

### **Holy Glove**

#### *Uncommon*

Allows the wearer, when attuned, to hold accursed objects without suffering their effects.

### **Pendant**

#### *Legendary*

A cursed pendant that draws whoever holds it into the End of the World. It contributes to their health and magical abilities, but will also slowly transform them into a monstrous abomination.

### **Heart of Glass**

#### *Rare*

For a one-time-use, break this glass-like crystal over a body that has been dead for less than 24 hours. The body is revived with half of its maximum health, and has one level of Exhaustion.

### **Cloak of Cloaks**

#### *Legendary*

When a Rogue wears this cloak, they can use the abilities of any cloak that this cloak has absorbed.

### **Robe of the Blesséd**

#### *Legendary*

When a Cleric wears these robes, they gain advantage on all Wisdom checks and saves. The first time the robes are donned, the Cleric gains a divine revelation, similar to the Hermit backstory archetype.

### **Bow of Twisted Fates**

#### *Legendary*

When this bow is used by a Ranger, attack rolls will crit on both a 20 and a 1. When the attack roll is a 10 or an 11, do not add your Dex modifier.

### **[Weapon] of Utility**

#### *Legendary*

When a Fighter has used this weapon to attack and has succeeded, dealing damage, they can then use a bonus action to transform this weapon into another weapon they have proficiency with, and immediately attack again, once per turn.

### **Gloves of Furious Ki**

#### *Legendary*

When these gloves are worn by a Monk, unarmed strikes gain an additional 1d6 fire damage, and can be empowered a further 1d6 by spending a ki point. Alternatively, the Monk can spend a ki point to throw the unarmed strike attack, dealing the same unarmed strike and fire damage at range. Only one of these abilities can be used at a time.

### **Band of True Power**

#### *Legendary*

If this armband is worn by a Barbarian, that Barbarian can wield a two-handed weapon in one hand, but only using that arm. The Barbarian can also add their proficiency modifier to Strength checks if the Strength check involves using that arm.

### **Tome of Recollection**

#### *Legendary*

When attuned to by a Wizard, this tome becomes the same as the Wizards normal spellbook of prepared spells. Three times per long rest, the Wizard can choose to focus their memory and use a Wizard spell that they know but do not have prepared.

### **Ring of Enhancement**

#### *Legendary*

A Sorcerer who attunes to this ring and uses it as a magical focus can treat it similar to a +2 magic weapon. Any spell attack they cast has an additional +2 to hit, and will do an additional +2 to damage. In addition, they also gain a Metamagic feature of their choice.

### **Dagger of Sacrifice**

#### *Legendary*

This dagger has an embedded gem in its hilt that can be used as a Warlock's arcane focus. If this dagger is used as a weapon attack against a sentient creature, and within thirty seconds the creature dies, its soul is trapped within the gem. The gem can hold only one soul at a time. Any spell cast through the dagger with a soul in it does not consume a spell slot. The soul within can only handle one spell before it is consumed.

### **Chestplate of Divine Intervention**

#### *Legendary*

This heavy armor can only be worn by a Paladin. It shares the same bonuses of plate armor. When an attack against the Paladin would hit and deal damage, the Paladin can choose instead to take no damage. This ability can be used up to (Wis mod - 1d4) times per day, with a minimum of 1. This is rolled as soon as the Paladin wakes from their long rest.

### **Sword of Enhanced Critical (Failure)**

#### *Uncommon*

This katana crits on a 19, but not a 20.

### **Sword of Enhanced Critical**

#### *Rare*

Crits on 19, and if the wielder has another way to crit on a 19 it can crit on 18 instead.

### **Sword of Invisible Air**

#### *Legendary*

+3 Longsword, swirling with wind currents that turn the sword invisible, making it impossible to judge the length and shape of the blade. Because the sword itself cannot be seen, attempts to Dodge or Parry it are at disadvantage. Blindsight cannot negate this effect, as the swirling winds also serve to blur the space around the blade.

### **Spear of the Queen and her Hound**

#### *Legendary*

+3 spear. When attacking with this spear, ignore any bonuses to AC that rely on Dexterity. When attacking a humanoid enemy whose CR or Level is lower than your level, you can choose to turn a miss into a critical success.

### **Lore Axe**

#### *Common*

When cutting a tree with this axe, you can hear the voice of the tree. The tree may be speaking about its past, it might have secrets to tell of your future, or it may simply be screaming in agony as you tear it in half.

### **Surprise Party**

#### *Uncommon*

When you crit with this weapon, confetti bursts out of the wound with a loud bang.

### **+1 Wrappings**

#### *Uncommon*

Unarmed Strikes gain +1 to hit and damage.

### **Party Hammer**

#### *Uncommon*

When you hit with this weapon, it creates the sound of a trumpet toot.

## **Party Hammer II**

### *Rare*

A +1 Party Hammer, whose hits sound like an air horn instead of a trumpet.

## **Visionary**

### *Rare*

A magical longbow that allows its user to always envision their target.

The user of this longbow can use a bonus action to designate a specific creature they can see as their “target”. While a creature is set as a target, the user gains these effects:

- The user has access to a kind of Truesight, but only in relation to their target. This includes seeing through walls, darkness, invisibility, disguises, etc. This sight does not apply to any other object or creature.
- If out of range of eyesight, the user knows the cardinal direction their target is in.
- The target appears to the user as if outlined by a magical light similar to the Faerie Fire spell. This grants the user advantage on attack rolls made against it.
- Focused solely on the envisioned target, attack rolls on all other creatures are made at disadvantage.
- Any arrow shot at the target but missed will magically return to its original quiver. Arrows that hit, were deflected, or were otherwise affected will not return automatically.

These effects end only when the target dies, a new target is designated as an Action, or the magic on the target is dispelled.

## **The Pretty Penny**

### *Legendary*

A strange and incredibly shiny copper coin. Its user seems to be incredibly lucky when it comes to finding gold or treasure. If the owner pays for some good or service using the Penny, the coin will reappear in their possession.

## Bag of Many Things

### *Very Rare*

A black, gold-adorned pouch that holds many things. Any attempt to put something inside of the bag will have the bag consume the object. If the object is identical to an object already held within the bag, it is destroyed. If the object is unique to the bag's collection, it is added to the table. When you reach into the bag, you can use an action to grab hold of something and pull it out. The DM rolls on these tables to figure out what item it is. The holder of the bag can now use the item as an improvised weapon attack in the same Action. The item disappears at the end of the turn it was pulled out of the bag.

d6            Item

1	A small gray stone, with one mark cut into it.
2	Trinket table
3	Household object table
4	Weapon table
5	Player additions
6	Magic weapon table

Roll any one of the standard Trinkets tables of your choice.

## Household Object Table

d10            Item

1	A bar stool
2	A pillow filled with feathers
3	A wooden ladle
4	A leather shoe with untied laces
5	A lit candle in a glass jar
6	A bottle of spoiled milk
7	A large hard-boiled egg
8	A handful of tablespoons
9	An iron door handle
10	A child's toy dog plush

## Weapons Table

d12            Weapon

1	Dagger
2	Shortsword
3	Shortbow (1 arrow)
4	Handaxe
5	Rapier
6	Longsword
7	Battleaxe
8	Whip
9	Halberd
10	Longbow (1 arrow)
11	Greataxe
12	Greatsword

Roll randomly depending on what your players have put into the bag. If nothing is in the bag yet, roll the original d6 again.

d8	Magic Item
1	+1 Longsword
2	Mind Blade Scimitar
3	Mace of Terror
4	+2 Longsword
5	Vorpal Sword
6	Vicious Rapier +1
7	Blade of Avernus
8	Deck of Many Things

If you have rolled the Deck of Many Things, the thing they pull out is actually one single card from it. They do not use the Attack action as normal.