisdom saving throw or have its alignment changed to Lawful Good. If the creature passes the saving throw the choker will disconnect and the creature will be immune to its magics for 24 hours. When the beast awakes it will be friendly to you and other humans but will not take commands from you until you spend a month training it and bonding. The choker grants the creature the ability to comprehend your language, and once the month of bonding passes you can communicate telepathically with your beast as long as it is within 1000 feet of you. You can use an action to see through your beast's eyes, but lose your own vision while performing this action. If you abuse this animal or intentionally harm it, it gets to repeat its saving throw, destroying the Choker on a success. If the Choker is destroyed its alignment turns to what it is naturally and its disposition to you immediately becomes hostile. The Choker of The Beastlord cannot be used on creatures with multiple heads or consciousnesses, nor can it be used on swarms or creatures with a size rating of huge or above.

Pendant Of The Planeswalker

Wondrous item, Legendary (Requires attunement)

The Pendant Of The Planeswalker helps the wearer survive in all but the most extreme planes of existence. Note for my players: I don't run any of the planes as they work in the dnd canon but I have built this item for the planes in the DMG as they are so if you find one in my campaign it will be completely different.

Astral Plane: You gain resistance to Psychic damage for the first hour on this plane.

Feywild: You gain advantage on saving throws vs memory loss if you have spent less than a month in the Feywild.

Shadowfell: You gain advantage on saving throws vs Shadowfell Despair for the first week you spend on this plane.

Plane Of Air: The Pendant will cast feather fall on you automatically once per day while on this plane and for the first 48 hours you have resistance to Force damage.

Plane Of Fire: You gain the ability to handle the extreme temperatures of the Plane of Fire up to a maximum ambient temperature of 200 degrees. For the first 48 hours you gain resistance to fire damage.

Plane Of Water: You gain the ability to breathe water.