

20. Staff of the necromancer



While attuned, you recover from death, becoming an undead until you stop attuning and die.

The staff has 3 charges, which may be used to cast Raise Dead from the mage spell list.


Undead raised by the staff remain forever loyal, so long as you are attuned.

UN:PE

Dungeons
and
Delvers



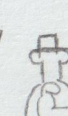
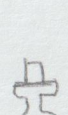





Magic Items


Attunement


Every item that has this symbol  Needs to be attuned to the wielder. This occupies one attunement slot


LVL	# of slots
0	1
1	1
2	2
3	3


Table A (D20) Lesser magic Items -


- 1-2  Healing Potion 3 spell scroll
Heals 3d6♥ Random from mage spell list. Can be cast once by anyone.
- 4-5  Energy Potion
Gives benefits of an 8 hour rest.
grit, recharges wand
- 6-7  Strength potion
For the next minute, your melee attacks deal max damage.
- 8-9  Invisibility Potion
Become invisible for the next minute.
- 10-1 Dash Boots 
1/minute, Move up to 120 feet in straight line as your movement
- 11 Wing Boots 
Gain flight at 30ft/turn. No dashing in air
- 12 Power Gauntlet 
Unarmed deals 2d6♣
Advantage on checks using arm strength.
13. Lightning Gauntlet 
3 charges. Fire lightning bolt 2d6♣ on hit.
Consume 1 heart or grit to recharge.
14. Ice Gauntlet 
3 charges. 15ft cone, save to halve 3d6♣
Consume 1 heart or grit to recharge.

17. Blade of Wrath  3d6♣ great sword
3 charges. Restore charges by consuming soul of fallen creature (larger than vampire). Expend charge to do one of the following


 Heal: touch creature, heal 2d6♥

 Sear: Next hit deals 2d6♣ more damage from hellish flame. Does not stack with smite

 Sight: See all humanoid, devils, demons, fae, and undead within 30ft, even through walls.
Lasts 1 minute.

18. Chain Devil's Whip  3d6♣

A whip with 30ft range that can pull creatures closer (if they fail a save) or expend one charge to break off a segment of sentient chain that grapples and strangles target (1♥30). 3 charges. Recharge with 1 grit or heart.

19. Blink Sabers  2d6♣

A pair of sabers. If you throw one, you may teleport in position to catch it.

You may do this as part of a thrown attack, or after attacking with one saber.

11. Mask of Armor

Full plate made of Jade 40 100

Repairs to full condition when splattered with blood from a fresh kill.

1/ rest, you may wipe the dragon's blood that weeps from the visor. It restores D6 grt when consumed.

12. Bute of Lann's

Replaces a mage's wand. Has 6 charges, rather than 3. Must be played to cast.

13. Cloak of Invisibility

When wearing this cloak, wearer is invisible.

14. Spear of the dead storm god

Deals +D6 from lightning crackling at the spearhead. If thrown, becomes bolt of lightning that deals 6d6. Reforms on a rest.

15. Spider Armor

10 20 Allows wearer to climb walls, fire web lasso (target saves or is restrained), and repel or climb with web string.

16. Falcon Armor

20 20 Allows wearer flight (and dash with action) when descending on enemy, melee attacks have advantage.

15. Night Helm

Can see 100ft in dark

16. Evil Sight Helm

Evil creatures are visible within 100ft even through solid walls.

17. Moon Helm

Produces 60ft cone of moonlight.

Charge lasts 4 hours. Consume 1 heart or grt to recharge

18. +1 Weapon

Random (D6)

1. Dagger 4. Handaxe

2. Sword 5. Halberd

3. Greatsword 6. Warhammer

+1 bonus to attacks and damage

19. +1 Shield

30 20

1-2 Shield

20. Flame blade

Deals D6 extra damage from flame.

Random (D6)

1-2 Dagger

3-4 Sword

5-6 Greatsword

Table B (D20) Legendary magic Items -

1. Endless wine bottle



Pours an infinite supply of wine. If any of the wine is sold or bartered, bottle's enchantment ends. The bottle itself can be sold.

2. Duplicator

1 charge. Duplicates one non-magical item, which disappears after 8 hours. Recharge using 1 heart or gold.

3. Return stones

Holding one, the wielder may activate it to teleport to the other. They will arrive naked, their gear left behind. Activates automatically if wearer is knocked unconscious or falls below 3 hearts.

4. Immoveable Rod.

Press the button on this rod and it is impossible to move.

5. Extending Rod

Rod that can change from 1ft to 100ft in length. If cut, the shorter half bursts into blue smoke.

6. String of fireballs



Necklace with 2d6 red gems. Rip one off and throw it to cast fireball at point of impact.

7. Über potion

Heals 3d6 HP, and will heal above max hearts, which reset on a rest.

8-9. Legendary spell scroll

Random spell from legendary spell list.

Can be cast once by anyone.

10. Legendary Spell list (D6)

1. Dominate Monster: monster saves or is under your control for 10 minutes. Ends if monster takes damage.

2. Teleport: You and up to 8 creatures teleport to a location you have already visited.

3. Counterspell: In reaction to a spell being cast, you prevent it. The targeted spell still consumes any resources used to attempt the cast.

4. Conjure Lesser Devil: You open a portal to Hell and a lesser devil climbs out. It has no loyalty to you. Does not count toward XP if slain.

5. Anti-Magic Field: You create a field within a 60ft diameter sphere where magic can not exist. Any magic items or entities become non-magical until they leave the field.

6. Power Word: Kill: Creature saves, or dies. On a save, it takes 3d6 damage.

10. Robe of Storing

There are four patches on the robe. You may store large objects such as boulders, canoes, or battering rams as patterns on the robe's patches. Tear the patch and the item reappears. Patches can be re-attached during a rest.