



## MAGIC ITEM SALE COMPLICATIONS

### d6 Complication

- 1 Your enemy secretly arranges to buy the item to use it against you.\*
- 2 A thieves' guild, alerted to the sale, attempts to steal your item.\*
- 3 A foe circulates rumors that your item is a fake.\*
- 4 A sorcerer claims your item as a birthright and demands you hand it over.
- 5 Your item's previous owner, or surviving allies of the owner, vow to retake the item by force.
- 6 The buyer is murdered before the sale is finalized.\*

\*Might involve a rival

## TRAINING

Given enough free time and the services of an instructor, a character can learn a language or pick up proficiency with a tool.

**Resources.** Receiving training in a language or tool typically takes at least ten workweeks, but this time is reduced by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed). Training costs 25 gp per workweek.

**Complications.** Complications that arise while training typically involve the teacher. Every ten workweeks spent in training brings a 10 percent chance of a complication, examples of which are on the Training Complications table.

## TRAINING COMPLICATIONS

### d6 Complication

- 1 Your instructor disappears, forcing you to spend one workweek finding a new one.\*
- 2 Your teacher instructs you in rare, archaic methods, which draw comments from others.
- 3 Your teacher is a spy sent to learn your plans.\*
- 4 Your teacher is a wanted criminal.
- 5 Your teacher is a cruel taskmaster.
- 6 Your teacher asks for help dealing with a threat.

\*Might involve a rival

## WORK

When all else fails, an adventurer can turn to an honest trade to earn a living. This activity represents a character's attempt to find temporary work, the quality and wages of which are difficult to predict.

**Resources.** Performing a job requires one workweek of effort.

**Resolution.** To determine how much money a character earns, the character makes an ability check: Strength (Athletics), Dexterity (Acrobatics), Intelligence using a set of tools, Charisma (Performance), or Charisma using a musical instrument. Consult the Wages table to see how much money is generated according to the total of the check.

## WAGES

Check Total	Earnings
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9 or lower	Poor lifestyle for the week
10–14	Modest lifestyle for the week
15–20	Comfortable lifestyle for the week
21+	Comfortable lifestyle for the week + 25 gp

**Complications.** Ordinary work is rarely filled with significant complications. Still, the Work Complications table can add some difficulties to a worker's life. Each workweek of activity brings a 10 percent chance that a character encounters a complication.

## WORK COMPLICATIONS

### d6 Complication

- 1 A difficult customer or a fight with a coworker reduces the wages you earn by one category.\*
- 2 Your employer's financial difficulties result in you not being paid.\*
- 3 A coworker with ties to an important family in town takes a dislike to you.\*
- 4 Your employer is involved with a dark cult or a criminal enterprise.
- 5 A crime ring targets your business for extortion.\*
- 6 You gain a reputation for laziness (unjustified or not, as you choose), giving you disadvantage on checks made for this downtime activity for the next six workweeks you devote to it.\*

\*Might involve a rival

## AWARDING MAGIC ITEMS

Magic items are prized by D&D adventurers of all sorts and are often the main reward in an adventure. The rules for magic items are presented, along with the Treasure Hoard tables, in chapter 7 of the *Dungeon Master's Guide*. This section expands on those rules by offering you an alternative way of determining which magic items end up in the characters' possession and by adding a collection of common magic items to the game. The section ends with tables that group magic items according to rarity.

The system in the *Dungeon Master's Guide* is designed so that you can generate all treasure randomly, and the tables also govern the number of magic items the characters receive. In short, the tables do the work. But a DM who's designing or modifying an adventure might prefer to choose the magic items that come into play. If you're in that situation, you can use the rules in this section to personalize your treasure hoards while staying within the game's limits for how many items the characters should ultimately accumulate.

### DISTRIBUTION BY RARITY

This alternative method of treasure determination focuses on choosing magic items based on their rarity, rather than by rolling on the tables in the *Dungeon Master's Guide*. This method uses two tables: Magic Items Awarded by Tier and Magic Items Awarded by Rarity.

**By Tier.** The Magic Items Awarded by Tier table shows the number of magic items a D&D party typically gains during a campaign, culminating in the group's having accumulated one hundred magic items by 20th level. The table shows how many of those items are meant to be handed out during each of the four tiers of play. The emphasis on characters receiving more items during the second tier (levels 5–10) than in other tiers is by design. The second tier is where much of the play occurs in a typical D&D campaign, and the items gained in that tier prepare the characters for higher-level adventures.

**By Rarity.** The Magic Items Awarded by Rarity table takes the numbers from the Magic Items Awarded by Tier table and breaks them down to show the number of items of each rarity the characters are expected to have when they reach the end of a tier.

**Minor and Major Items.** Both tables in this section make a distinction between minor magic items and major magic items. This distinction exists in the *Dungeon Master's Guide*, yet those terms aren't used there. In that book, the minor items are those listed on Magic Item Tables A through E, and the major items are on

### BEHIND THE DESIGN: MAGIC ITEM DISTRIBUTION

The *Dungeon Master's Guide* assumes a certain amount of treasure will be found over the course of a campaign. Over twenty levels of typical play, the game expects forty-five rolls on the Treasure Hoard tables, distributed as follows:

- Seven rolls on the Challenge 0–4 table
- Eighteen rolls on the Challenge 5–10 table
- Twelve rolls on the Challenge 11–16 table
- Eight rolls on the Challenge 17+ table

Because many of the table results call for more than one magic item, those forty-five rolls will result in the characters obtaining roughly one hundred items. The optional system described here yields the same number of items, distributed properly throughout the spectrum of rarity, while enabling you to control exactly which items the characters have a chance of acquiring.

Magic Item Tables F through I. As you can see from the Treasure Hoard tables in that book, major magic items are meant to be handed out much less frequently than minor items, even at higher levels of play.

### MAGIC ITEMS AWARDED BY TIER

Character Level	Minor Items	Major Items	All Items
1–4	9	2	11
5–10	28	6	34
11–16	24	6	30
17–20	19	6	25
Total	80	20	100

### CHOOSING ITEMS LEVEL BY LEVEL

You decide when to place an item in an adventure that you're creating or modifying, usually because you think the story calls for a magic item, the characters need one, or the players would be especially pleased to get one.

When you want to select an item as treasure for an encounter, the Magic Items Awarded by Rarity table serves as your item budget. Here's how to use it:

1. Jot down a copy of the table in your notes, so that you can make adjustments to the numbers as you select items to be placed in an adventure.
2. Refer to the line in the Level/CR column that corresponds to one of the following values (your choice): the level of the player characters, the challenge rating of the magic item's owner, or the challenge rating of the group of creatures guarding the item. The entries in that row of the table indicate the total number of items that would be appropriate for the characters to receive by the end of the tier represented by that row.

### MAGIC ITEMS AWARDED BY RARITY

Level/CR	Minor Magic Items					Major Magic Items				
	Common	Uncommon	Rare	Very Rare	Legendary	Uncommon	Rare	Very Rare	Legendary	
1–4	6	2	1	0	0	2	0	0	0	
5–10	10	12	5	1	0	5	1	0	0	
11–16	3	6	9	5	1	1	2	2	1	
17+	0	0	4	9	6	0	1	2	3	
Total	19	20	19	15	7	8	4	4	4	

3. Choose a magic item of any rarity for which the entry in this row is not 0.
4. When the characters obtain an item, modify your notes to indicate which part of your budget this expenditure came from by subtracting 1 from the appropriate entry on the table.

In the future, if you choose an item of a rarity that's not available in the current tier but is still available in a lower tier, deduct the item from the lower tier. If all lower tiers also have no items available of a given rarity, deduct the item from a higher tier.

### CHOOSING ITEMS PIECEMEAL

If you prefer a more free-form method of choosing magic items, simply select each magic item you want to give out; then, when the characters acquire one, deduct it from the Magic Items Awarded by Rarity table in your notes. Whenever you do so, start with the lowest tier, and deduct the item from the first number you come across in the appropriate rarity column for the item, whether its minor or major. If that tier doesn't have a number greater than 0 for that rarity, go up a tier until you find one that does, and deduct the magic item from that number. Following this process, you will zero out each row of the table in order, going from the lowest levels to the highest.

### OVERSTOCKING AN ADVENTURE

The magic item tables in this section are based on the number of items the characters are expected to receive, not the number of items that are available in an adventure. When creating or modifying an adventure, assume that the characters won't find all the items you place in it, unless most of the loot is in easy-to-find locations. Here's a good rule of thumb: an adventure can include a number of items that's 25 percent higher than the numbers in the tables (round up). For example, an adventure designed to take characters from 1st to 4th level might include fourteen items rather than eleven, in the expectation that three of those items won't be found.

### ARE MAGIC ITEMS NECESSARY IN A CAMPAIGN?

The D&D game is built on the assumption that magic items appear sporadically and that they are always a boon, unless an item bears a curse. Characters and monsters are built to face each other without the help of magic items, which means that having a magic item always makes a character more powerful or versatile than a generic character of the same level. As DM, you never have to worry about awarding magic items just so the characters can keep up with the campaign's threats. Magic items are truly prizes. Are they useful? Absolutely. Are they necessary? No.

Magic items can go from nice to necessary in the rare group that has no spellcasters, no monk, and no NPCs capable of casting *magic weapon*. Having no magic makes it extremely difficult for a party to overcome monsters that have resistances or immunity to nonmagical damage. In such a game, you'll want to be generous with magic weapons or else avoid using such monsters.

## COMMON MAGIC ITEMS

The *Dungeon Master's Guide* includes many magic items of every rarity. The one exception are common items; that book includes few of them. This section introduces more of them to the game. These items seldom increase a character's power, but they are likely to amuse players and provide fun roleplaying opportunities.

The magic items are presented in alphabetical order.

### ARMOR OF GLEAMING

*Armor (any medium or heavy), common*

This armor never gets dirty.

### BEAD OF NOURISHMENT

*Wondrous item, common*

This spongy, flavorless, gelatinous bead dissolves on your tongue and provides as much nourishment as 1 day of rations.

### BEAD OF REFRESHMENT

*Wondrous item, common*

This spongy, flavorless, gelatinous bead dissolves in liquid, transforming up to a pint of the liquid into fresh, cold drinking water. The bead has no effect on magical liquids or harmful substances such as poison.

### BOOTS OF FALSE TRACKS

*Wondrous item, common*

Only humanoids can wear these boots. While wearing the boots, you can choose to have them leave tracks like those of another kind of humanoid of your size.

### CANDLE OF THE DEEP

*Wondrous item, common*

The flame of this candle is not extinguished when immersed in water. It gives off light and heat like a normal candle.

### CAST-OFF ARMOR

*Armor (light, medium, or heavy), common*

You can doff this armor as an action.

### CHARLATAN'S DIE

*Wondrous item, common (requires attunement)*

Whenever you roll this six-sided die, you can control which number it rolls.

### CLOAK OF BILLOWING

*Wondrous item, common*

While wearing this cloak, you can use a bonus action to make it billow dramatically.

### CLOAK OF MANY FASHIONS

*Wondrous item, common*

While wearing this cloak, you can use a bonus action to change the style, color, and apparent quality of the garment. The cloak's weight doesn't change. Regardless of its appearance, the cloak can't be anything but a cloak. Although it can duplicate the appearance of other magic cloaks, it doesn't gain their magical properties.

## CLOCKWORK AMULET

*Wondrous item, common*

This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.

When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

## CLOTHES OF MENDING

*Wondrous item, common*

This elegant outfit of traveler's clothes magically mends itself to counteract daily wear and tear. Pieces of the outfit that are destroyed can't be repaired in this way.

## DARK SHARD AMULET

*Wondrous item, common (requires attunement by a warlock)*

This amulet is fashioned from a single shard of resilient extraplanar material originating from the realm of your warlock patron. While you are wearing it, you gain the following benefits:

- You can use the amulet as a spellcasting focus for your warlock spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the warlock spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

## DREAD HELM

*Wondrous item, common*

This fearsome steel helm makes your eyes glow red while you wear it.

## EAR HORN OF HEARING

*Wondrous item, common*

While held up to your ear, this horn suppresses the effects of the deafened condition on you, allowing you to hear normally.

## ENDURING SPELLBOOK

*Wondrous item, common*

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

## ERSATZ EYE

*Wondrous item, common (requires attunement)*

This artificial eye replaces a real one that was lost or removed. While the ersatz eye is embedded in your eye socket, it can't be removed by anyone other than you, and you can see through the tiny orb as though it were a normal eye.

## HAT OF VERMIN

*Wondrous item, common*

This hat has 3 charges. While holding the hat, you can use an action to expend 1 of its charges and speak a command word that summons your choice of a **bat**, a **frog**, or a **rat** (see the *Player's Handbook* or the *Monster Manual* for statistics). The summoned creature magically appears in the hat and tries to get away from you as quickly as possible. The creature is neither friendly nor hostile, and it isn't under your control. It behaves as an ordinary creature of its kind and disappears after 1 hour or when it drops to 0 hit points. The hat regains all expended charges daily at dawn.

## HAT OF WIZARDRY

*Wondrous item, common (requires attunement by a wizard)*

This antiquated, cone-shaped hat is adorned with gold crescent moons and stars. While you are wearing it, you gain the following benefits:

- You can use the hat as a spellcasting focus for your wizard spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the wizard spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

## HEWARD'S HANDY SPICE POUCH

*Wondrous item, common*

This belt pouch appears empty and has 10 charges. While holding the pouch, you can use an action to expend 1 of its charges, speak the name of any nonmagical food seasoning (such as salt, pepper, saffron, or cilantro), and remove a pinch of the desired seasoning from the pouch. A pinch is enough to season a single meal. The pouch regains  $1d6 + 4$  expended charges daily at dawn.

## HORN OF SILENT ALARM

*Wondrous item, common*

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains  $1d4$  expended charges daily at dawn.

## INSTRUMENT OF ILLUSIONS

*Wondrous item, common (requires attunement)*

While you are playing this musical instrument, you can create harmless, illusory visual effects within a 5-foot-radius sphere centered on the instrument. If you are a bard, the radius increases to 15 feet. Sample visual effects include luminous musical notes, a spectral dancer, butterflies, and gently falling snow. The magical effects have neither substance nor sound, and they are obviously illusory. The effects end when you stop playing.

## INSTRUMENT OF SCRIBING

*Wondrous item, common (requires attunement)*

This musical instrument has 3 charges. While you are playing it, you can use an action to expend 1 charge from the instrument and write a magical message on a nonmagical object or surface that you can see within 30 feet of you. The message can be up to six words long and is written in a language you know. If you are a bard, you can scribe an additional seven words and choose to make the message glow faintly, allowing it to be seen in nonmagical darkness. Casting *dispel magic* on the message erases it. Otherwise, the message fades away after 24 hours.

The instrument regains all expended charges daily at dawn.

## LOCK OF TRICKERY

*Wondrous item, common*

This lock appears to be an ordinary lock (of the type described in chapter 5 of the *Player's Handbook*) 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.

## MOON-TOUCHED SWORD

*Weapon (any sword), common*

In darkness, the unsheathed blade of this sword sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

## MYSTERY KEY

*Wondrous item, common*

A question mark is worked into the head of this key. The key has a 5 percent chance of unlocking any lock into which it's inserted. Once it unlocks something, the key disappears.

## ORB OF DIRECTION

*Wondrous item, common*

While holding this orb, you can use an action to determine which way is north. This property functions only on the Material Plane.

## ORB OF TIME

*Wondrous item, common*

While holding this orb, you can use an action to determine whether it is morning, afternoon, evening, or nighttime outside. This property functions only on the Material Plane.

## PERFUME OF BEWITCHING

*Wondrous item, common*

This tiny vial contains magic perfume, enough for one use. You can use an action to apply the perfume to yourself, and its effect lasts 1 hour. For the duration, you have advantage on all Charisma checks directed at humanoids of challenge rating 1 or lower. Those subjected to the perfume's effect are not aware that they've been influenced by magic.

## PIPE OF SMOKE MONSTERS

*Wondrous item, common*

While smoking this pipe, 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 froghemoth. 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.

## POLE OF ANGLING

*Wondrous item, common*

While holding this 10-foot pole, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into a normal 10-foot pole.

## POLE OF COLLAPSING

*Wondrous item, common*

While holding this 10-foot pole, you can use an action to speak a command word and cause it to collapse into a 1-foot-long rod, for ease of storage. The pole's weight doesn't change. You can use an action to speak a different command word and cause the rod to revert to a pole; however, the rod will elongate only as far as the surrounding space allows.

## POT OF AWAKENING

*Wondrous item, common*

If you plant an ordinary shrub in this 10-pound clay pot and let it grow for 30 days, the shrub magically transforms into an **awakened shrub** (see the *Monster Manual* for statistics) at the end of that time. When the shrub awakens, its roots break the pot, destroying it.

The awakened shrub is friendly toward you. Absent commands from you, it does nothing.

## ROPE OF MENDING

*Wondrous item, common*

You can cut this 50-foot coil of hempen rope into any number of smaller pieces, and then use an action to speak a command word and cause the pieces to knit back together. The pieces must be in contact with each other and not otherwise in use. A *rope of mending* is forever shortened if a section of it is lost or destroyed.

## RUBY OF THE WAR MAGE

*Wondrous item, common (requires attunement by a spellcaster)*

Etched with eldritch runes, this 1-inch-diameter ruby allows you to use a simple or martial weapon as a spell-casting focus for your spells. For this property to work, you must attach the ruby to the weapon by pressing the ruby against it for at least 10 minutes. Thereafter, the ruby can't be removed unless you detach it as an action or the weapon is destroyed. Not even an *antimagic field* causes it to fall off. The ruby does fall off the weapon if your attunement to the ruby ends.

## SHIELD OF EXPRESSION

*Armor (shield), common*

The front of this shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression.

## SMOLDERING ARMOR

*Armor (any), common*

Wisps of harmless, odorless smoke rise from this armor while it is worn.

## STAFF OF ADORNMENT

*Staff, common*

If you place an object weighing no more than 1 pound (such as a shard of crystal, an egg, or a stone) above the tip of the staff while holding it, the object floats an inch from the staff's tip and remains there until it is removed or until the staff is no longer in your possession. The staff can have up to three such objects floating over its tip at any given time. While holding the staff, you can make one or more of the objects slowly spin or turn in place.

## STAFF OF BIRDCALLS

*Staff, common*

This wooden staff is decorated with bird carvings. It has 10 charges. While holding it, you can use an action to expend 1 charge from the staff and cause it to create one of the following sounds out to a range of 60 feet: a finch's chirp, a raven's caw, a duck's quack, a chicken's cluck, a goose's honk, a loon's call, a turkey's gobble, a seagull's cry, an owl's hoot, or an eagle's shriek.

The staff regains  $1d6 + 4$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes in a harmless cloud of bird feathers and is lost forever.

## STAFF OF FLOWERS

*Staff, common*

This wooden staff has 10 charges. While holding it, you can use an action to expend 1 charge from the staff and cause a flower to sprout from a patch of earth or soil within 5 feet of you, or from the staff itself. Unless you choose a specific kind of flower, the staff creates a mild-scented daisy. The flower is harmless and nonmagical, and it grows or withers as a normal flower would.

The staff regains  $1d6 + 4$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into flower petals and is lost forever.

## TALKING DOLL

*Wondrous item, common (requires attunement)*

While this stuffed doll is within 5 feet of you, you can spend a short rest telling it to say up to six phrases, none of which can be more than six words long, and set a condition under which the doll speaks each phrase. You can also replace old phrases with new ones. Whatever the condition, it must occur within 5 feet of the doll to make it speak. For example, whenever someone picks up the doll, it might say, "I want a piece of candy." The doll's phrases are lost when your attunement to the doll ends.



UNBREAKABLE ARROWS

## TANKARD OF SOBRIETY

*Wondrous item, common*

This 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.

## UNBREAKABLE ARROW

*Weapon (arrow), common*

This arrow can't be broken, except when it is within an antimagic field.

## VETERAN'S CANE

*Wondrous item, common*

When you grasp this walking cane and use a bonus action to speak the command word, it transforms into an ordinary longsword and ceases to be magical.

## WALLOPING AMMUNITION

*Weapon (any ammunition), common*

This ammunition packs a wallop. A creature hit by the ammunition must succeed on a DC 10 Strength saving throw or be knocked prone.

## WAND OF CONDUCTING

*Wand, common*

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and create orchestral music by waving it around. The music can be heard out to a range of 60 feet and ends when you stop waving the wand.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, a sad tuba sound plays as the wand crumbles to dust and is destroyed.

## WAND OF PYROTECHNICS

*Wand, common*

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and create a harmless burst of multicolored light at a point you can see up to 60 feet away. The burst of light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch flame but lasts only a second.

The wand regains  $1d6 + 1$  expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand erupts in a harmless pyrotechnic display and is destroyed.

## WAND OF SCOWLS

*Wand, common*

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to scowl for 1 minute.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of smiles*.

## WAND OF SMILES

*Wand, common*

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to smile for 1 minute.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of scowls*.

### CREATING ADDITIONAL COMMON ITEMS

The "Special Features" section in chapter 7 of the *Dungeon Master's Guide* is useful if you want to design other common magic items. For example, the What Minor Property Does It Have? table might inspire you to create a magic item that allows a character to speak and understand the Goblin language (based on the table's Language property), a magic item that glows in the presence of fiends (based on the Sentinel property), or a magic item that projects its user's voice over a great distance (based on the War Leader property).

## MAGIC ITEM TABLES

The tables in this section classify the magic items from the *Dungeon Master's Guide* and the new items presented here into minor items and major items, then separate the items in each group according to rarity. Each table entry includes the item's type and an indication of whether the item requires attunement. Artifacts aren't included here; they are beyond even major items in power and importance.

### MINOR ITEMS, COMMON

Item	Type	Attune?
Armor of gleaming	Armor	No
Bead of nourishment	Wondrous item	No
Bead of refreshment	Wondrous item	No
Boots of false tracks	Wondrous item	No
Candle of the deep	Wondrous item	No
Cast-off armor	Armor	No
Charlatan's die	Wondrous item	Yes
Cloak of billowing	Wondrous item	No
Cloak of many fashions	Wondrous item	No
Clockwork amulet	Wondrous item	No
Clothes of mending	Wondrous item	No
Dark shard amulet	Wondrous item	Yes (warlock)
Dread helm	Wondrous item	No
Ear horn of hearing	Wondrous item	No
Enduring spellbook	Wondrous item	No
Ersatz eye	Wondrous item	Yes
Hat of vermin	Wondrous item	No
Hat of wizardry	Wondrous item	Yes (wizard)
Heward's handy spice pouch	Wondrous item	No
Horn of silent alarm	Wondrous item	No
Instrument of illusions	Wondrous item	Yes
Instrument of scribing	Wondrous item	Yes
Lock of trickery	Wondrous item	No
Moon-touched sword	Weapon	No
Mystery key	Wondrous item	No
Orb of direction	Wondrous item	No
Orb of time	Wondrous item	No
Perfume of bewitching	Wondrous item	No
Pipe of smoke monsters	Wondrous item	No
Pole of angling	Wondrous item	No
Pole of collapsing	Wondrous item	No
Pot of awakening	Wondrous item	No
Potion of climbing	Potion	No
Potion of healing	Potion	No
Rope of mending	Wondrous item	No
Ruby of the war mage	Wondrous item	Yes (spellcaster)
Shield of expression	Armor	No
Smoldering armor	Armor	No
Spell scroll (cantrip)	Scroll	No
Spell scroll (1st level)	Scroll	No
Staff of adornment	Staff	No
Staff of birdcalls	Staff	No

Item	Type	Attune?
Staff of flowers	Staff	No
Talking doll	Wondrous item	Yes
Tankard of sobriety	Wondrous item	No
Unbreakable arrow	Weapon	No
Veteran's cane	Wondrous item	No
Walloping ammunition	Weapon	No
Wand of conducting	Wand	No
Wand of pyrotechnics	Wand	No
Wand of scowls	Wand	No
Wand of smiles	Wand	No

### MINOR ITEMS, UNCOMMON

Item	Type	Attune?
Alchemy jug	Wondrous item	No
Ammunition, +1	Weapon	No
Bag of holding	Wondrous item	No
Cap of water breathing	Wondrous item	No
Cloak of the manta ray	Wondrous item	No
Decanter of endless water	Wondrous item	No
Driftglobe	Wondrous item	No
Dust of disappearance	Wondrous item	No
Dust of dryness	Wondrous item	No
Dust of sneezing and choking	Wondrous item	No
Elemental gem	Wondrous item	No
Eyes of minute seeing	Wondrous item	No
Goggles of night	Wondrous item	No
Helm of comprehending languages	Wondrous item	No
Immovable rod	Rod	No
Keoghtom's ointment	Wondrous item	No
Lantern of revealing	Wondrous item	No
Mariner's armor	Armor	No
Mithral armor	Armor	No
Oil of slipperiness	Potion	No
Periapt of health	Wondrous item	No
Philter of love	Potion	No
Potion of animal friendship	Potion	No
Potion of fire breath	Potion	No
Potion of greater healing	Potion	No
Potion of growth	Potion	No
Potion of hill giant strength	Potion	No
Potion of poison	Potion	No
Potion of resistance	Potion	No
Potion of water breathing	Potion	No
Ring of swimming	Ring	No
Robe of useful items	Wondrous item	No
Rope of climbing	Wondrous item	No
Saddle of the cavalier	Wondrous item	No
Sending stones	Wondrous item	No
Spell scroll (2nd level)	Scroll	No
Spell scroll (3rd level)	Scroll	No
Wand of magic detection	Wand	No
Wand of secrets	Wand	No

### MINOR ITEMS, RARE

Item	Type	Attune?
Ammunition, +2	Weapon	No
Bag of beans	Wondrous item	No
Bead of force	Wondrous item	No
Chime of opening	Wondrous item	No
Elixir of health	Potion	No
Folding boat	Wondrous item	No
Heward's handy haversack	Wondrous item	No
Horseshoes of speed	Wondrous item	No
Necklace of fireballs	Wondrous item	No
Oil of ethereality	Potion	No
Portable hole	Wondrous item	No
Potion of clairvoyance	Potion	No
Potion of diminution	Potion	No
Potion of fire giant strength	Potion	No
Potion of frost giant strength	Potion	No
Potion of gaseous form	Potion	No
Potion of heroism	Potion	No
Potion of invulnerability	Potion	No
Potion of mind reading	Potion	No
Potion of stone giant strength	Potion	No
Potion of superior healing	Potion	No
Quaal's feather token	Wondrous item	No
Scroll of protection	Scroll	No
Spell scroll (4th level)	Scroll	No
Spell scroll (5th level)	Scroll	No

### MINOR ITEMS, VERY RARE

Item	Type	Attune?
Ammunition, +3	Weapon	No
Arrow of slaying	Weapon	No
Bag of devouring	Wondrous item	No
Horseshoes of a zephyr	Wondrous item	No
Nolzur's marvelous pigments	Wondrous item	No
Oil of sharpness	Potion	No
Potion of cloud giant strength	Potion	No
Potion of flying	Potion	No
Potion of invisibility	Potion	No
Potion of longevity	Potion	No
Potion of speed	Potion	No
Potion of supreme healing	Potion	No
Potion of vitality	Potion	No
Spell scroll (6th level)	Scroll	No
Spell scroll (7th level)	Scroll	No
Spell scroll (8th level)	Scroll	No

## MINOR ITEMS, LEGENDARY

Item	Type	Attune?
Potion of storm giant strength	Potion	No
Sovereign glue	Wondrous item	No
Spell scroll (9th level)	Scroll	No
Universal solvent	Wondrous item	No

## MAJOR ITEMS, UNCOMMON

Item	Type	Attune?
Adamantine armor	Armor	No
Amulet of proof against detection and location	Wondrous item	Yes
Bag of tricks	Wondrous item	No
Boots of elvenkind	Wondrous item	No
Boots of striding and springing	Wondrous item	Yes
Boots of the winterlands	Wondrous item	Yes
Bracers of archery	Wondrous item	Yes
Brooch of shielding	Wondrous item	Yes
Broom of flying	Wondrous item	No
Circlet of blasting	Wondrous item	No
Cloak of elvenkind	Wondrous item	Yes
Cloak of protection	Wondrous item	Yes
Deck of illusions	Wondrous item	No
Eversmoking bottle	Wondrous item	No
Eyes of charming	Wondrous item	Yes
Eyes of the eagle	Wondrous item	Yes
Figurine of wondrous power (silver raven)	Wondrous item	No
Gauntlets of ogre power	Wondrous item	Yes
Gem of brightness	Wondrous item	No
Gloves of missile snaring	Wondrous item	Yes
Gloves of swimming and climbing	Wondrous item	Yes
Gloves of thievery	Wondrous item	No
Hat of disguise	Wondrous item	Yes
Headband of intellect	Wondrous item	Yes
Helm of telepathy	Wondrous item	Yes
Instrument of the bards (Doss lute)	Wondrous item	Yes (bard)
Instrument of the bards (Fochlucan bandore)	Wondrous item	Yes (bard)
Instrument of the bards (Mac-Fuirmidh cittern)	Wondrous item	Yes (bard)
Javelin of lightning	Weapon	No
Medallion of thoughts	Wondrous item	Yes
Necklace of adaptation	Wondrous item	Yes
Pearl of power	Wondrous item	Yes (spellcaster)
Periapt of wound closure	Wondrous item	Yes
Pipes of haunting	Wondrous item	No

## ITEMS, RARE

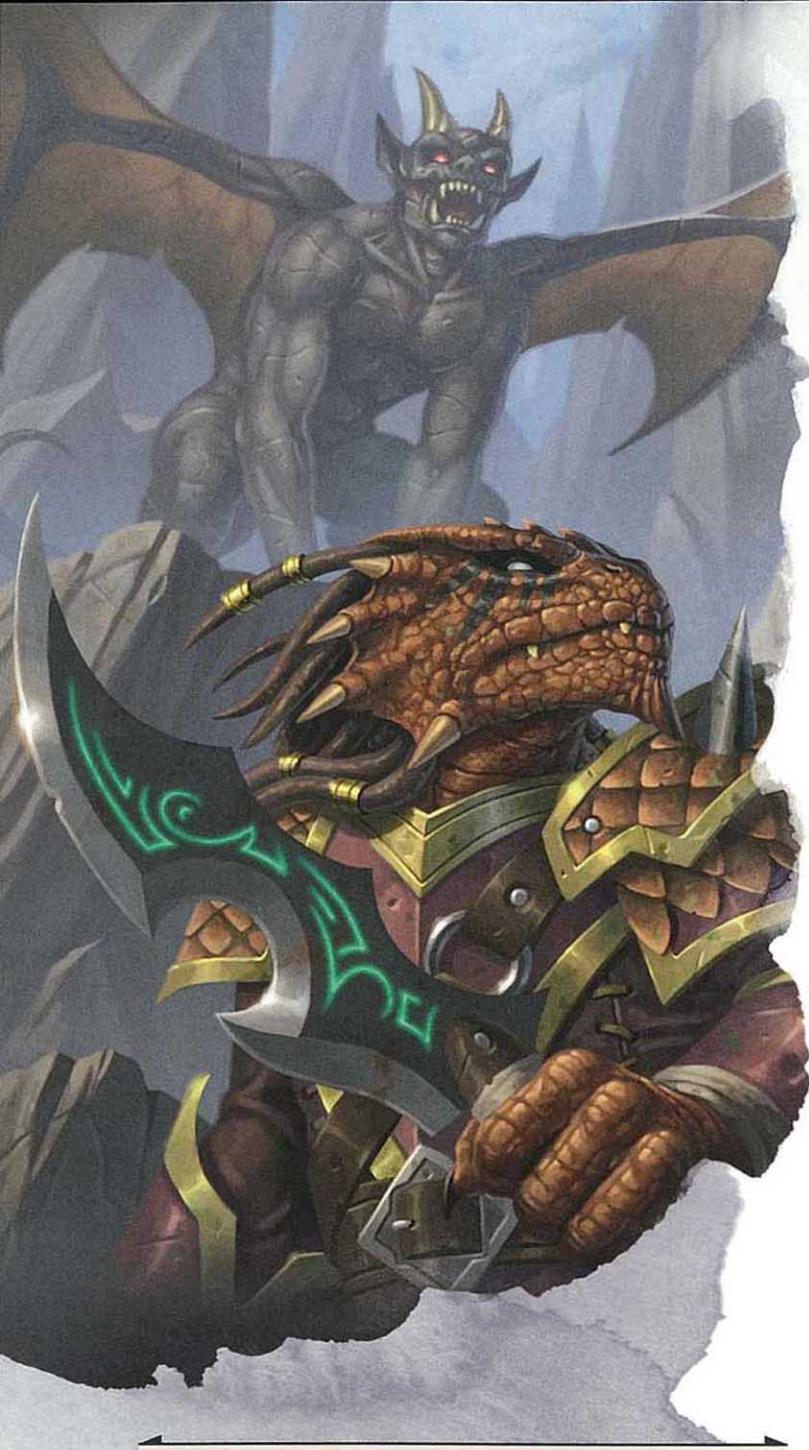
Item	Type	Attune?
Pipes of the sewers	Wondrous item	Yes
Quiver of Ehlonna	Wondrous item	No
Ring of jumping	Ring	Yes
Ring of mind shielding	Ring	Yes
Ring of warmth	Ring	Yes
Ring of water walking	Ring	No
Rod of the pact keeper, +1	Rod	Yes (warlock)
Sentinel shield	Armor	No
Shield, +1	Armor	No
Slippers of spider climbing	Wondrous item	Yes
Staff of the adder	Staff	Yes (cleric, druid, or warlock)
Staff of the python	Staff	Yes (cleric, druid, or warlock)
Stone of good luck (luck-stone)	Wondrous item	Yes
Sword of vengeance	Weapon	Yes
Trident of fish command	Weapon	Yes
Wand of magic missiles	Wand	No
Wand of the war mage, +1	Wand	Yes (spellcaster)
Wand of web	Wand	Yes (spellcaster)
Weapon of warning	Weapon	Yes
Weapon, +1	Weapon	No
Wind fan	Wondrous item	No
Winged boots	Wondrous item	Yes

## MAJOR ITEMS, RARE

Item	Type	Attune?
Amulet of health	Wondrous item	Yes
Armor of resistance	Armor	Yes
Armor of vulnerability	Armor	Yes
Armor, +1	Armor	No
Arrow-catching shield	Armor	Yes
Belt of dwarvenkind	Wondrous item	Yes
Belt of hill giant strength	Wondrous item	Yes
Berserker axe	Weapon	Yes
Boots of levitation	Wondrous item	Yes
Boots of speed	Wondrous item	Yes
Bowl of commanding water elementals	Wondrous item	No
Bracers of defense	Wondrous item	Yes
Brazier of commanding fire elementals	Wondrous item	No
Cape of the mountebank	Wondrous item	No
Censer of controlling air elementals	Wondrous item	No
Cloak of displacement	Wondrous item	Yes

Item	Type	Attune?
Cloak of the bat	Wondrous item	Yes
Cube of force	Wondrous item	Yes
Daern's instant fortress	Wondrous item	No
Dagger of venom	Weapon	No
Dimensional shackles	Wondrous item	No
Dragon slayer	Weapon	No
Elven chain	Armor	No
Figurine of wondrous power (bronze griffon)	Wondrous item	No
Figurine of wondrous power (ebony fly)	Wondrous item	No
Figurine of wondrous power (golden lions)	Wondrous item	No
Figurine of wondrous power (ivory goats)	Wondrous item	No
Figurine of wondrous power (marble elephant)	Wondrous item	No
Figurine of wondrous power (onyx dog)	Wondrous item	No
Figurine of wondrous power (serpentine owl)	Wondrous item	No
Flame tongue	Weapon	Yes
Gem of seeing	Wondrous item	Yes
Giant slayer	Weapon	No
Glamoured studded leather	Armor	No
Helm of teleportation	Wondrous item	Yes
Horn of blasting	Wondrous item	No
Horn of Valhalla (silver or brass)	Wondrous item	No
Instrument of the bards (Canaith mandolin)	Wondrous item	Yes (bard)
Instrument of the bards (Cli lyre)	Wondrous item	Yes (bard)
Ioun stone (awareness)	Wondrous item	Yes
Ioun stone (protection)	Wondrous item	Yes
Ioun stone (reserve)	Wondrous item	Yes
Ioun stone (sustenance)	Wondrous item	Yes
Iron bands of Bilarro	Wondrous item	No
Mace of disruption	Weapon	Yes
Mace of smiting	Weapon	No
Mace of terror	Weapon	Yes
Mantle of spell resistance	Wondrous item	Yes
Necklace of prayer beads	Wondrous item	Yes (cleric, druid, or paladin)
Periapt of proof against poison	Wondrous item	No

Item	Type	Attune?
Ring of animal influence	Ring	No
Ring of evasion	Ring	Yes
Ring of feather falling	Ring	Yes
Ring of free action	Ring	Yes
Ring of protection	Ring	Yes
Ring of resistance	Ring	Yes
Ring of spell storing	Ring	Yes
Ring of the ram	Ring	Yes
Ring of X-ray vision	Ring	Yes
Robe of eyes	Wondrous item	Yes
Rod of rulership	Rod	Yes
Rod of the pact keeper, +2	Rod	Yes (warlock)
Rope of entanglement	Wondrous item	No
Shield of missile attraction	Armor	Yes
Shield, +2	Armor	No
Staff of charming	Staff	Yes (bard, cleric, druid, sorcerer, warlock, or wizard)
Staff of healing	Staff	Yes (bard, cleric, or druid)
Staff of swarming insects	Staff	Yes (bard, cleric, druid, sorcerer, warlock, or wizard)
Staff of the woodlands	Staff	Yes (druid)
Staff of withering	Staff	Yes (cleric, druid, or warlock)
Stone of controlling earth elementals	Wondrous item	No
Sun blade	Weapon	Yes
Sword of life stealing	Weapon	Yes
Sword of wounding	Weapon	Yes
Tentacle rod	Rod	Yes
Vicious weapon	Weapon	No
Wand of binding	Wand	Yes (spellcaster)
Wand of enemy detection	Wand	Yes
Wand of fear	Wand	Yes
Wand of fireballs	Wand	Yes (spellcaster)
Wand of lightning bolts	Wand	Yes (spellcaster)
Wand of paralysis	Wand	Yes (spellcaster)
Wand of the war mage, +2	Wand	Yes (spellcaster)
Wand of wonder	Wand	Yes (spellcaster)
Weapon, +2	Weapon	No
Wings of flying	Wondrous item	Yes



### RECHARGING WITHOUT A DAWN

Some magic items can be used a limited number of times but are recharged by the arrival of dawn. What if you're on a plane of existence that lacks anything resembling dawn? The DM should choose a time every 24 hours when such magic items recharge on that plane of existence.

Even on a world that experiences dawn each day, the DM is free to choose a different time—perhaps noon, sunset, or midnight—when certain magic items recharge.

### MAJOR ITEMS, VERY RARE

Item	Type	Attune?
Amulet of the planes	Wondrous item	Yes
Animated shield	Armor	Yes
Armor, +2	Armor	No
Belt of fire giant strength	Wondrous item	Yes
Belt of frost/stone giant strength	Wondrous item	Yes
Candle of invocation	Wondrous item	Yes
Carpet of flying	Wondrous item	No
Cloak of arachnida	Wondrous item	Yes
Crystal ball (very rare)	Wondrous item	Yes
Dancing sword	Weapon	Yes
Demon armor	Armor	Yes
Dragon scale mail	Armor	Yes
Dwarven plate	Armor	No
Dwarven thrower	Weapon	Yes (dwarf)
Efreeti bottle	Wondrous item	No
Figurine of wondrous power (obsidian steed)	Wondrous item	No
Frost brand	Weapon	Yes
Helm of brilliance	Wondrous item	Yes
Horn of Valhalla (bronze)	Wondrous item	No
Instrument of the bards (Anstruth harp)	Wondrous item	Yes (bard)
Ioun stone (absorption)	Wondrous item	Yes
Ioun stone (agility)	Wondrous item	Yes
Ioun stone (fortitude)	Wondrous item	Yes
Ioun stone (insight)	Wondrous item	Yes
Ioun stone (intellect)	Wondrous item	Yes
Ioun stone (leadership)	Wondrous item	Yes
Ioun stone (strength)	Wondrous item	Yes
Manual of bodily health	Wondrous item	No
Manual of gainful exercise	Wondrous item	No
Manual of golems	Wondrous item	No
Manual of quickness of action	Wondrous item	No
Mirror of life trapping	Wondrous item	No
Nine lives stealer	Weapon	Yes
Oathbow	Weapon	Yes
Ring of regeneration	Ring	Yes
Ring of shooting stars	Ring	Yes (outdoors at night)
Ring of telekinesis	Ring	Yes
Robe of scintillating colors	Wondrous item	Yes
Robe of stars	Wondrous item	Yes
Rod of absorption	Rod	Yes
Rod of alertness	Rod	Yes
Rod of security	Rod	No
Rod of the pact keeper, +3	Rod	Yes (warlock)
Scimitar of speed	Weapon	Yes

Item	Type	Attune?
Shield, +3	Armor	No
Spellguard shield	Armor	Yes
Staff of fire	Staff	Yes (druid, sorcerer, warlock, or wizard)
Staff of frost	Staff	Yes (druid, sorcerer, warlock, or wizard)
Staff of power	Staff	Yes (sorcerer, warlock, or wizard)
Staff of striking	Staff	Yes
Staff of thunder and lightning	Staff	Yes
Sword of sharpness	Weapon	Yes
Tome of clear thought	Wondrous item	No
Tome of leadership and influence	Wondrous item	No
Tome of understanding	Wondrous item	No
Wand of polymorph	Wand	Yes (spellcaster)
Wand of the war mage, +3	Wand	Yes (spellcaster)
Weapon, +3	Weapon	No

## MAJOR ITEMS, LEGENDARY

Item	Type	Attune?
Apparatus of Kwalish	Wondrous item	No
Armor of invulnerability	Armor	Yes
Armor, +3	Armor	No
Belt of cloud giant strength	Wondrous item	Yes
Belt of storm giant strength	Wondrous item	Yes
Cloak of invisibility	Wondrous item	Yes
Crystal ball (legendary)	Wondrous item	Yes
Cubic gate	Wondrous item	No
Deck of many things	Wondrous item	No
Defender	Weapon	Yes
Efreeti chain	Armor	Yes
Hammer of thunderbolts	Weapon	Yes (Giant's Bane)
Holy avenger	Weapon	Yes (paladin)
Horn of Valhalla (iron)	Wondrous item	No
Instrument of the bards (Ollamh harp)	Wondrous item	Yes (bard)
Ioun stone (greater absorption)	Wondrous item	Yes
Ioun stone (mastery)	Wondrous item	Yes
Ioun stone (regeneration)	Wondrous item	Yes
Iron flask	Wondrous item	No
Luck blade	Weapon	Yes

Item	Type	Attune?
Plate armor of ethereality	Armor	Yes
Ring of air elemental command	Ring	Yes
Ring of djinni summoning	Ring	Yes
Ring of earth elemental command	Ring	Yes
Ring of fire elemental command	Ring	Yes
Ring of invisibility	Ring	Yes
Ring of spell turning	Ring	Yes
Ring of three wishes	Ring	No
Ring of water elemental command	Ring	Yes
Robe of the archmagi	Wondrous item	Yes (sorcerer, warlock, or wizard)
Rod of lordly might	Rod	Yes
Rod of resurrection	Rod	Yes (cleric, druid, or paladin)
Scarab of protection	Wondrous item	Yes
Sphere of annihilation	Wondrous item	No
Staff of the magi	Staff	Yes (sorcerer, warlock, or wizard)
Sword of answering	Weapon	Yes (creature of same alignment as sword)
Talisman of pure good	Wondrous item	Yes (creature of good alignment)
Talisman of the sphere	Wondrous item	Yes
Talisman of ultimate evil	Wondrous item	Yes (creature of evil alignment)
Tome of the stilled tongue	Wondrous item	Yes (wizard)
Vorpal sword	Weapon	Yes
Well of many worlds	Wondrous item	No

Never rely on magic items. They're so fickle. First, they work, and then they don't. On, off, on, off—in the blink of my eye!

