

# MAGIC OF GREYHAWK 2

MAGIC ITEMS OF THE FLANAESS

RP DAVIS



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## MAGIC ITEMS OF THE FLANAESS

*Revised for Fifth Edition by R P Davis*



erth, the world of Greyhawk, is a magical place. Some of the multiverse's most powerful wizards come from there, as well as some of the best-known magic items. Murlynd and his spoon, Baba Yaga and her hut, Blackrazor, Wave, and Whelm — all these come from Oerth.

All of the magical items listed hereunder are named for the geographical area of their origin in the Flanaess, reflecting the fact that these items weren't necessarily created for general use by adventurers. Most of them were created for a specific use in a specific place. Chance, diplomacy, and conquest sometimes means such an item passes from its creator to an unintended (and sometimes unwanted) owner, but the new owner often puts it to a use not intended by the original artificer.

**Translator's Note.** These items are updated for D&D 2024 from the 1st Edition AD&D book *Greyhawk Adventures*, by James M Ward. Many of the items are only usable by a specific character class. It should be noted that any subclass of that class can use the item.





# Rings

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## Admundfort Ring of Leadership

*Ring, Rare (requires attunement by a fighter, paladin, or ranger)*

These silver rings are traditionally granted by the Knights of the Shield to good-aligned warriors of at least 9th level, in return for loyal friendship or unexpected favor.

While you wear the ring, you have advantage on Charisma checks you make to influence hirelings or warriors under your command.

Additionally, when you take the Attack Action, you can replace one of your attacks to direct one of your companions to strike. When you do so, choose a willing creature who can see or hear you. That creature can immediately use its Reaction to make one attack with a weapon or an Unarmed Strike. Once you use this ability, you can't use it again until you finish a Rest.

## Lucky Ring of the Wild Coast

*Ring, Rare (requires attunement)*

This magical ring was created by a wizard who liked to gamble, though his greatest gamble was to use it under the suspicious eyes of the Thieves Guild. The ring increases a gambler's chances of winning, and is prized among rogues on the Wild Coast.

While you wear the ring, you can choose to add or subtract one from each die rolled in a game of chance. The direction of the change must be stated before any roll is made. Thus, a 3d6 roll of 2, 4, and 6 can be decreased to 1, 3, and 5, or increased to 3, 5, and 6. The ring has no effect on attack rolls, damage rolls, saving throws, or ability checks.

Additionally, you can use the ring's magic to grant yourself advantage on a Charisma (Deception or Persuasion) check you make to talk your way out of a situation in which you were caught cheating. Once you use this ability, you can't use it again until the next nightfall.

## Ring of the Great Kingdom

*Ring, Rare (requires attunement)*

This cursed magical item was created by a wizard who was loyal to the Great Kingdom. Though the ring has only limited power, its use to plague the diplomats of the Iron League was well known.

**Curse.** This ring is cursed, a fact that is revealed only when the *identify* spell is cast on the ring or you attune to it. Attuning to the ring curses you until you are targeted by a *remove curse* spell or similar magic; removing the ring fails to end the curse.

While cursed, you have disadvantage on Charisma checks you make in order to make a good impression on other creatures. The curse twists your intent, pushing you to commit an embarrassing faux pas instead. The effect depends upon the occasion: If the encounter requires manners, you might belch; if it is a solemn event, you might giggle; if it requires silence, you might sneeze; if it requires the wearer's full attention, you might yawn; and so on.

Note that the ring can be passed to many owners, and the ring can affect them all equally.

## Ring of the Pomarj

*Ring, Very Rare*

This black ring was created by an evil warrior wizard from the Wild Coast. Hating inhabitants of the Pomarj, he used it to gather troops of orcs. He then led these troops into battle against the humanoids of the Pomarj. The ring is considered a threat by many other lands as well.

You can take a Magic action to speak the ring's command word. In response, warrior spirits appear in unoccupied spaces within 60 feet of you. You summon 1d6 lesser spirits (that use the Orc stat block) and 1 greater spirit (that uses the Orc War Chief stat block).

Each spirit returns to its home plane after 1 hour or when it drops to 0 Hit Points. The spirits look like living, breathing orcs, and they have Immunity to the Charmed and Frightened conditions. Once you use the ring, it can't be used again until 7 days have passed.

If you use the ring without having at least 3 levels in the Fighter class, the summoned spirits attack you. If you meet this requirement, they are Friendly to you and your allies and follow your commands.

# Rods, Staves, and Wands

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## Bisselite Wand of Peace

*Wand, Uncommon*

This item has served the clerics and border guards of the March of Bissel, and can only be used by characters with Cleric levels.

As an action, you can speak the wand's command word and cast a *calm emotions* spell from it (save DC 15).

Once you use this ability, you can't use it again until the next dawn.

## Dark Wand of the Sulhaut Mountains

*Wand, Uncommon (Requires Attunement)*

This ebony wand was enchanted by an elven magic-user who traveled from Loftwick to the Sulhaut Mountains to hunt down the ancient enemies of his race. The wand is a specialized version of the *wand of enemy detection*.

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest drow or drider within 1 mile of you, but not its distance from you. The wand can sense the presence of drow or driders that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

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 crumbles into ashes and is destroyed.

## Diplomacy Rod of Furyondy

*Rod, Rare (Requires Attunement)*

This rod was created for use by the Prince of Furyondy, though his disappearance left it in the hands of less noble officials.

While you wield it, when negotiating or debating with other intelligent creatures your Charisma score becomes 20 if it isn't already.

The rod has 7 charges.

**Spells.** While holding the rod, you can cast a *suggestion* spell (save DC 17) from it. The suggestion must involve matters of peace or cooperation, or the subjects of the spell have advantage on the saving throw.

**Regaining Charges.** The rod regains 1d6 + 1 expended charges daily at dawn. If you expend the rod's last charge, roll 1d20. On a 1, the rod disappears in a puff of purple smoke and is destroyed.

## Fire Wand of Suloise

*Wand, Very Rare (Requires Attunement)*

This wand may have been the device that caused the destruction of the Suel Empire, or it may have been created to reproduce the event. No scholar doubts that its creator was a wizard of great power and violent tendencies. The wand is rarely bought or sold, since few magic-users dare to use it. Often it merely falls into the hands of an unsuspecting spellcaster who never realizes its full powers and dangers until too late.

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to summon a deadly fire to rain down in a 40-foot-radius, 40-foot high cylinder centered on a point you can see within 180 feet of you.

When a creature enters the cylinder's area for the first time on a turn or starts its turn there, it is bombarded in flames that cause searing pain, and it must make a Constitution saving throw save DC 15 or your spell save DC, whichever is higher). It takes 4d10 fire damage on a failed save, or half as much damage on a successful one.

You can use your action on subsequent turns to maintain the fiery rain, as though you were concentrating on a spell, by expending another of the wand's charges.

If you use the last charge, the fiery rain vanishes and the wand explodes, engulfing you and everything within 10 feet of you in a blast that inflicts 3d10 fire damage.

Fire damage dealt by this wand ignores protections, resistances, or immunities to normal or magical fire damage, and can't be cured by magic less powerful than a *heal* spell. Furthermore, the fire destroys buildings constructed of anything other than stone, and evaporates free-standing liquid to a depth of 1 foot per round. Flammable objects exposed to the fire are destroyed.

The wand can be recharged, but only in the Quasi-Elemental Plane of Ash, which lies between the Elemental Planes of Air and Fire.

## Rod of the Aerdi Sea

*Rod, Rare (Requires Attunement by a Sorcerer or Wizard)*

This defensive weapon was fashioned for use by merchants who sail the pirate-infested waters between Hepmonaland and the Great Kingdom.

The rod has 7 charges. The rod regains 1d6 + 1 expended charges daily at dawn. If you expend the rod's last charge, roll 1d20. On a 1, the rod crumbles into ashes and is destroyed.

**Spells.** While holding the rod, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *fog cloud* (1 charge), *phantasmal force* (2 charges), or *spirit guardians* (radiant only; 3 charges).

## Rod of Onnwal

*Rod, Rare (Requires Attunement by a Sorcerer or Wizard)*

This magical rod was originally created to help protect the inhabitants of Onnwal against the fierce storms that regularly lash the Sea of Gearnat. It is also known to have been used effectively against dust storms in the Bright Desert, blizzards in the northern countries, and on the windy peaks of various mountain ranges.

As an Action, you cause air in a 50-foot radius of you to become calm; even the strongest winds become no more than a soft breeze. However, the rod has no effect on rain, snow, sand, or other solid objects the wind hurls into its area of effect. The rod also doesn't affect missiles that are fired or hurled out of its area of effect.

The rod will prevent damage from creatures employing high winds as a special form of attack. For example, an air elemental would be able to use its Slam attack, but not its Whirlwind attack.

Once you invoke the rod's power, you can't do so again until the next dawn.

## Rod of Welkwood

*Rod, Rare*

Fashioned from an oaken branch, this item was created by druids serving the woodsmen who inhabit this majestic forest. As they enchanted the branch, they instilled in it their awe and respect for the great trees and vegetation that set this woodland apart.

As a bonus action you can speak the rod's command word to cast the *shillelagh* spell from it, targeting the rod.

Additionally, the rod has 7 charges. It regains 1d6 + 1 expended charges daily at dawn. If you expend the rod's last charge, roll a d20. On a 1, the rod crumbles into dust and is destroyed.

**Spells.** While holding the rod, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *entangle* (1 charge), *spike growth* (3 charges), or *wall of thorns* (6 charges).

## Scant Wand of Storms

*Wand, Very Rare (Requires Attunement by a Wizard)*

This wand was created in the capital city of Onnwal, and has been used against raiding warships from the South Province. Its creator was undoubtedly influenced by observing the furious weather in the Sea of Gearnat.

The wand is usable only outdoors and creates various weather effects. While holding it, you can use an action to cast the *control weather* or *chain lightning* spell (save DC 15) from it. Once you cast either spell in this way, you can't do so again until the next dawn.

## Skull-Staff of Hepmonaland (C, M)

*Staff, Rare (Requires Attunement by a Druid, Warlock, or Wizard)*

This quarterstaff is topped with a skull with a wild mane of white hair and sharp, demonic features. The shaman who uses the staff claims that it is the skull of an ancient demon, though many suspect that it belonged to an evil wizard who died in the hands of head-hunters in Hepmonaland.

The skull can magically cause fear in any creature gazing upon the skull when this power is invoked. While you hold the staff, creatures that can see the skull atop the staff must make a Wisdom saving throw (DC 17 or your spell save DC, whichever is higher). On a failure, the creature is frightened of the staff for 1 minute. A creature frightened in this way can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

Additionally, while you hold it you enjoy a *protection from evil and good* effect against fiends.

## Staff of Gnatmarsh

*Staff, Rare (Requires Attunement by a Druid, Warlock, or Wizard)*

Enchanted by a shaman of the tribesmen in Gnatmarsh, this staff has powerful abilities against the insects that plague the swamps.



This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.

**Spells.** While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *giant insect* (4 charges) or *insect plague* (5 charges).

**Insect Death Ray.** As an Action, you expend 3 charges and point the staff at an insect you can see within range. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the staff has no effect.

## Staff of Hornwood

*Staff, Uncommon*

This wooden staff was enchanted by a wizard who wanted to make his travels in the wilderness less dangerous.

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.

While you hold the staff, you can use an Action to expend a charge to cast a *protection from evil and good* spell that targets beasts. Additionally, for the duration the staff is a magic weapon, and when you score a hit with it against a beast or humanoid, you can expend a charge to terrify it. The target must make a Wisdom saving throw (DC 15). On a failure it is frightened of you until the end of its next turn.

## Wand of Highfolk

*Wand, Rare (Requires Attunement by a Cleric, Druid, or Wizard)*

A favorite weapon of high elves in the northwest, this wand causes dissension between villains.

This wand has 4 charges. While holding it, you can use an action to expend 1 of its charges to create a 30-foot-radius sphere of enchantment. Evil-aligned humanoids within the sphere must make a Charisma saving throw (save DC 15). On a failure, a creature becomes unusually factious and quarrelsome, convinced that their allies are in fact dangerous enemies. This may lead to open fighting: creatures affected by the wand must repeat the saving throw at each significant provocation to avoid coming to blows.

The sphere lasts for 1 hour unless you will it to end early (no action required by you).

The wand regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

## Yatıl Wand of Zooming

*Wand, Rare*

This item was created by mountaineers of the Yatils to ease their travels among the jagged slopes and ledges. However, the wand has since become a device of mischief, and the cause of many deaths.

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to accelerate the movement of a creature you touch with it.

You can affect up to 200 pounds per charge expended, to a maximum weight of 600 pounds. Zooming movement is in a straight line, and any creature moved in this fashion is responsible for its own landing. The maximum distance is 100 feet, though you can specify a shorter distance as part of activating the wand. An unwilling creature can make an Intelligence saving throw (save DC 15) to avoid the effect.

An affected creature “zooms” as though it was falling, even though it moves horizontally or straight up. A creature that hits a solid surface or obstacle while “zooming” horizontally takes falling damage for every 10 feet it “zooms” before it strikes the obstacle. Note that a creature hurled over the edge of a cliff takes no damage from the “zoom”, but does suffer normal falling damage.

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 is destroyed as it crumbles into ashes which are wafted away on a puff of wind.

# Amulets

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## Amulet of the Cairn Hills

*Wondrous item, Rare (Requires Attunement)*

Originally created to protect the common folk from the spirits that haunt these hills, this amulet has become a favorite among graverobbers.

While you wear the amulet, you have advantage on saving throws you make to avoid the special abilities and attacks of undead creatures, such as a ghost's stench or the paralysis caused by a ghoul's claws. If such an ability doesn't normally allow a save — like a shadow's Strength drain — you can make one.

Each time the amulet's magic is invoked it loses a charge. The amulet is found with 2d10 charges and can't be recharged.

## Amulet of Furyondy

*Wondrous item, Rare (Requires Attunement)*

The first of these amulets were enchanted to protect the natives of Furyondy, though they have since been used by characters of many lands.

As part of attuning to it, the amulet bestows a *remove curse* upon a wearer who is cursed. The amulet glows, and any curse subject to the spell *remove curse* is broken. For example, it immediately allows a character to rid themselves of a cursed item or end the rot caused by a mummy's fist, although it won't cure lycanthropy.

The amulet is found with 1d6 charges and can't be recharged.

## Amulet of Spinecastle

*Wondrous item, Uncommon*

The wizards of the Kingdom of Aerdy created this amulet to aid in the war against the northern barbarians. After the fall of Spinecastle, the amulet disappeared. Scholars assumed it didn't survive the wrath of the barbarians, but stories of the amulet's use still surface in the Bone March.

As an action you can use the amulet to cast a specialized *protection from evil and good* spell from it, targeting humanoid only (save DC 13).

# Miscellaneous Magic

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## Anvil of the Lortmil Mountains

*Wondrous item, Uncommon*

This blacksmith's tool was enchanted in a shrine of Moradin, king of the dwarven gods. It is rumored that this anvil was used to forge legendary magical weapons for the dwarves.

When you use the anvil as part of Smith's Tools to craft weapons and ammunition, you can craft exceptional items. Each exceptional weapon or piece of ammunition takes twice as long to create, but might be extremely strong and sharp.

At the end of crafting the item, make an Intelligence or Wisdom check (your choice). On a failure, the item is a normal item. On a success, you've crafted an item of fine quality. It has a nonmagical +1 bonus to attack or damage rolls (your choice) and is worth 10 times a normal weapon of that type.

## Bear Cloak of the Sulhaut Mountains

*Wondrous item, Rare (Requires Attunement by a Barbarian, Cleric, Druid, or Fighter)*

Many years ago, tribal shamans called upon their gods to enchant the hide of a cave bear slain in combat. The cloak became a powerful aid in their struggle to survive against the hostile creatures and the forces of nature that forever threaten their tribes. The fur cloak included a bear-head cap, pelt, and claws. The current location of the cloak is unknown.

While you wear the cloak, you can use a bonus action to use the cloak to gain one of the following abilities:

**Bear's Strength.** For 1 hour, your Strength score increases to 20, if it wasn't already.

**Beast Speech.** You cast a *Speak with animals* spell on yourself.

**Badger's Fearlessness.** For 1 hour, you are immune to spells and effects that can frighten you.

**Hold Beast.** You cast a specialized version of the *hold monster* spell that only affects beasts.

**Bear Form.** You shape-shift into the form of a cave bear. Your transformation lasts for 1 hour, and otherwise is subject to the rules governing a Druid's Wild Shape ability.



Each effect lasts for the duration or until you will it to end (no action required by you). Once you use an effect you can't use it again until the next dawn.

## Black Crown of Aerdy

*Wondrous item, Legendary (Requires Attunement)*

This evil headgear was worn by one of the original Overkings of the House of Naelex in the ancient Great Kingdom. Whether the crown was enchanted by an evil wizard, or whether it merely became a receptacle for the Overking's cruel spirit is not known. The powers of the crown exist only to recreate the greatness and wickedness of the fallen empire.

While you wear it, you gain the following benefits:

- Your Intelligence and Wisdom scores both increase by 2, up to a maximum of 20.
- You gain a level each in the Wizard and Cleric classes.
- When you put on the crown, and each new moon thereafter, you must make a Charisma saving throw. On a failure, you become convinced that powerful enemies are hunting you, and their agents are everywhere you go. You're sure they're watching you and plotting against you all the time. This megalomania overpowers your personality.
- When you put on the crown, and each new moon thereafter, you must make a Constitution saving throw. On a failure, your Constitution score is reduced by 1. If your Constitution score is reduced to 0 in this way, you die and become a specter whose sole purpose is to guard the crown.

**Curse.** This item is cursed. Attuning to it curses you. As long as you remain cursed, you cannot discard the crown, which immediately teleports back to your head. The crown can be removed only by use of a *wish* spell, divine intervention, or similar magic. While this allows you to give up attunement to the item, the madness and Constitution loss remain. These effects can only be reversed by a combination of *remove curse* and *heal* spells, followed by the Atonement part of a *ceremony* spell.

## Black Sails of Schnai

*Wondrous item, Rare*

Enchanted in the land of Snow Barbarians and blessed by shamans of their barbaric gods, these square sails are hoisted only on the funeral ships of great barbarian heroes and lords. The deceased warrior's body is burned along with the ship and all but a small piece of the sail. Afterwards, the character's spirit can be called on by the tribal chiefs in time of battle by burning the remainder of the sail.

As an action, you destroy the piece of sail, which summons a **wight** to appear in an unoccupied space within 15 feet of you. The wight disappears when it drops to 0 hit points or after 1 hour passes.

The wight is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

It is reported that some villages have up to 10 of these spirit warriors on call.

## Casket of Furyondy

*Wondrous item, Rare*

Clerics of Furyondy first enchanted this finely-engraved wooden coffin to preserve the bodies of the honorable deceased. Any good-aligned cleric can activate its powers by placing into the casket the body of a humanoid who died fewer than nine days ago, then casting a *bless* spell upon the body.

The casket preserves the body from decay indefinitely. The deceased humanoid can be returned to life by a *raise dead* or *resurrection* spell after any length of time.

## Chalice of the Shield Lands

*Wondrous item, Very Rare*

This golden chalice was enchanted in response to the growing menace of the Horned Society. It allows a Fighter to temporarily become a Paladin of the same level for a single quest, gaining all a Paladin's powers and abilities appropriate for that level.

The chalice can be activated only by a good-aligned cleric who performs a ceremony that includes special vows. The Fighter takes an oath to complete the quest, swears another vow appropriate to the Paladin Oath they desire, then drinks holy water from the chalice. Thereafter they become a Paladin of a level equal to their Fighter level for the duration of the assigned quest.

Deviation from the vows may cause the loss of some or all acquired powers, at the discretion of the DM. If the quest fails, the chalice shatters.

## Cheetah Cloak of Amedío

*Wondrous item, Rare (Requires Attunement)*

This yellow, black-spotted cheetah hide was enchanted by the original tribesmen of the Amedio jungle.

While you wear the cloak, your Dexterity score increases by 2, up to a maximum of 20.

Additionally, as a bonus action you can increase your movement speed by 15 feet for 1 minute. Once you use this ability, you can't use it again until you finish a long rest.

Finally, at night under a moonless sky, as an action you can shape-change into a cheetah as though you were a Druid using your Wild Shape ability. Use the **panther** stat block. Once you use this ability, you can't use it again until the next new moon.

## Cloak of the Hellfurnaces

*Wondrous item, Very Rare (Requires Attunement)*

Created by a wizard who sought treasure in the volcanic mountains, this magical red garment provides protection against many volcanic dangers, and gives protection against similar dangers from other sources.

While you wear it you have resistance to fire damage, as well as advantage on saving throws you make to avoid fire damage from natural and magical fire as well as fire damage from traps and creature abilities like a red dragon's breath weapon.

Additionally, the cloak's hood has a strip of cloth. As an action, you can wrap this cloth around your mouth and nose to keep dust and ash from entering your lungs; this also gives you advantage on saving throws you make to avoid inhaled poison.

## Coin of Almor

*Wondrous item, Uncommon*

This item was created not to harm its owner, but to benefit those in need. It is a normal looking platinum coin that affects any character who intends to keep it for himself, and not share it with others.

**Curse.** This item is cursed. When you come into possession of the coin, you must make an Intelligence saving throw. On a failure, you are cursed. As long as you remain cursed, you are overcome with feelings of philanthropy. No matter what your previous desires, your greatest desire becomes giving wealth to the poor and

needy. You won't willingly keep more than 50 gp at any time; instead you hold money above this total only until a suitable NPC (preferably a beggar, peasant, etc.) accepts the money as a gift. Such generosity does not extend to your magic items, which are generally useless to laborers and farmers. Your uncontrollable generosity can be ended only by a *remove curse* spell.

## Collar of Tusmít

*Wondrous item, Uncommon*

This adamantine neck-shield was enchanted by a wizard who bore an unnatural fear of decapitation. He wore it until his death, though the collar gave no protection against the magical spells that killed him.

While you wear the collar, you have immunity from decapitation, even from vorpal weapons. Additionally, any Critical Hit against you becomes a normal hit.

## Coruskian Stone

*Wondrous item, Rare*

Set in a golden necklace, this green stone was enchanted by a Nyrondeese spellcaster who sought to control the griffons of the Coruskian Mountains. Though the magical item worked well, the wizard overlooked his inability to ride airborne creatures, and he met his doom at the bottom of a deep and jagged chasm. Since then, the stone has been used by the nomads and tribesmen who happen to find it.

While you wear the stone, as an action you can use its magic to cast a *charm monster* spell that only works on griffons (save DC 15). A charmed griffon will allow you and your allies to ride it, though if you ask it to do anything dangerous, like engage in aerial combat, the griffon immediately repeats the saving throw.

## Holy Symbol of Greyhawk

*Wondrous item, Rare*

Hung from a gold chain, this golden symbol was enchanted to symbolize the power of its home city.

While you wear it, as an action you can invoke its power to cast a combined *bless* and *protection from good and evil* spell on yourself and up to 4 other creatures of your choice that are within 30 feet of you.

Once you use the symbol, you can't use it again until the next dawn.



## Crown of Blackmoor

*Wondrous item, Legendary*

This black iron headpiece bears a large fire opal at the front. It was created by a powerful lich who used it to spread evil and destruction through the world, and now only the most wicked (or foolish) characters seek its powers.

When the crown is placed on the head of a deceased evil-aligned creature who had before death reached at least 18th level as wizard, warlock, or sorcerer, it animates that creature as a lich. The creature must succeed on a DC 15 Constitution saving throw. On a failure, its body disintegrates to dust and can never be brought back to life again.

The new lich's Intelligence score starts at 0 but increases by one per day until it becomes 20. At that time the lich gains the full powers and abilities of its kind. If the crown is removed at any time during this process, the lich's body is disintegrated as above.

The character placing the crown has no control over the lich. A deceased PC brought back as a lich becomes an NPC under the DM's control. The lich may have been a friend and companion to the player characters, but will tend to leave their company to pursue its own path.

## Disk of the Azure Sea

*Wondrous item, Uncommon*

This item, popular among sea traders, was originally sold to a rich merchant on the coast of Keoland. As wide as a man's hand, the wooden disk bears a small circle of gold in the center. When it is set on the bow of a ship and a prayer is spoken to Fharlanghan, god of travel, the ship is protected for the next 24 hours.

During that time, if the ship is attacked, roll 1d6. On a result of 1-4, a misty fog comes up and envelopes the ship, allowing it to escape.

## Dream Cap of Veluna

*Wondrous item, Uncommon (Requires Attunement)*

This cap was enchanted by a wizard who sought to unlock the mysteries of the inner mind. The result of his work is a small leather cap that can affect the future of a sleeping wearer.

For each full night spent asleep while you wear the cap, you experience dreams of warning. You dream of the next creature or force that will threaten or attack you. If

you will be attacked by an NPC, monster, spell, or natural hazard, the cap will reveal it in a dream. However, the threatening creature/force is usually symbolized rather than revealed in actual form. For example, a minotaur may appear as a bull or a large, hairy man; a *fireball* may appear as a landscape of flames (such as the Elemental Plane of Fire).

You must make a DC 13 Wisdom saving throw to face the danger courageously. If you succeed, you have advantage on saving throws, ability checks, and attack rolls while encountering the real danger when it actually arrives. If you fail, you have not faced your fears, and have disadvantage on saving throws, ability checks, and attack rolls in the actual encounter.

You always remember a dream caused by the cap, though the DM need not mention the memory unless you ask. After the actual encounter with the danger, you can make a DC 13 Intelligence check to make the connection between the dream and reality. Thus, as the cap's new owner, you may not realize the cap's powers until after many nights of uncanny premonitions.

## Eyepatch of Tenh

*Wondrous item, Uncommon (Requires Attunement)*

This black patch is often found in the possession of clerics, paladins, magistrates, and judges because of its power to discover truth.

This item has 3 charges. While you wear it over an undamaged eye, as an action you can speak its command word and expend 1 charge.

For the next 10 minutes, you have truesight out to 120 feet when you close your other eye and peer only through the eyepatch. Additionally, for the duration you have advantage on saving throws you make against the *phantasmal killer* spell.

The eyepatch regains 1d3 expended charges daily at dawn. If you expend its last charge, you must make a DC 15 Constitution saving throw. On a failure, you immediately get a crushing headache that lasts until you finish a long rest. If you fail by 5 or more, you are permanently blinded.

## Flaming Mirror of Tenh

*Wondrous item, Very Rare*

This mirror is a silver oval, 6 feet tall and 3 feet wide, set in an oak stand. It was enchanted by a plane-traveling wizard who sought easy access to her favorite plane, that of Elemental Fire. Few other magic-users have shared her enthusiasm for that dangerous place, though some have found use for the mirror.

As an action you can speak the mirror's command word and cause it to transform into a gate to the Plane of Fire. The plane can be observed, entered, or exited through the mirror.

The portal has a front and a back on the Material Plane and the Plane of Fire. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Each round the gate remains open, there is a 10% chance that a fire elemental will leap through the mirror into the Material Plane, seeking to kill and burn everything in sight.

The mirror has a maximum of 30 charges, and it can't be recharged. One charge is spent for each minute that the gate is open. When all charges are drained, the mirror shatters into mundane shards of glass and the gate disappears.

## Gemcutter's Tools of Sunndi

*Wondrous item, Rare*

This magical set of vises, hammers, blades, and chisels was enchanted by the mountain dwarves who work the gemstone mines in the County of Sunndi. It helps anyone who works with gems to increase the value of his work.

You can use these magical Jeweler's Tools as part of crafting jewelry or appraising gems and jewelry. You have advantage on checks you make using them.

Additionally, a jeweler with these tools can demand up to four times the normal fees for their services.

## Goblet of the Great Kingdom

*Wondrous item, Rare*

Created for use by the tyrants of Aerdy (who had good reason to fear assassination), this magical goblet appears to be a normal drinking vessel made of polished oak. However, the goblet automatically neutralizes all venoms and poisonous liquids placed therein.

## Golden Girdle of Urnst

*Wondrous item, Rare (Requires Attunement)*

Created to protect a powerful magic-user against malevolent warriors, this magical garment is made of red silk strewn with golden flakes.

While you wear it, its enchantment gives you a + 5 bonus to AC against attacks from swords of any type. Attacks from other weapons or sources are unaffected.

## Golden Circlet of Greyhawk

*Wondrous item, legendary (Requires Attunement by a Rogue or Wizard)*

This golden circlet was fashioned for use by the Lord Mayor of Greyhawk, and is rumored to be in his treasure vaults. While you wear it, the circlet allows you to summon rogues to fight for and defend you.

You can take a Magic action to use the circlet. In response, 5d4 + 5 trickster spirits appear within 60 feet of you. They use the statistics of a spy. They return to their home plane after 1 hour or when they drop to 0 hit points. Once you use the circlet, it can't be used again until 7 days have passed.

The summoned rogues are friendly to you and your companions and follow your commands, but refuse foolhardy tasks (it's up to the DM to decide what constitutes a foolhardy task).

## Hasty Barge of Nyr Dyv

*Wondrous item, Very Rare*

This magical boat was created by a wizard who had been adopted by the people of Nyr Dyv. She gave it as a gift to a Rhennee noble, and the wizard was in turn made a noble by the grateful lake people.

This magical vehicle looks like a common vessel of the Rhennee. It is 10 feet wide and 30 feet long. Upon command it can move at twice its normal speed for 60 miles per day, for unlimited time and under its own magical power. Otherwise it must be crewed as normal (as a keelboat).

Four heavy crossbows are mounted along each side, each with unlimited ammunition. The crossbows count as magical for the purposes of overcoming resistances.

The ship magically repels water creatures with Intelligence of 6 or less. These refuse to attack it. Water creatures with higher Intelligence scores can make a DC 15 Intelligence saving throw; on a success, they can attack the ship normally.



## Headband of the Corusk Mountains

*Wondrous item, Very Rare (Requires Attunement)*

Carved from the skull of an ancient white dragon, this headband was enchanted by a powerful wizard who sought to drive the mountain dwarves from their homes and rich mines. Though the magic-user died in a cloud of throwing axes from the dwarven army, the item was never recovered, and so remains lost (or possibly in someone's possession) in the Corusk Mountains.

While you wear it, the headband allows you to control white dragons. You can use a Magic Action to cast a *charm monster* spell specifically targeting white dragons only. A dragon you target with this spell has disadvantage on the saving throw (DC 15).

In addition, you have resistance to cold damage, as well as immunity to a white dragon's breath weapon.

## Healing Cap of Veluna

*Wondrous item, Rare (Requires Attunement by a Cleric or Paladin)*

This small cloth cap was enchanted to help clerics of Veluna tend to the dying and wounded.

While you wear the cap, *cure wounds* spells, as well other spells and abilities you use that restore hit points, restore twice as many hit points.

## Headband of the Jotens

*Wondrous item, Rare (Requires Attunement by a Cleric or Wizard)*

This strip of elk fur was enchanted to ensure the safety of travelers in the Jotens, for it allows its wearer to understand the psychology of hill giants.

While you wear the headband, you can understand and communicate with giants, even if you don't share a language with them. Additionally, you have advantage on checks you make to interact with them socially.

## Holy Star of the Bright Desert

*Wondrous item, Uncommon (Requires Attunement)*

This is a copper star marked with the silver axe and energy bolts of Heironeous the Invincible. It was fashioned by dervishes to aid them in their holy battles against infidels.

While you wear the star, if you're good-aligned you have advantage on saving throws you make to avoid being frightened, and you have advantage on checks you make to interact socially with dervishes in the Bright Desert. If you're evil-aligned you have disadvantage instead.

The device glows brightly within 30 feet of evil-aligned creatures.

## Holy Medallion of Almor

*Wondrous item, Rare (Requires Attunement by a Cleric)*

This golden medallion was created while Almor was under the Great Kingdom's rule. The clerics of Almor foresaw great evil coming to Flanaess, so they enchanted this item to help keep peace.

Whenever violence breaks out around you, you can use your reaction to choose a creature you can see within 90 feet of you to make a DC 15 Wisdom saving throw.

On a success, the target is upset by violence such that seeing it poisons them for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

On a failure, the target is so nauseated by violence that the mere sight of it incapacitates them for 1 minute. A creature incapacitated in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Certain spells (such as *enhance ability*) can help the victim, but only *remove curse* will completely free a creature from the medallion's effects.

Once you use the medallion, you can't use it again until the next dawn.

## Horn of the Azure Sea

*Wondrous item, Very Rare*

This magical horn was created by an evil high priest who sought a source of undead to befriend and control. The mention of this item causes all sailors and ocean-faring merchants great distress, and they refuse to sail with a character whom they suspect of owning the horn.

While you're on the open sea, and only at night, you can use an action to blow the horn and summon a ghost ship. The ship appears at the start of your next turn, materializing from the Ethereal Plane into the Material Plane. The vessel is large and multi-decked, with three masts and tattered sails. It is white and transparent, and it makes no sound. For the next hour, it floats beside the ship upon which you stand, then vanishes back into the Ethereal Plane.

Any creature that sees the ghost ship must succeed on a DC 15 Charisma saving throw or be frightened of the ship. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You are immune to this fear.

The ghost ship appears to be deserted, but is actually haunted by the following types of undead:

**1d10 Undead**

- 1-2 1-4 shadows
- 3-4 1 ghost
- 5-7 3-12 skeletons
- 8-0 1-4 specters

These undead remain while the ship remains or until they drop to 0 hit points. They are friendly to you and your companions and follow your commands.

Once you use the horn, it can't be used again until 7 days have passed.

## Horn of the Barrier Peaks

*Wondrous item, Rare*

This iron instrument was enchanted by a dwarven smith to cement the friendship between demi-humans and giant eagles. It is not used often out of respect to the great birds, but has found occasional use in desperate times.

You can use an action to blow this horn. In response, 3d4+3 spirits from Arborea appear within 60 feet of you. They look like giant eagles and use the statistics of a giant eagle. They return to Arborea after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

If you blow the horn without having proficiency with all simple weapons, the summoned eagles attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.

## Horn of the Vast Swamp

*Wondrous item, Rare*

This conch shell was enchanted by a renegade magic-user who was banished by the Count of Sunndi for criminal behavior. The wizard sought to gain power over the inhabitants of his new home, though he paid a heavy price for it.

You can use an action to blow this horn. In response, 3d4+3 spirits from the Beastlands appear within 60 feet of you. They look like immense toads and use the statistics of a giant toad. The toads are friendly to you and your companions and follow your commands. They return to the Beastlands after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

If you blow the horn, you must make a DC 15 Wisdom saving throw. On a failure, the summoned toads attack you and your Wisdom score is reduced by 1d4. You don't notice this change until your Wisdom score drops to 0, when you are permanently transformed into a giant toad.

There are cumulative physical changes other creatures may notice:

WIS lost	Effect
3	glassy eyes, warts
6	light green hair
9	frog-like facial features, croaking voice
12	dark green skin
15	bloated body, hunched back

## Iron Crown of the Bandit Kingdoms

*Wondrous item, Very Rare (Requires Attunement by a Fighter)*

Fashioned in the land of warriors, this metal headgear enhances your bravery.

While you wear it, you have immunity to the following spells and effects: fear, charm person, magic jar, suggestion, and hold person.

Additionally, your critical hit range improves by 1. For example, if you score a critical hit on a roll of 19 or 20 on the d20, you instead score a critical hit on a roll of 18-20.

## Iron Pin of the Icy Sea

*Wondrous item, Rare*

Set in a circular container of transparent crystal, this pin was originally used by the barbarian hunters and raiders who sail the Icy Sea in the foggy summer.

You can use an action to speak the pin's command word. One command makes the pin point always eastward. A second command makes it point to your desired



destination. Furthermore, if outside magical or supernatural forces affecting navigation are active, the crystal glows faintly.

However, the item is subject to strong magnetic forces, and offers no protection against natural navigational hazards, such as the gigantic icebergs that loom in the northern fog.

## Lantern of Greyhawk

*Wondrous item, Very Rare*

This hooded lantern was found by looters in the abandoned castle of Zagig Yragerne, the Mad Archmage. Exactly why he used it remains a mystery, though many people suspect that it served as a guard against the supernatural creatures with which he dealt.

As a Magic action, you can activate the lantern, which emits bright light in a 60-foot cone and dim light for an additional 60 feet. Each Undead of your choice within the cone must make a DC 15 Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from the lantern as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die. If the Undead creature is in the area of dim light, it has advantage on the save.

Additionally, you have Truesight in the area of the lantern's light.

## Locket of the Great Kingdom

*Wondrous item, Very Rare (Requires Attunement by a Wizard)*

This item was created by a wizard who greatly feared death. It has since been used by two or three other spellcasters, though usually at the expense of another living creature.

As a Magic action, you can speak the item's command word, causing the locket to draw in your psyche (soul) and hold it safe. If you later die, as long as you're on the same plane of existence as the locket your life force travels to it, as though you were targeted by a *magic jar* spell.

Additionally, while your psyche and life force inhabit the locket, in addition to the *magic jar* effects you can use the locket's magic to cast one of the following spells from it, using your spell save DC: *animate dead* and *feeblemind*. Once you cast either spell in this way, you can't do so again until the next midnight.

## Medallion of Malog

*Wondrous item, Very Rare (Requires Attunement by a Wizard)*

Hung on a golden necklace, this medallion was created in the evil temples of the capital of the Horned Society.

You can use a Magic action to speak the medallion's command word and cast a *summon fiend* spell. Once you use the medallion, it can't be used again until 7 days have passed.

## Medegian Bracelet of Lost Ships

*Wondrous item, Very Rare (Requires Attunement)*

This silver disk contains a zircon stone that was enchanted by a greedy wizard who used it to attain great wealth before he was captured and hanged by pirates.

While you wear the bracelet, its stone glows red on the side that faces the nearest sunken ship within 1 mile. When the gem comes within 50 feet from a sunken ship, the stone glows blue.

The bracelet has 2d4 charges. While the stone glows, you can use a Magic action to speak the bracelet's command word and expend 1 or more of its charges, causing the sunken ship to rise to the surface for 1 hour.

The bracelet can't regain charges. The detection ability uses no charges, but raising a sunken ship drains a number of charges depending on the size of the ship:

### Vessel Charges

Rowboat	1
Keelboat	2
Sailing Ship	3
Longboat	4
Warship/Galley	5

## Necklace of Almor

*Wondrous item, Very Rare (Requires Attunement)*

Appearing as a rusted, worthless piece of jewelry, this item was enchanted by a spiteful wizard who wore it all of his life. Ironically, his peaceful death did not activate its vengeful powers. Other wearers have since used it.

Its magic takes effect only if an intelligent creature causes your violent death. Nine days after death, your body rises as a walking corpse, a **revenant** whose single goal is to destroy those responsible for your death. It will ignore any except those who interfere with it, and then only until the interference ends.

**Curse.** The item is cursed. Attuning to it curses you until you are targeted by a *remove curse* spell or similar magic. Removing the necklace fails to end the curse on you. As long as you remain cursed, you are unwilling to part with the necklace, wearing it at all times. While attuned to the necklace, you have disadvantage on Charisma checks.

## Oracles of Greyhawk

*Wondrous item, Very Rare*

Appearing to be crystal balls with slight tinges of color, these were created many years ago for the then-Lord Mayor. Each corresponds to a specific area of knowledge and acts as a repository for everything known about that subject. No one is sure how many *oracles* are still in the government's possession, and how many have been lost or stolen.

The *oracles* can be asked one question per day, but their magic is unstable and capricious. To use an oracle, you must make a DC 15 Arcana check using your spellcasting ability modifier. On a failure, you take 4d4 psychic damage. On a success, you gain information on up to five questions. You must ask your questions before 1 minute passes. The DM answers each question with one word, such as “yes,” “no,” “maybe,” “never,” “irrelevant,” or “unclear” (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

There are seven known *oracles*:

Color	Area of Knowledge
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Red	Horned Society
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Orange	Wild Coast
--------	------------

Yellow	Kingdom of Furyondy
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Green	Gnarley Forest
-------	----------------

Blue	Shield Lands
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Violet	City of Greyhawk
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Brown	Cairn Hills
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# Paints of Blackmoor

*Wondrous item, Very Rare*

This set of multicolored paints was enchanted when the city of Blackmoor was in full power. After the city and castle fell into ruin, the wizard who created the paints used them to insure his own survival in a hostile land until he could reach safety.

Each set has 1d4 applications of each color. Each color comes in a tiny jar held in an ornate wooden box. As part of finishing a long rest, you apply paint all over your body, transforming yourself into a different character class of a level equivalent to yours. For example, if you're a 7th-level Wizard (or have levels in multiple classes that total 7), the red pigment transforms you into a 7th level Fighter.

The transformation lasts for 24 hours. During this time the paint's effects can only be taken away by a *remove curse* spell or similar magic. While transformed you retain your memories and personality but lose your existing class abilities. You gain the abilities of the new class, including weapon and armor proficiencies, spellcasting, and other relevant abilities (like a Druid's Wild Shape).

You gain the equipment noted in the paint color description in addition to the equipment you already possess, and the equipment gained in this way disappears when the paint effect ends.

**Red.** You transform into a Champion Fighter with chain mail, a +1 longsword, and 3 javelins.

**Blue.** You transform into a Life Cleric with scale mail, a +1 mace, and a shield.

**Green.** You transform into a Beast Master Ranger with studded leather armor, a +1 longbow and 40 arrows, and a spear.

**Black.** You transform into a Thief Rogue with leather armor, 2 +1 daggers, and a rapier.

**White.** You transform into an Oath of Glory Paladin with a breastplate, a +1 halberd, and 3 hand axes.

**Brown.** You transform into a Circle of the Moon Druid with +1 leather armor, a quarterstaff, and a pouch of 6 goodberries.

Using the paints more than once in a 24 hour period results in your instant death.



## Prism of Greyhawk

*Wondrous item, Rare*

This crystal tool was enchanted to enhance the prism's ability to create dazzling colors.

Provided the prism is in direct sunlight, you can use a Magic action to speak the prism's command word and cast one of the following spells from it (save DC 18): *color spray*, *hypnotic pattern*.

Once you cast either spell in this way, you can't do so again until the next dawn.

## Purple Gem of the Vesve Forest

*Wondrous item, Very Rare (Requires Attunement by a Fighter)*

Set in a silver bracelet, this magical gemstone has occasionally been used by the elven wizards who created it. However, the King of Furryondy refuses to admit the gem's existence because he prefers that elven warriors join his own infantry, not form troops outside his command.

You can use an action to speak the gem's command word and hold it high.

In response, 4d4 + 4 warrior spirits from the Beastlands appear within 60 feet of you. They use the statistics of a scout and manifest as elven warriors clad in green and brown. They return to the Beastlands after 1 hour or when they drop to 0 hit points.

You must have at least 1 level in the Fighter class to use the gem. If you use it without meeting its requirement, the summoned spirits attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.

Once you use the gem, it can't be used again until 7 days have passed.

## Robe of Veluna

*Wondrous item, Rare (Requires Attunement)*

Enchanted by a wizard who enjoyed the luxuries of wealth, this purple garment gives its wearer the physical appearance of nobility: well-groomed hair, clean skin, and rich, colorful clothes of silk and fine wool.

While you wear the robe, your Charisma increases by 2 points, to a maximum of 20. Additionally, you have advantage on checks you make to interact with members of the nobility, aristocracy, and upper classes.

## Scarf of the Dry Steppes

*Wondrous item, Rare*

This brown garment was enchanted by an evil wizard who used it against the dervishes of the Dry Steppes. Though the dervishes eventually caught and imprisoned the wizard, they never found the item, and so it disappeared into the wasteland, possibly into the hands of the nomads or tribesmen who frequent the land.

You can use a Magic action to speak the scarf's command word and summon an **invisible stalker**. Once you use the scarf, you can't use it again until 7 days have passed.

## Scepter of the Forgotten City

*Wondrous item, Rare (Requires Attunement)*

A relic of a lost civilization, this wand-like scepter is a 2-foot-long shaft of silver with a large red gem at the tip. It was used by some of the original lords of the Suel Imperium, and when that kingdom was burned into the Sea of Dust, the wand was lost. A recent expedition from Yeomanry rediscovered the wand, and those explorers claimed that it came from the Forgotten City itself. Whether or not that claim is true, the scepter certainly contains some of the greatness that built the lost empire, and much of the madness that destroyed it.

While you hold the scepter, you can use a Magic action to speak its command word and expend one of its charges. For the next 1d6 + 4 days, your Wisdom score increases by 2 and your Charisma score increases by 4.

You must also succeed on a DC 15 Intelligence saving throw or be affected by a *confusion* spell until the duration expires or you receive a *remove curse* spell (which also removes the scepter's ability score increases).

The scepter is found with 2d4 + 3 charges. Each use costs one charge, and the scepter can't be recharged.

A creature that attempts to use the scepter more than once in a 7-day period must succeed on a DC 15 Intelligence saving throw or have their Intelligence score permanently reduced by 4, then make a DC 15 Constitution saving throw or die.

## Silver Crown of Veluna

*Wondrous item, Rare (Requires Attunement)*

Encrusted with small green gems, this item recently appeared among the ruling clerics of Veluna. The Canon himself has often worn it, though he may sometimes loan it to trusted agents of Veluna when they embark on important, holy missions.

While you wear the crown, you enjoy a permanent *protection from good and evil* spell effect. Additionally, if you're good-aligned your Wisdom score increases by 2, up to a maximum of 20. If you're evil-aligned, you gain no protection and your Wisdom score decreases by 2.

## Star of Celene

*Wondrous item, Uncommon*

Set on a silver necklace, this golden medallion was given to a halfling thief who performed great services for high elves in Celene. The item was intended for use by the halfling and his family and friends, but it disappeared and no one knows who has it now.

While you openly display the star, you have advantage on checks you make in social interactions with elves, provided you're good-aligned. An evil-aligned creature who touches the star takes 1 radiant damage and drops it.

## Storm Rider of the Gearnat Sea

*Wondrous item, Legendary*

This large merchant ship is enchanted to withstand the violent storms and huge waves of the Sea of Gearnat in spring and autumn. Many merchants gathered their wealth to pay the wizard who enchanted it. A bloody fight erupted afterwards when the deed of ownership mysteriously disappeared. Now the Storm Rider is an item for anyone strong enough to take it and crafty enough to keep it.

The vessel can't sink. Moreover, it ignores the effects of storms, sailing as if in a brisk breeze at all times. Waves flatten out when the keel touches them and neither rain nor snow can touch any part of the ship, its sails, or its rigging.

## Tapestry of Ekbir

*Wondrous item, Very Rare*

This 10-by-15-foot tapestry displays in its weaving a scene of a dark river in a bleak, rocky landscape. The tapestry was intended to be a gate from Ekbir to the Lower Planes for disposal of its worst criminals. It is rumored, however, that the tapestry

actually opens into a previously undiscovered plane, although the landscape is bleak enough.

You can use a Magic action to speak the tapestry's command word, causing a branch of the river to enter the Material Plane. The water rushes out from the tapestry and forms a 10-foot-wide, 5-foot-deep river. It flows for 50 feet before vanishing back into the plane that it normally occupies.

The river exists in the Prime Material Plane for 1 hour. The water is brackish and evil-smelling, and the current is swift and strong. A creature that enters the river must make a successful DC 16 Strength (Athletics) check or be swept along with the water and carried through the gate into the land beyond. Creatures sucked into the gate can't return back through it.

Once you use the gate, you can't use it again until 30 days have passed.

## Tiger Cloak of Chakyík

*Wondrous item, Rare (Requires Attunement by a Cleric, Fighter, or Rogue)*

Fashioned from the complete hide of an adult tiger, this cloak includes a tiger head cap, skin, and claws dangling at the sides. It was the favorite magical item of the Tiger Lord and the lesser khans, until it disappeared.

While you wear the cloak you have the following abilities:

**Tiger's Friend.** You have advantage on checks you make during social interactions with Tiger Nomads, but disadvantage with Wolf Nomads and tribes of the Burneal Forest.

**Tiger's Fury.** You can Rage as though you're a barbarian of the same level.

## Timeglass of the Mage

*Wondrous item, Very Rare (Requires Attunement by a Wizard)*

Appearing to be a 1-foot-tall hourglass, this magical item made its sudden appearance in the hands of an adventurer who had forced his way into the Valley of the Mage. He returned with only the timeglass and the scars of many dangerous encounters. Since then, the timeglass has been sought by many spellcasters because of its reputed powers.

While you hold the timeglass, you can use a Magic action to expend 1 or more of its 25 charges to conjure an effect:

**Vanish Time.** You create a spherical area with a 15-foot radius which Time itself bypasses. This effect lasts for 1 hour per 1 charge expended. Time simply doesn't pass for those within the area, and they simply appear to vanish for the intervening time. They reappear at the end of the duration set by the number of charges expended.

**Ageless.** If you hold the timeglass while casting a spell or suffering an attack that would age you, the spell or effect instead drains 1 charge from the timeglass for each year you would have aged.

**Restore Youth.** Youth can be restored to you or any creature of your choice. The process drains 1 charge from the timeglass and restores 2 years of youth to the subject creature.

**Spellcasting.** You invert the timeglass and cast one of the following spells from it: haste (3 charges), slow (3 charges), time stop (9 charges).

The timeglass is not rechargeable. When the last charge is expended, it shatters into useless fragments.

## Turbans of Tusmit

*Wondrous item, Rarity Varies (Requires Attunement)*

These colorful garments have been used for many purposes in Tusmit. Some of these turbans have led their owners to great wealth and fame, while others have caused their owners horrible suffering. There are five turbans, each of a different color: brown, gray, black, red, and white. Each turban can summon a different type of elemental.

Color	Elemental	Rarity
Brown	dust mephit	Common
Grey	gargoyle	Uncommon
Black	fire elemental	Rare
Red	fire elemental myrmidon	Very Rare
White	efreeti	Legendary

The elemental appears in an unoccupied space as close to the brazier as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The turban can't be used this way again until the next dawn.



## Tusmit's Battle Crescent

*Wondrous item, Rare (Requires Attunement)*

Set in a golden necklace studded with gems, this medallion is a prized possession among the rulers of the northwest. A warlord will gladly pay the full price for it, though a treacherous lord might send his thieves and assassins to retrieve the payment.

While you wear the medallion, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical melee weapons, as well as complete immunity to nonmagical ammunition from ranged weapons.

Additionally, you can use your reaction to grant yourself advantage to an attack roll. Once you use this ability, you can't use it again until the next dawn.

## Whistle of Axewood

*Wondrous item, Legendary*

This silver instrument was created by elven wizards for use by young human and elven maidens. Anyone who successfully uses the whistle gains the respect of the elves, gnomes, and halflings of Axewood, while any rumor of its misuse will draw their wrath.

You can use a Magic action to sound the whistle and summon a unicorn. The unicorn may or may not agree to remain; you must make a Charisma (Persuasion) check to convince it to stay and aid you.

### Check Result Outcome

< 12	Leaves
12	Remains, performs one service (like using its Healing Touch or casting one spell)
15	Remains, fights as your ally for 1 combat encounter
18	Remains, agrees to act as your mount for 1 day
20 +	Remains, agrees to act as your mount indefinitely

If you or any of your companions are evil-aligned, the unicorn immediately disappears and magically reports your location to the nearest good-aligned creature or faction with the intent that such evil be vanquished.

## Wings of the Rakers

*Wondrous item, Rare (Requires Attunement)*

This white cloak was enchanted by a wizard who found a welcome home among the Griff Mountains and the Rakers. He especially enjoyed his time among the aarakocra bird people, and so he created this item to enhance his encounters with them. When he neared his natural death and returned to his home in Theocracy of the Pale, he passed the cloak on to a trusted friend, and it has gone from character to character since.

While wearing this cloak, you can take a Magic action to turn the cloak into a pair of wings on your back that take the appearance of white seagull wings. The wings last for 1 hour or until you end the effect early as a Magic action. The wings give you a Fly Speed of 60 feet. If you are aloft when the wings disappear, you fall. When the wings disappear, you can't use them again for 1d12 hours.

Additionally, you can speak and understand the language of the aarakocra, and to mimic their diving attack maneuver: If you are flying and dive at least 30 feet straight toward a target and then hit it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

## Wolf Cloak of Wegwiur

*Wondrous item, Rare (Requires Attunement by a Cleric, Fighter, or Rogue)*

This magical cloak was made from the hide of a winter wolf, and includes a wolf head cap, pelt, claws, and tail. It was enchanted by a cleric of the Wolf Nomads, and since then has served as a tool for those who seek the swift, sleek power of wolves.

While you wear the cloak you have the following abilities:

**Wolf's Friend.** You have advantage on checks you make during social interactions with Wolves of the Prairies, but disadvantage with Tiger Nomads.

**Tiger's Fury.** If you wear the cloak at night in the light of the full moon, you can transform into a winter wolf, as though you're a Druid using the Wild Shape ability.

## Woodworker's Tools of Dyvers

*Wondrous item, Uncommon*

This set of magical hammers, spikes, axes, chisels, files, and other tools was created for a carpenter in the City of Dyvers, and though he paid much gold for it, the set eventually brought him great wealth.

If you use the tools to craft an item, you receive double or triple the usual fees.

## Armor & Shields

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### Blue Armor of the Crystalmist Mountains

*Armor (Chain Mail), Rare (Requires Attunement by a Fighter)*

Cut from the hide of an adult blue dragon, this set of +1 chain mail was fashioned for use by the mountain dwarves of the area. The armor only fits dwarves; it can be loosely hung on a human-sized creature, but such a creature has disadvantage on attack rolls.

While wearing this armor, you have a +1 bonus to AC.

In addition, you have resistance to lightning damage and advantage on saving throws you make to avoid lightning damage.

### Goblin Shield of the Pomarj

*Armor (Shield), Rare*

This metal shield bears the coat of arms of goblins in the Pomarj: the red face of a medusa. Its creator is unknown, though rumors indicate a weak and treacherous wizard who sought his own safety during the invasion of humanoids from the Lortmil Mountains. Now the shield is found only in the hands of a goblin chief.

While you wield the shield, you can use a Magic action to cause it to cast a *flesh to stone* spell (save DC 15). Once you use this ability, you can't use it again until the next dawn.

Shields require the Utilize action to Don or Doff. You gain the Armor Class benefit of a Shield only if you have training with it.

### Keolish Plate Mail of the Seas

*Armor (Plate Mail), Rare (Requires Attunement by a Cleric or Fighter)*

This mail was given by the King of Keoland to an admiral who had fought successfully against the Sea Princes.

While wearing this armor, you have a +1 bonus to AC. You also stay afloat in water; you can't sink. You can tread water indefinitely, but can't dive underwater more than two feet. Your swimming speed, if any, is not affected by this armor.

## Red Armor of the Hellfurnaces

*Armor (Plate Mail), Very Rare (Requires Attunement by a Cleric or Fighter)*

This blood-red armor was cut from the back plates of an adult red dragon. Many warriors from the Yeomanry died in the battle to kill the creature, and the best dwarven armorers were hired to rework the plates into a wearable suit.

While wearing this armor, you have a +1 bonus to AC. In addition, you have resistance to fire damage and advantage on saving throws you make to avoid fire damage.

Red dragons seeing this armor become enraged, and make unusual efforts to kill you.

## Shield of Greyhawk

*Armor (Shield), Rare*

This metal shield bears Greyhawk's coat of arms, and was created by the Society of the Magi. It now hangs in the audience hall of the Lord Mayor's mansion, and is well guarded.

While holding this Shield, you have a +2 bonus to Armor Class, in addition to the Shield's normal bonus to AC.

Additionally, you can use a Magic action to cast a *protection from evil and good* spell from it. Once you use this ability, you can't use it again until the next dawn.

Shields require the Utilize action to Don or Doff. You gain the Armor Class benefit of a Shield only if you have training with it.

## Thillonrian Shield of Berserking

*Armor (Shield), Very Rare*

A prized magical item to fighters in the Thillonrian Peninsula (home of Frost, Ice, and Snow Barbarians), this shield gives you a +1 bonus to your armor class, in addition to the Shield's normal bonus to AC. Its greatest benefit, however, appears during mass combat.

When you command troops in battle, you can use a Magic action to speak the shield's command word and cause the shield to cast a spell of berserking on a number of warriors equal to your Charisma score. Each of those warriors uses their Reaction to enter a Barbarian's Rage. Once you use this ability, you can't use it again for 7 days.

## White Armor of the Griff Mountains

*Armor (Scale Mail), Rare (Requires Attunement by a Cleric or Fighter)*

After tribesmen of the Griff Mountains slew an adult white dragon, they sold the hide to the dwarven armorers who created this suit of armor. The dwarves created it for a human-sized wearer; though a smaller user can wear it such a wearer has disadvantage on attack rolls.

While wearing this armor, you have a +1 bonus to AC. In addition, you have resistance to cold damage and advantage on saving throws you make to avoid cold damage.

## Swords

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### Equalizer of Gran March

*Weapon (Longsword), Legendary (Requires Attunement)*

Also known as the Sword of Neutrality, this silver longsword is a tool for the balancing powers of the universe. Its creator desired that it be used to equalize (or, more accurately, to terminate) the extremes of nature, shifting the universe away from the edges.

If you're good-aligned or evil-aligned, the sword is a normal, nonmagical longsword.

If you're unaligned, you have a +2 bonus to attack and damage rolls with this magic weapon. In addition, when you hit a good-aligned or evil-aligned creature with it, it takes an extra 2d6 force damage. If the target has 25 Hit Points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature has the Frightened condition until the end of your next turn.

### Flying Scimitar of Tusmit

*Weapon (Scimitar), Very Rare (Requires Attunement)*

Forged in preparation for a possible war against Ekbir, this enchanted weapon is used only by the Pasha's most trusted war-ministers.

You have a +2 bonus to attack and damage rolls with this magic weapon. In addition, it has the Thrown property (range 20/60), and it returns to your hand immediately after it is used to make a ranged attack.



## Stonefist Sword of Rage

*Weapon (Greatsword), Very Rare (Requires Attunement)*

This two-handed sword was enchanted during the reign of Vlek Col Vlekzed. No one is sure if Vlek wielded it himself, though the warriors of the Hold of Stonefist stubbornly (and violently) claim so. No one doubts that the weapon contains the strength and ferocity upon which Vlek built his domain.

You have a + 2 bonus to attack and damage rolls with this magic weapon. In addition, as a bonus action you can enter a Rage as though you were a Barbarian of equal level to your own.

## Sword of the Wild Coast

*Weapon (Greatsword), Very Rare (Requires Attunement)*

This shiny, ornate two-handed sword was enchanted by a bitter magic-user to expose the “true inner personalities that all warriors possess”.

You have a + 2 bonus to attack and damage rolls with this magic weapon.

**Curse.** The item is cursed. Attuning to it curses you until you are targeted by a *remove curse* spell or similar magic. Discarding, selling, or giving away the sword fails to end the curse on you, and the sword reappears among your belongings an hour after you try to rid yourself of it.

As long as you remain cursed, you are always looking for a fight and always fight to the death. If you see a fight or even a drawn weapon, you seldom resist the urge to enter battle. Even the threat of combat causes you to make a DC 15 Wisdom saving throw or immediately attack. If you die while under this curse, your soul travels to the Plane of Acheron, never to return.

## Warlord Blade of the Shield Lands

*Weapon (Longsword), Very Rare (Requires Attunement by a Fighter)*

This magic sword increases its possessor’s leadership ability on the field of battle.

While you wield it, your Charisma increases to 18, if it isn’t already.

In addition, as a bonus action you can bolster the resolve of your comrades.

Choose a number of creatures up to your proficiency bonus within 30 feet of you that are able to see and hear you. Each creature you choose gains 1d8 temporary hit points and can use their reaction to make a melee weapon attack against a creature within their reach. Once you use this ability you can’t use it again until you finish a rest.

# Other Weapons

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## Axe of Sulward

*Weapon (Battleaxe), Rare*

Magically sharpened to aid woodsmen in cutting the rare woods to be exported from the Lordship of the Isles, this axe can also serve as a valuable weapon.

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

The weapon deals an extra 3d6 damage of the weapon's type if the target is a Plant.

On an attack roll 5 or more higher than the required "to hit" roll, the axe destroys an opponent's wooden shield.

## Black Arrow of Iuz

*Weapon (Ammunition), Very Rare*

Carved from the bone of a black dragon, this enchanted arrow strikes hard and is always handy. Openly displaying it in lands where Iuz is unpopular can make life hard, however.

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

The arrow reappears in your quiver each dawn after it is used. Once per day, you can call upon its deadly powers, causing a target to succeed on a DC 15 Constitution saving throw or die instantly. You must invoke this power before the arrow is shot, and a miss wastes its killing magic for that day.

While you have it in your quiver, in lands Iuz doesn't control you have disadvantage on Charisma checks you make to influence people. In lands where Iuz has some power, control, or popularity, you have advantage on Charisma checks you make to influence people.

## Cord of Ekbir

*Weapon (Garrote), Rare*

Since strangulation is the favorite attack method of assassins and thieves in the civilized northwest, a magical garrote was destined to appear in the hands of Ekbiran murderers (see New Weapons sidebar).

@@SIDEBAR

## New Weapons

Name	Cost	Damage	Weight	Properties
Garrote	1 gp	1d4 slashing	-	Finesse, Light, Special
Cestus	10 gp	2d4 bludgeoning	2 lbs	Finesse, Light, Special

### Garrote

A garrote is made of thin, tough wire with wooden toggles on each end, and often cuts into the flesh as it strangles. Some skilled assassins can use it with only one hand, but its original use entails using both hands to exert maximum force.

**Special.** When you score a hit with the garrote while you have advantage on the attack roll, in addition to taking damage, the target is grappled. Until the grapple ends, the target can't breathe and begins to choke. Attacks against the grappled creature have advantage as long as it is grappled by this weapon. You can't use this feature against creatures that don't have necks or semblances of necks, or against creatures that are larger than you by at least two sizes.

### Cestus

A cestus is a special reinforced leather gauntlet covered with flat iron plates on the upper surface which protect the knuckles and transforms mere punches into lethal blows.

**Special.** When you roll a critical hit with a cestus, the target must make a Constitution saving throw, the DC of which is the damage you dealt with your critical hit. On a failure, the target is stunned until the end of its next turn.

### /SIDEBAR

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Additionally, as part of attacking with this weapon you can use its magic to force the target to make a DC 13 Wisdom saving throw or be stunned, granting you advantage on the attack.

## Iron Gauntlet of Urnst

*Weapon (Cestus), Rare*

This item was created by an iron-fisted wizard who wanted a magical item to symbolize his philosophy of life (see New Weapons sidebar).

You have a +2 bonus to attack and damage rolls made with this magic weapon.

## Razor Claws of Chakyík

*Weapon (Dagger), Rare*

These fearsome weapons were created by a magic-user loyal to the Tiger Lord of the northwest. Always appearing in pairs, each razor claw of the set consists of four curved daggers attached to a leather gauntlet.

You have a +2 bonus to attack and damage rolls made with this magic weapon, which deals 2d4 instead of 1d4 piercing damage.

## Trident of the Oljatt Sea

*Weapon (Trident), Very Rare*

Rumored to be a weapon of sahuagin fighters, this weapon is a fearsome, naracle-encrusted fork that's always wet and warm to the touch.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Additionally, as a Magic action you can speak its command word and fire a jet of steam in a line 60 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save or half as much damage on a successful one. Once you use this ability, you can't use it again until the next dawn.

## Whip of Zeif

*Weapon (Whip), Very Rare*

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Additionally, as a Magic action you can crack it in the air to produce a tremendously loud sound, causing creatures within a 20-foot radius to make a successful DC 13 Constitution saving throw or be deafened for 1 minute. The sound can be heard up to 300 feet away. Once you use this ability, you can't use it again until you finish a rest.

# Credits

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