

CITY RANDOM ENCOUNTERS

d20 Encounter

- 1 A thief attempts to snag a few coins from one of the party members. Have the thief make a Dexterity (Stealth) check at a +5 bonus against the targeted player's passive Perception. On a success, the thief steals 3d4 gold from that player. On a failure, the player spots the thief going for their coins.
- 2 A nearby building erupts into flames. When the party moves to investigate it, a sorcerer comes stumbling out covered in burn marks before collapsing to the ground. This was the result of a deadly wild magic surge and there are still people still inside the building that need help.
- 3 The party spots a young child who looks to be living in squalor steal a piece of bread from a baker's cart. The child looks at them with large, fearful eyes before running down a side alleyway.
- 4 The party comes across a group of people gathered around a Halfling priest preaching about the end of days. He has a bag of holding sitting on the ground in front of him and is urging people to leave behind their greedy ways and donate their superfluous luxuries to save their souls in the coming dark times.
- 5 The party is approached by a man in priest robes. He asks them if they have visited the church and spoken to the gods about their actions. He reminds them that every adventurer should be in the good graces of the gods before going out into the wilds, for it is never known if they will return.
- 6 A young girl stands on the side of the street crying her eyes out. She is alone and asks the party if they have seen her mother. They were separated when the little girl ran off chasing a cat and now she is terrified. Make her the daughter of someone of significance in the city.
- 7 The party is handed a flyer advertising a local tavern. Anyone that speaks Thieves' Cant can see a hidden message in the flier about the local Thieves' Guild recruiting new members for an upcoming job.
- 8 There is a man standing on a crate shouting at the top of his lungs about the unfairness of a local lord and how the people need to rise up against him. The lord seized his farm after the man refused to pay his taxes because the amount was too high. He lost his crops to a blight and the lord did nothing to help and now he seeks vengeance.
- 9 The party notices some graffiti on a few buildings as they walk through town. It belongs to an underground organization that marks homes and businesses that have known associations with scandalous activities - drug trade, prostitution, gambling, etc ...
- 10 There is a man selling magical items out of the back of a cart. These items are at a large discount and he seems quite anxious to get rid of them. They are stolen and the people they belong to will eventually catch up to this vendor and get him to confess who he sold them to and come after the party if needed.

d20 Encounter

- 11 The party notices a special deal at a nearby shop. Perhaps they are offering 25% off healing potions or buy 2 get 1 magic item free!
- 12 The party comes across a large group of people crowded around two individuals. They are shouting obscenities at one another and appear ready to fight. Turns out they are both sleeping with the same woman. The party can let the fight happen or intervene to prevent violence.
- 13 The party hears a local crier advertising a drink called Slag Ale. It is made with a bit of molten lava and anyone that orders a pint that is not a dwarf must sign a waiver since it can eat through their stomach. Any non-dwarf that finishes the drink is awarded a free room for the night, a free dinner, and gets to add their name to the Wall of Champions.
- 14 The party comes across a wishing well. It is filled with thousands of copper pieces but there are a few pieces of silver and gold tossed in as well. It is out in the open and there are beggars abound, but everyone seems to respect that the wishing well is off limits for any sort of thievery. Many people are convinced the well is blessed by the gods.
- 15 The party comes across a new store. It is called Patterson's Peculiar Pets. He has a number of exotic creatures for sale, but they come at a premium.
- 16 Another group of adventurers is staggering through town. It looks as if they are barely hanging onto life. If the party asks them what happened, they will be told about a powerful creature plaguing an abandoned building in town or perhaps one of the nearby farms. There is a reward given by the city for dispatching this foe.
- 17 A set of bells start going off in the distance and people clear the streets. There has been a wedding between two members of important families in the region. Perhaps this will cause friendship where there was much strife or completely reshape politics in the area. Perhaps a neighboring lord is displeased with this and it leads to war!
- 18 A boy no older than 12 runs up to the party and nervously asks if he can accompany them on their adventures. He offers to serve as a squire. He is an orphan so this city has nothing left for him, so even a death out in the wilds is better than a life of begging on the streets day after day.
- 19 There is a caravan moving through the city. It is incredibly well defended with two dozen guards escorting a single armored cart that is covered with a fine purple cloth. Word around town is that they've found a hidden relic belonging to the former ruler of the city that is thought to be quite dangerous. They are incredibly worried someone will try to steal it.
- 20 The party arrives right at the beginning of a festival. All shops are running discounts for their goods for those who partake in festivities, there are entertainers on every corner, and the party can sign up for various competitions. These competitions include archery, jousting, stone throwing, duels, and more.

TRADITIONAL MAGIC ITEMS

I think interesting magic items are one of the greatest gifts you can give to your players as a Dungeon Master. I find few things more satisfying than seeing the creative ways my players can utilize zany magic items, turning a difficult encounter into a trivial one and creating lasting memories of how their crazy plan actually worked. Many of the items below were designed with the intent to allow for such creative scenarios, while others are alternatives to the official list of magic items available. Either way, hopefully you can make use of the items in this list below or gain inspiration for custom magic items of your own!



ABYSSAL GREATAXE

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Greataxe, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Enemies hit by this weapon are unable to teleport or leave the plane they are currently on by any means for 1 hour.

Soul Vessel. When a sentient humanoid creature is slain by this weapon, its soul is extracted and stored within the axe. When this happens, you gain 5 temporary hit points. Each soul consumed slowly opens the eye at the center of the axe's blade. When the axe reaches fifty total souls, the eye opens completely. The bonus to attack and damage rolls increases to +3 as the souls are consumed permanently to empower the weapon. These souls can only be released from their containment if the axe is destroyed before the eye is fully opened.

Curse. If you die while wielding this axe, your soul is trapped within the weapon and you cannot be resurrected unless the axe is first destroyed.

ACIDIC TWINE

Wondrous item, uncommon

This spool of pure white twine seems completely ordinary to an untrained eye. When a piece of this twine is cut free, it begins to excrete a potent acid for 1 minute. This acid will eat through flesh and even most metals. A new spool contains 20 feet of twine.

AMULET OF THE COMBATANT

Wondrous item, rare (requires attunement)

Whenever you roll for initiative, if the result of your die is even, you gain temporary hit points equal to your total character level. If the result of your die is odd, you have advantage on attack rolls during your first turn of this combat.



AMULET OF FORESIGHT

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you gain a heightened level of insight into your opponent's actions. You may add your Intelligence modifier to your initiative rolls.

AMULET OF PURE FLAME

Wondrous item, rare (requires attunement)

While wearing this beautiful ruby amulet you gain the following benefits:

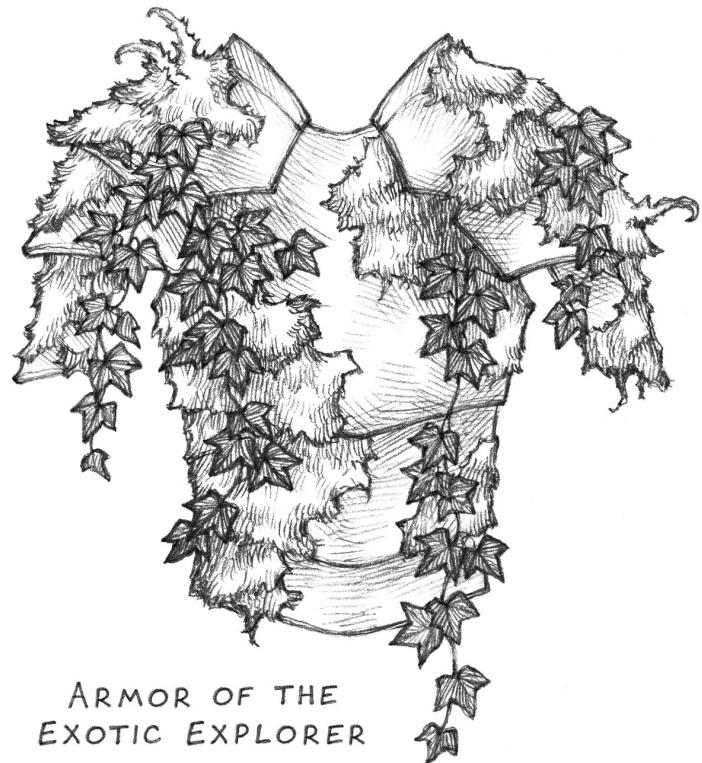
- When you are dealt fire damage, reduce the total damage taken by 5.
- You gain the *control flames* and *produce flame* cantrips.

This amulet has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Burning Passion. You touch a creature and fill it with a fiery passion for battle. For the next minute, that creature gains a +3 bonus to all saving throws. While this effect is active, the inspired creature has ethereal flames cast off their body and produces bright light in a 10-foot radius area and dim light for an additional 10 feet.

Illuminate. You cast the *daylight* spell. The light created by this spell casts everything in a shade of red.

Incinerate. You pull a bead of pure flame from the amulet and launch it at a target within 60 feet. If the target is a creature, make a ranged spell attack against it with a +7 bonus to the attack roll. On a hit, the target takes 8d8 fire damage as the bead swells to a three foot orb and bathes the target in lava. A creature killed by this effect is turned to ash and can only be resurrected via a Wish. Once you have used this feature, it can't be used again until the next dawn.



AMULET OF THE SUN BLESSED

Wondrous item, very rare (requires attunement)

While wearing this amulet, you are empowered by the energy of the sun. While standing in direct sunlight or while within bright light created by a *daylight* spell, you gain +1 to your proficiency bonus. While you wear this amulet, you can cast the *daylight* spell twice per day.

AQUAN QUIVER

Wondrous item, uncommon (requires attunement)

At dawn each day, ten of the arrows in this quiver become enchanted with aquatic power. These arrows deal cold damage rather than piercing and deal 1 additional damage on hit. Once per day when you fire an aquatic arrow, you can use your bonus action to cause the arrow to explode in a powerful torrent of water as it hits its target. Each enemy within 5 feet of the target must make a DC 12 Dexterity saving throw, taking 2d6 cold damage on a failed save, or half as much damage on a successful one.

ARMOR OF THE EXOTIC EXPLORER

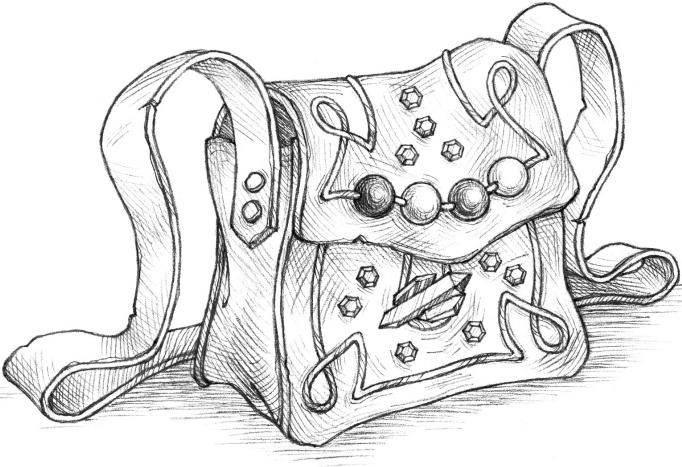
Light or medium armor, very rare (requires attunement)

You have a +1 bonus to AC while wearing this armor decorated with moss and leaves that will never die.

In addition, you gain the following benefits while you are in arctic, coast, desert, mountain, or swamp terrain:

- The bonus to your AC increases to +2.
- You gain proficiency in Survival while in these areas. If you are already proficient in Survival, you gain expertise instead.
- You can't be surprised and have advantage on initiative rolls.

BAG OF GOLDING



ASTRAL WEAPON

Any weapon, uncommon

This magically enchanted weapon gives off an occasional pulse of purple energy that produces 5 feet of dim light. You can use an action to unleash the arcane powers contained within this weapon. Choose a target within 120 feet. The weapon fires 2d4 bolts of arcane energy that strike the target for 1d4+1 force damage each. These arcane bolts cannot miss. Once you have used this feature, you cannot use it again until the next dawn.

AVIAN ARMOR

Armor (medium or heavy), rare (requires attunement)

This beautiful armor is to be worn by a creature that spends a majority of its time in the sky. This armor is crafted of superlight materials and weighs one-fifth the weight of the base armor. If the base armor imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the avian version of the armor does not.

You can speak a command word as an action to activate a set of wings on the armor, giving you a flying speed of 60 ft. for the next minute. When this effect ends, you fall if you are still aloft, unless you can stop the fall. Once you have used this feature, you cannot use it again until the next dawn.

BAG OF GOLDING

Wondrous item, uncommon

This small pouch appears to be nothing more than a beautifully decorated bag, but within is an extradimensional space that can hold 5 square feet of currency. There are four large beads threaded through the string on the front of the bag that are colored copper, silver, gold and platinum. Sliding these beads to the right causes all currency placed into the bag or withdrawn from the bag to be of the designated currency type. The pouch can open to a maximum of 12 inches and any non-living, non-magical item that passes through the threshold of the bag is instantly converted to its value of the selected currency.

If this bag is placed within another extra-dimensional space, the pouch is destroyed and all of its contents explode violently up to 300 feet in all directions in the form of coins of all varieties.



BOOTS OF THE ELECTROMANCER

BLADE OF THE REAPER

Any bladed weapon, rare (requires attunement)

When you kill an enemy of CR 1/2 or greater, this weapon gains a +1 bonus to attack and damage rolls. This effect can stack up to a total bonus of +3 to attack and damage rolls. This bonus resets if you have not killed a creature of CR 1 or greater in the last hour.

BLOODSTONE AMULET

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you have the ability to push your body past its normal limits. If you took the Attack action this turn, you can use your bonus action to make one additional attack. You may use this feature a number of times per day equal to your Constitution modifier (minimum 1).

BOOK OF MEPHIT SUMMONING

Wondrous item, uncommon

You can spend one minute reading from this book to summon a single mephit of CR 1/2 or lower. In order to summon this creature, you must perform a blood sacrifice. You lose 1d4 hit points for a CR 1/4 mephit and 2d4 hit points for a CR 1/2 mephit. For the next 10 minutes, this mephit will obey your commands, even if these commands would knowingly cause harm to the mephit. Once this time is up, the mephit remains on this plane but no longer needs to obey your commands. Once this feature has been used, it cannot be used again until the next dawn.

BOOTS OF THE ELECTROMANCER

Wondrous item, uncommon

These boots hold 5 charges. Whenever you expend all of your movement in a single turn, they regain an expended charge. If you used the Dash action this turn, you can expend any number of these charges as a bonus action to unleash a bolt of lightning at a creature within 30 feet. That creature must succeed on a DC 13 Dexterity saving throw or take 1d6 lightning damage per charge expended.

BOOTS OF THE WOLF

Wondrous item, rare (requires attunement)

While wearing these wolf hide boots, you can use your bonus action to activate them for the next minute. While active, you have advantage on any attack roll against a creature if at least one of your allies is within 5 feet of the creature and your ally is not incapacitated. Once this feature has been used, it cannot be used again until the next dawn.

BONE LANTERN

Wondrous item, rare

When lit, this lantern burns for 1 hour on 1 pint of oil, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. The bright green light that this lantern produces reveals creatures on the ethereal plane for as long as they are in the lantern's bright light.

If the oil placed in this lantern has been mixed with the ichor or bone dust of an undead creature, it instead casts purple light. Undead creatures that are caught in the bright purple light that this lantern produces have disadvantage on Wisdom saving throws.

BOUQUET OF WOE

Wondrous item, very rare

This beautiful bouquet contains a dozen beautiful flowers, each of which brings pain, sickness, exhaustion, or general chaos. The included flowers are as follows:

- 2x Begonia of Blight
- 2x Crimson Carnation
- 2x Lily of Lethargy
- 2x Petunia of Pain
- 2x Repulsive Rose
- 2x Tulip of Turmoil



CRIMSON CARNATION AND
BEGONIA OF BLIGHT

Begonia of Blight (uncommon) While holding this flower, you can speak the command word "rot" followed by an amount of time in minutes. After that many minutes have passed, the flower will wilt and cause all food and plant life within 15 feet of the flower to rot away. Consuming food rotted by this flower will inflict the poisoned condition for 1 hour on the creature that ingested it. Triggering multiple flowers at once increases the reach of the rot by 15 feet per additional flower.

Crimson Carnation (uncommon) While holding this flower, you can speak the command word "bleed" followed by an amount of time in minutes. After that many minutes have passed, the flower will erupt in a violent explosion of red liquid that is indistinguishable from human blood, coating everything within 15 feet of the flower. Triggering multiple flowers at once increases the reach of the liquid by 15 feet per additional flower.

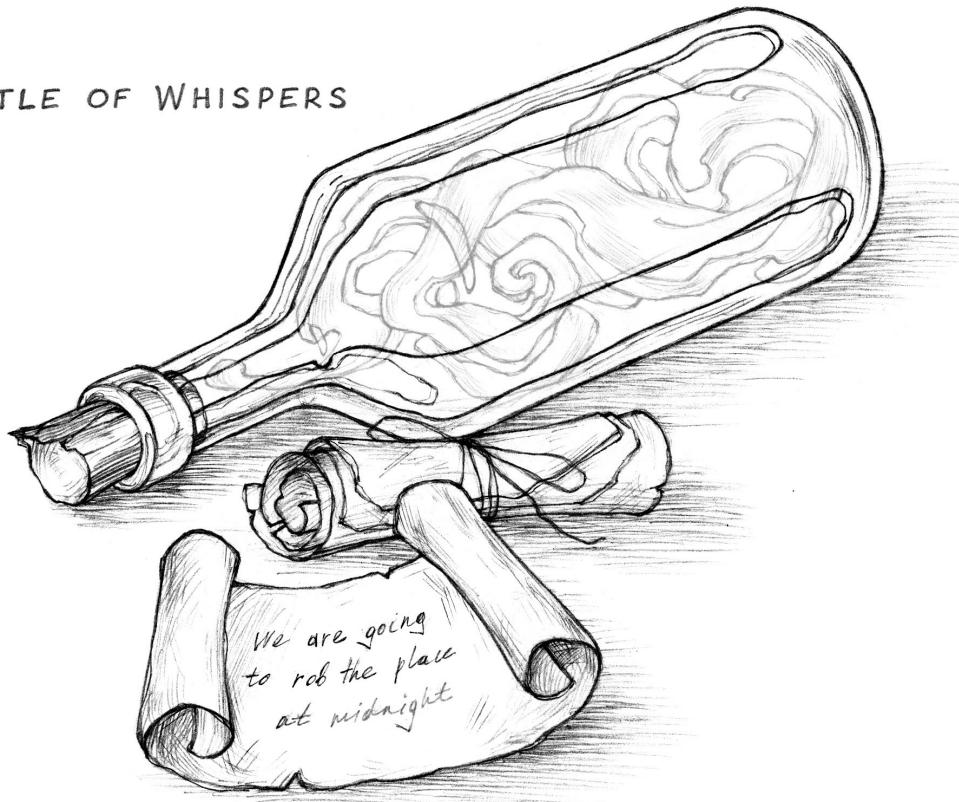
Lily of Lethargy (uncommon) While holding this flower, you can speak the command word "drain" followed by an amount of time in minutes. After that many minutes have passed, the lily will double in size, drawing in energy from creatures around it. Each creature within 15 feet of the flower must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion. Triggering multiple flowers at once increases the DC of the saving throw by 2 per additional flower.

Petunia of Pain (uncommon) While holding this flower, you can speak the command word "wound" followed by an amount of time in minutes. After that many minutes have passed, the petals of the flower go rigid and explode out in every direction. Each creature within 15 feet of the flower must succeed on a DC 13 Dexterity saving throw or take 2d6 slashing damage.

Repulsive Rose (uncommon) While holding this flower, you can speak the command word "plague" followed by an amount of time in minutes. After that many minutes have passed, the rose expels a powerful, putrid gas that floods the area. Each creature within 15 feet of the flower must succeed on a DC 13 Constitution saving throw or take 1d6 poison damage and become poisoned for one minute. A creature poisoned this way can repeat this saving throw at the end of each of its turns, but automatically fails if it is still within 15 feet of the flower. Triggering multiple flowers at once increases the DC of the saving throw by 2 per additional flower.

Tulip of Turmoil (uncommon) While holding this flower, you can speak the command word "horrify" followed by an amount of time in minutes. After that many minutes have passed, the flower lets loose an ear-piercing screech that scratches against the sanity of anyone that hears it. Each creature within 15 feet of the flower must succeed on a DC 13 Wisdom saving throw or become frightened of the flower for one minute. This effect ends if the flower is destroyed. Triggering multiple flowers at once increases the DC of the saving throw by 2 per additional flower.

BOTTLE OF WHISPERS



BOTTLE OF WHISPERS

Wondrous Item, uncommon

When the cork of this bottle is removed, it will capture whispers of any conversation within 30 feet. As it captures these conversations, colorful smoke begins to swirl through the bottle. The colors are vibrant and diverse, each unique to an individual conversation. Once 5 minutes of conversation have been captured, the bottle is completely filled and can hold no more whispers until its contents are emptied.

When the bottle contains smoke, it can be tipped on its side to pour out conversations one at a time. Each of these conversations are written on a small piece of parchment wrapped up and bound by a colorful string that matches the color of smoke that was poured out of the bottle. There is no indication of who spoke the words written on the page and the participants are simply listed as Speaker 1, Speaker 2, etc...

Once the contents of the bottle have been poured out, it requires twenty-four hours to recharge before it can absorb additional conversations.

BOW OF THE BLOODHUNTER

Bow, uncommon (requires attunement)

While below half of your maximum hit points (rounded up), you gain a +1 bonus to attack and damage rolls made with this weapon and your attacks ignore damage resistances.

You may fire a blood arrow a number of times per day equal to your Constitution modifier (minimum 1). If this arrow hits, you lose hit points equal to your proficiency bonus and the arrow deals bonus necrotic damage equal to twice that amount. You can only activate this feature if you are above half of your maximum hit points (rounded up).

BRACERS OF CONSISTENCY

Wondrous item, uncommon (requires attunement)

These simple bracers are laced with divination magics allowing the user to sometimes catch glimpses into the future and counter their opponent's defenses. If you have missed two or more weapon attacks in a row, your weapon attack rolls are made with advantage.

BRACERS OF HIDDEN DEFENSES

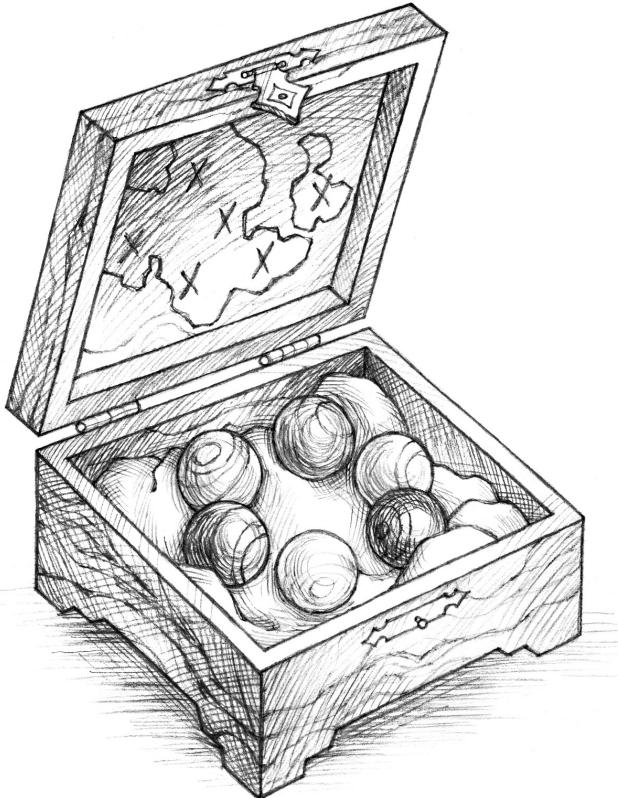
Wondrous item, rare

This set of bracers are made of thick iron plating with a fine trim and a small shield carved into them for decoration. When the command word is spoken, these bracers transform into a set of perfectly fitting plate mail around the wielder over the next 1 minute. This plate mail persists until the command word is spoken again, at which point they return to the form of a set of bracers over 30 seconds. There is no way to detect that this item is out of the ordinary except through magical means.

BUTCHER'S AXE

Battleaxe, uncommon

This large cleaver is made of jagged, shredded shards of metal that have been smelted together to form a vicious blade. Once per day, you can use your bonus action to launch an ethereal meat hook at a creature within 30 feet. Make a ranged weapon attack against that creature with a +5 bonus to hit. On a hit, the creature takes 1d8 force damage and must make a DC 13 Strength saving throw. On a failed save, the creature is pulled up to 25 feet towards you in a straight line. On a success, the creature is not moved.



CHROMATIC TELEPORTATION SPHERES

CANDLE OF REVITALIZATION

Wondrous item, legendary

This candle appears perfectly ordinary except for a set of runes that are carved into the wax and hidden beneath the candle along the candle holder. When this candle burns, it fills every creature nearby with a newfound energy and strength, allowing them to far exceed their normal limits. It also creates a lovely vanilla aroma. Each creature that stays within 30 feet of the candle for the full duration of its burning (one hour) gains the benefits of a long rest. This candle has only one use.

The next time a creature that received the benefits of the candle takes a long rest, it gains four levels of exhaustion upon waking as its body attempts to recover from the strain.

CHROMATIC AMULET

Wondrous item, uncommon (requires attunement by a Sorcerer, Warlock, or Wizard)

While attuned to this amulet, you can cast the Chromatic Burst cantrip.

CHROMATIC BURST

Evocation Cantrip

Casting Time: 1 action

Range: 90 feet

Components: V,S

Duration: Instant

You launch a burst of chromatic energy at an enemy you can see within range. Choose cold, fire, lightning, or poison and make a ranged spell attack against the target. If the attack hits, the creature takes 1d10 damage of the chosen type. (2d10 at 5th level, 3d10 at 11th, 4d10 at 17th).

CHROMATIC TELEPORTATION SPHERES

Wondrous item, very rare

Within this fine, velvet lined navy blue case are six beautiful shining spheres, each 4 inches in diameter. Their colors are green, red, blue, yellow, orange, and purple.

A creature with proficiency in Arcana can set one of these spheres on the ground and chant the command word, at which point the sphere will slowly open and expand into a runic circle four feet in diameter. This process takes one hour and destroys the sphere. When finished, this acts as a permanent chromatic teleportation circle.

When standing within any of these chromatic teleportation circles, a creature can concentrate and speak aloud the color of another circle. That creature will be instantly teleported to the spoken location along with anything they are holding or wearing up to 300 pounds. Only a creature that has visited the other teleportation circle or has been vividly described its location can teleport successfully. Once a creature has used this teleportation network, it cannot do so again for 24 hours.

CLOAK OF EVERFLOWING WATER

Wondrous item, rare (requires attunement)

While wearing this cloak that is indistinguishable from water, you can use an action to create a simple melee weapon out of water that lasts for one hour. You are considered proficient with this weapon and attacks with this weapon deal 1 bonus cold damage on hit. Additionally, once per day, you may use your reaction to gain immunity to fire damage until the end of your next turn.

You also gain access the Water Blast cantrip while wearing this cloak.

WATER BLAST

Evocation Cantrip

Casting Time: 1 action

Range: 20 feet

Components: V,S

Duration: Instant

You launch a blast of freezing cold water at an enemy you can see within range. Make a ranged spell attack against that creature. On a hit, the creature takes 1d12 cold damage. (2d12 at 5th level, 3d12 at 11th, 4d12 at 17th).

CLOAK OF THE COBALT KINGDOM

Wondrous item, very rare (requires attunement)

This dazzling silver and blue cloak appears and feels as if it is made of stone, but is as flexible as any other fabric. While wearing this cloak you gain the following benefits:

- You gain a +1 bonus to AC.
- Your Constitution score increases by 2, to a maximum of 20.
- You can cast *stoneskin* once per day without requiring concentration. While this is active, the cloak melds with your body and turns your flesh a dull blue color.

CLOAK OF THE RENOWNED CHAMPION

Wondrous item, rare (requires attunement)

This tattered cloak is beautifully crafted, but has become tattered from years of use in battle being passed on from hero to hero. You gain a +1 bonus to your AC while wearing this cloak. You can use your reaction to add your Charisma modifier to the saving throw of an ally within 90 feet that can hear you. Once you have used this feature, you can't do so again until you finish a short or long rest.

COMETFALL WAND

Wondrous item, rare

This wand holds 3 charges. It regains 1d3 expended charges daily at dawn. When an enemy fails a saving throw by 5 or more against one of your spells that requires a spell slot, you can use a bonus action to expend 1 of the wand's charges. If you do, a massive chunk of rock and ice appears in the sky and plummets towards the target. All creatures within a 10 foot radius sphere centered on the target must make a DC 15 Dexterity saving throw, taking 3d6 bludgeoning damage and 3d6 cold damage on a failed save, or half as much damage on a successful one. In order to activate this feature, there must be a clear, unimpeded path from your target to the open sky.

CROWN OF THE FOUR ELEMENTS

Wondrous item, legendary (requires attunement)

While wearing this beautiful four-pointed crown you have resistance to cold, fire, lightning, and poison damage. In addition, you can detect any elemental within 1 mile and innately know its approximate strength. You can also speak, read, and write primordial and the languages derived from it.

When you take a short rest, choose cold, fire, lightning, or poison. Your damaging cantrips deal an extra 1d10 damage of the chosen element.

This crown has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Burn. When you deal damage with a spell that causes fire damage, you can cause a creature damaged by the spell to take an additional 5d10 fire damage.

Shock. When you deal damage with a spell that causes lightning damage, you can cause a creature damaged by the spell to make a DC 19 Constitution saving throw. On a failed save, the target is stunned until the end of its next turn.

Plague. When you deal damage with a spell that causes poison damage, you can cause a 15-foot wide cloud of poison to erupt from a creature damaged by the spell. Each creature in this area must succeed on a DC 19 Constitution saving throw or take 2d10 poison damage and become poisoned until the end of its next turn.

Freeze. When you deal damage with a spell that causes cold damage, you can cause a creature damaged by the spell to make a DC 19 Constitution saving throw. On a failed save, the creature is encased in a block of ice, becoming paralyzed and immune to all damage until the ice block is destroyed. This block of ice has 25 hit points and AC 15. On a successful save, the creature's movement speed is reduced to 0 until the end of its next turn, but is not frozen.

Summon Elemental. You can cast the *conjure elemental* spell.

CROWN OF STORM HERALD

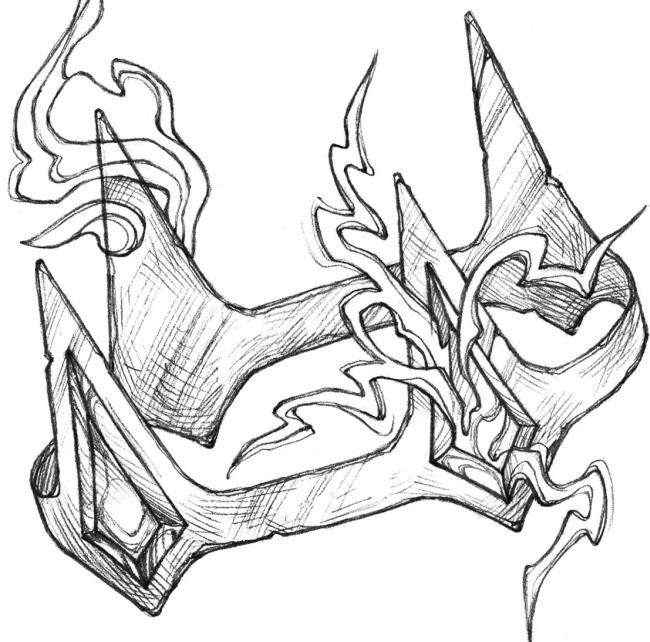
Wondrous item, very rare (requires attunement)

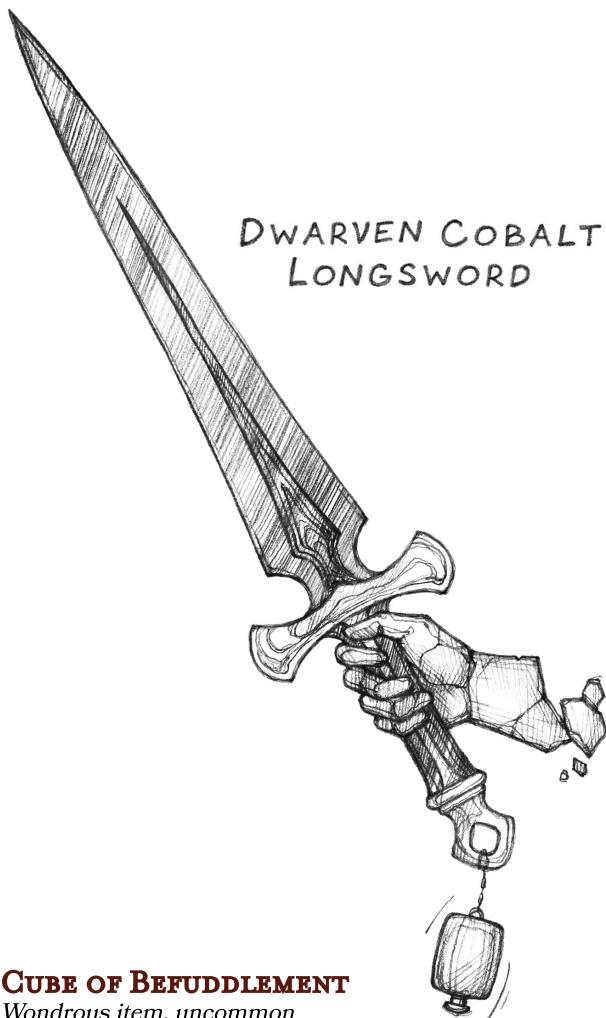
While wearing this crown, you have resistance to lightning damage. As a bonus action you can summon a 3 foot wide nimbus cloud that you can ride for up to 8 hours a day. This cloud has a flight speed of 30 feet and can only be ridden by you. If you summon this cloud while there is a storm active, this cloud grows to 15 feet wide, has a flight speed of 60 feet, and can be ridden by up to 8 medium creatures. While riding this cloud, you will never be struck by lightning.

This crown has 9 charges. It regains 1d6 + 3 expended charges daily at dawn. You can use an action to expend 1 or more of the crown's charges to use the following abilities:

- One with Lightning (1 charge) - You teleport up to 60 feet to an unoccupied space you can see. If you are outdoors, upon arrival, a bolt of lightning streaks out of the sky and strikes you. Each creature within 5 feet must make a DC 17 Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much damage on a successful one.
- Jolting Blast (3 charges) - You send a powerful burst of lightning at an enemy within 60 feet. Make an attack roll against that creature with a +9 bonus to hit. On a hit, that creature takes 5d10 lightning damage and must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn. If the creature fails this saving throw by 10 or more, it is paralyzed instead.
- Barrage of Lightning (7 charges) - Lightning strikes the ground at four locations you can see within 120 feet that are at least 20 feet apart from one another. Each creature within a 10 feet of any of these points must succeed on a DC 17 Dexterity saving throw or take 5d10 lightning damage. This damages objects in the area and ignites flammable objects that aren't being worn or carried. This ability can only be used while outdoors. If there are stormy conditions when you use this ability, the damage of each bolt is increased to 8d10.

CROWN OF THE FOUR ELEMENTS





DWARVEN COBALT LONGSWORD

CUBE OF BEFUDGEMENT

Wondrous item, uncommon

You can use an action to throw this 2 inch diameter cube at a location up to 60 feet away. The creature nearest the cube with an Intelligence score of 6 or higher must succeed on a DC 13 Wisdom saving throw or become captivated by the cube. On a captivated creature's next turn, it uses its action to pick up the cube and attempt to solve its puzzle. That creature makes a DC 13 Intelligence saving throw. On a successful save, the creature solves the puzzle and is free from its allure. On a failed save, the creature is not successful and continues to be captivated by it.

If the creature has not solved the cube after 5 rounds, it throws it to the ground in frustration and is freed from its captivity. A creature is also prematurely freed if the cube leaves its hands for any reason or if it takes damage.

Once this cube has been used, it can't be used again until the next dawn.

DEFLECTOR DISC

Shield, uncommon

This item holds 5 charges. While holding this shield, whenever you are hit by a ranged weapon or spell attack, this item gains 1 expended charge. Whenever you are hit by a ranged attack, you can use your reaction to expend any number of charges. You gain a bonus to your AC equal to the number of expended charges against the attack. Do this after you know if the attack hits but before damage is rolled.

DEVIL'S BLOOD POTION

Wondrous item, rare

When you drink this potion, you gain resistance for bludgeoning, piercing, and slashing damage from non-magical weapons and have advantage on saving throws against spells and magical effects for 1 hour.

DROPLETS OF CONDENSED WATER

Wondrous item, uncommon

This small waterproof pouch contains 20 tiny, jelly-like translucent spheres. When these are exposed to even a single drop of water they explode into a 5 foot diameter sphere of water that spreads as normal through the area.

DROPLETS OF INTOXICATION

Wondrous item, rare

This small vial contains 100 drops of liquid. Adding these potent droplets to water causes it to become alcoholic or even poisonous. When placed in 8 fluid ounces of water, the droplets have the following effects (more droplets are required for greater quantities of water):

- 1 Drop - Water is turned to beer
- 3 Drops - Water is turned to wine
- 5 Drops - Water is turned to whiskey
- 20 Drops - Water is turned to poison

The poison created from these droplets looks and tastes the same as whiskey, meaning the victim is typically unaware it is poisoned until it is too late. An hour after the poison is ingested, the poisoned creature must make a DC 15 Constitution saving throw, taking 4d6 poison damage and falling unconscious for 8 hours on a failed save, or half as much damage and not knocked unconscious on a successful one.

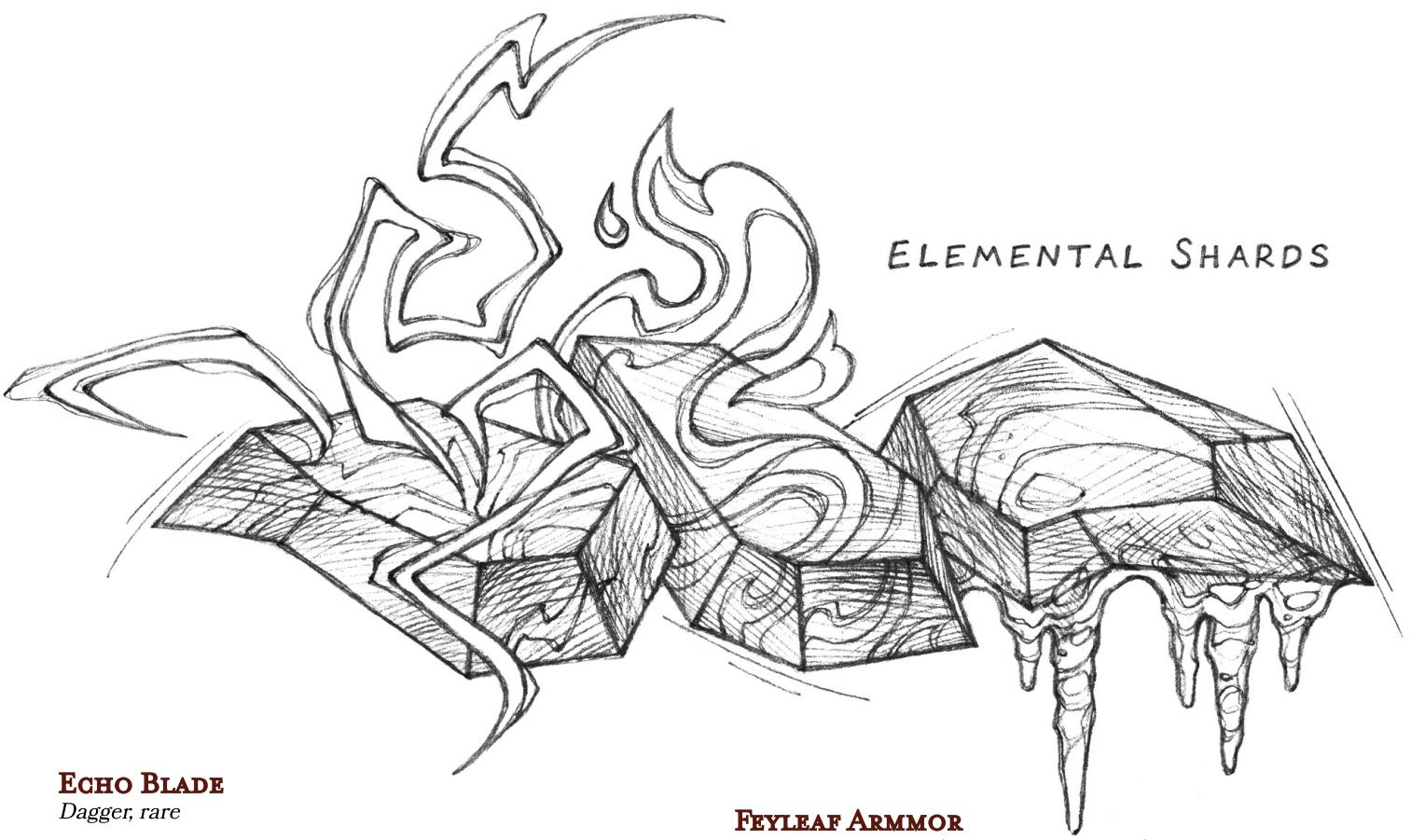
DWARVEN COBALT LONGSWORD

Longsword, rare (requires attunement)

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

As a reaction, you can cause your body to swiftly become encased in stone. When you do so, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. Once you have used this ability twice, you must wait until the next dawn to use it again.

Additionally, there is a small flask attached to the hilt of this weapon. The contents of this flask can be poured into any ordinary cup of water to turn it into dwarven ale. The contents of this flask contains enough liquid to turn one gallon of water into ale and refills each morning at dawn.



ELEMENTAL SHARDS

ECHO BLADE

Dagger, rare

Whenever you are damaged by a spell, you can use your reaction to speak a command word and store a copy of that spell within this dagger. This does not prevent or mitigate any of the effects of the initial spell. During that same day, you can use your action to unleash the copied spell from the dagger with the same spell level, bonus to hit, and spell save DC as the initial casting of the spell.

Once this feature has been used, it can't be used again until the next dawn.

ELEMENTAL SHARDS

Wondrous item, uncommon (small), rare (medium), or very rare (large)

These fragments of condensed energy are sometimes left behind when powerful elemental creatures are slain and contain raw fire, cold, lightning, or poison energy. Someone with enough knowledge in arcana or in blacksmithing can take a mundane item and infuse it with one of these shards. This process takes between 1 and 7 days depending on the skill level of the crafter and the size of the shard. An item can only be infused with the benefits of a single elemental shard.

Imbuing a weapon with this a shard causes it to deal an additional damage of the corresponding element (though it does not make the weapon magical for the purposes of overcoming resistances). A small shard adds 1 damage, a medium shard adds 1d4 damage, and a large shard adds 1d8 damage.

Imbuing armor with one of these shards gives it special protections from the corresponding element. When you are wearing a piece of armor imbued with a shard's magic and you are dealt damage of the corresponding type, you reduce the damage taken. A small shard reduces damage taken by 3, a medium shard reduces the damage taken by 10, and a large shard gives resistance to damage of that type.

FEYLEAF ARMOR

Leather armor, rare (*requires attunement*)

While wearing this beautiful set of leather armor adorned with leaves and flowers, you gain some of the common traits of fey creatures:

- You can speak Sylvan.
- You have advantage on Intelligence (Nature) checks when in a forest environment.
- You only require 4 hours of sleep to become fully rested.
- Once per day, you may choose to succeed on a saving throw against a spell that you would have otherwise have failed.

FIGURINE OF WONDROUS POWER - CATERPILLAR

Wondrous item, uncommon

This jade statuette looks indistinguishable from an ordinary caterpillar. It can become a caterpillar for up to 2 hours. The caterpillar can be commanded to consume in a specific area and will eat any and all things it can in the given time, reverting to statue form immediately if caught. The caterpillar can consume 2 cubic feet of food per hour. Once it has been used, it can't be used again for 3 days.

FIGURINE OF WONDROUS POWER - FERRET

Wondrous item, uncommon

This ivory statuette with ruby eyes has the appearance of an adult ferret. It can become a ferret for up to 4 hours. The ferret can be commanded to steal a specific item and will do so to the best of its ability, reverting to its statue form immediately if caught. The item must be no heavier than 2 pounds and must be small enough for a ferret to carry in its mouth - typically a key or a piece of jewelry. Once it has been used, it can't be used again for 4 days.

FISHERMAN'S QUARTERSTAFF

Quarterstaff, very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. As a bonus action, you can transform this weapon into a fishing rod or back into a quarterstaff. While in its fishing rod mode, this weapon loses its +2 bonus to attack and damage rolls, but gains access to a few additional properties. When one of these properties is used, it can't be used again until the next dawn.

Net. You can use an action to conjure a large net over a 10 foot square area within 30 feet. Each creatures within this area must succeed on a DC 17 Dexterity saving throw or be trapped under the net. A trapped creature is considered restrained. This net has no effect on creatures that are Huge or larger. A creature can use its action to make a DC 17 Strength check, freeing itself or another creature within its reach on a success. Dealing 15 slashing damage to the net (AC 10) also frees a creature and destroys the net.

Fish. Whenever you hit a creature with the fishing rod, you can use your bonus action to attempt to curse its weapon. That creature must succeed on a DC 17 Charisma saving throw or have its weapon transformed into a fish of appropriate size until the end of its next turn. While the creature's weapon is a fish, it deals $1d4 + \text{Strength modifier}$ bludgeoning damage and is not considered magical for the purpose of overcoming resistances.

Hook. You can use your action to launch a large hook attached to a powerful fishing line at a creature within 30 feet. Make an attack roll against the creature with a +10 bonus to hit. On a hit, the creature takes $1d8$ piercing damage and becomes impaled by the hook. It remains hooked until a creature uses its action to remove the hook or cut the line, or until you transform your weapon back into a quarterstaff. While you have a creature hooked, it cannot move more than 30 feet away from you and you can use your bonus action to try to pull it 10 feet closer to you. The creature must make a Strength saving throw versus against $8 + \text{your Strength modifier} + \text{your proficiency bonus}$, being pulled on a failed save.

GILDING POWDER

Wondrous item, very rare

This pouch contains 8 ounces of gilding powder. When this powder is sprinkled upon an object, it turns to gold over the next minute. More powder is required for larger and more intricate objects. 8 ounces is enough to create 5000 gold in raw value worth of golden items, though some items may fetch a more significant price if sold to the correct buyer.

This powder has no effect on magical items.

GLACIAL HALBERD

Halberd, very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls while wielding this magical halberd. This weapon is freezing to the touch for any creature that is not attuned to it. It is constantly coated with a thin layer of ice and the blades of the halberd are constantly dripping with icicles.

While holding the halberd, you can use an action to activate one of the following properties. When one of these properties is used, it can't be used again until the next dawn.

Deep Freeze. You touch the halberd to a body of water and cause it to immediately freeze. This can affect up to 5,000 cubic feet of water. After ten minutes, the ice thaws and the water returns to its previous state.

Blade of Bitter Cold. You smash the halberd to the ground and unleash a thin blade of ice in a 5 foot wide, 120 foot long line. Each creature in this line must make a DC 17 Dexterity saving throw, taking $6d10$ cold damage and gaining one level of exhaustion on a failed save, or half as much damage and not exhausted on a successful one.

Cold Snap. You plant the halberd firmly against the ground and unleash a wave of freezing energy in a 15-foot radius around you. Each creature in this area must succeed on a DC 17 Constitution saving throw or take $6d10$ cold damage and have its speed reduced to 0 on its next turn. A creature that succeeded on this saving throw takes half as much damage and has its speed halved instead.



GLACIAL HALBERD



GLACIAL MIRRORS

Wondrous item, uncommon

This set of mirrors allow discrete communications across great distances. You can record a message up to 10 seconds in length and send it to the paired mirror by speaking a command word. The paired mirror ices over which indicates to its owner that a message is ready to be heard. Once you have sent a message, another one cannot be sent until the next day, but not before the previous message has been heard.

Once a message is sent, the next time the paired mirror is exposed to an open flame, the ice melts away. The face of the person who sent the message is displayed within the mirror and the message is written across the surface of the mirror in common, despite the language used to record the original message. To anyone except the person holding the mirror, the mirror shows nothing but an ordinary reflection. Once the message is complete, this becomes an ordinary mirror until a new message is received.

GLOVES OF GLAMOUR

Wondrous item, uncommon

These beautiful leather gloves match perfectly with any outfit, even changing their color and size to meet the requirements of the person wearing them. While wearing these gloves, you cannot get dirty, even when falling directly into mud or other such filth. Additionally, your weapons and armor gleam pristinely at all times while these are on your hands.

GLOVES OF THE HERMIT

Wondrous item, uncommon (requires attunement)

While attuned to these gloves crafted of raw animal hide, you gain proficiency in Survival. If you are already proficient, you gain expertise. Additionally, you can use your bonus action to conjure a swarm of small woodland creatures such as squirrels, ferrets, or mice for one minute. These creatures follow you and attack your targets. Whenever you take the attack action on your turn, make an additional attack with a +4 bonus to the attack roll. On a hit, the target takes 1d4 + 1 piercing damage from the creatures as they bite relentlessly. After one minute these summoned creatures disappear. Once you have used this feature, it can't be used again until the next dawn.

GRANITE GAUNTLETS

Wondrous item, uncommon (requires attunement)

While wearing these gauntlets made of thick stone, you gain the following benefits:

- You deal an additional 1 damage with unarmed attacks made using these gauntlets.
- You deal double damage against objects with unarmed attacks.
- You gain a +2 bonus to Strength (Athletics) checks made when attempting to initiate a grapple or maintain a grapple

GRAVITY BOMB

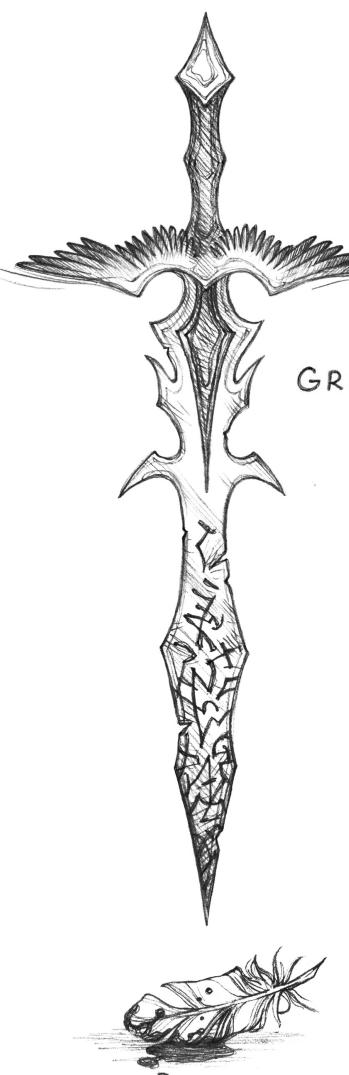
Wondrous item, uncommon

You can use an action to throw this bomb at a point up to 60 feet away. When it reaches the end of its trajectory, the bomb detonates in a wave of powerful gravity. Each creature within 15 feet of the detonation must succeed on a DC 13 Constitution saving throw or be pulled to its center. If multiple creatures are affected by this, they are moved as close to the center as possible without occupying the same space as another creature unless their size permits it. A creature that failed the save by 5 or more is knocked prone in addition to being pulled to the center of the explosion.

GREATAXE OF VENGEANCE

Greataxe, uncommon (requires attunement)

You can use an action to speak a command word and gain resistance to all damage until the start of your next turn as you enter a defensive stance. While in this defensive stance, you absorb some of the kinetic energy of attacks against you. The first time you deal damage with this weapon on your next turn, you unleash this absorbed energy. Add bonus force damage to the attack equal to the amount of damage you have taken from enemies since your last turn (maximum of 20). Once you have used this feature, you can't use it again until the next dawn.



GREATSWORD OF THE ANGEL SLAYER

GREATSWORD OF THE ANGEL SLAYER

Greatsword, very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls while wielding this magical greatsword.

When you hit an angel with it, the angel takes an extra 2d6 necrotic damage. When you roll a 20 on an attack roll made with this weapon against an angel, it must succeed on a DC 17 Wisdom saving throw or take an additional 25 necrotic damage.

When you attune to this weapon, you sprout a set of black-feathered angel wings and gain a fly speed of 30 feet. These wings persist as long as you remain attuned to the weapon. Additionally, you can also cast the *hallow* spell. Once you have done so, you can't do so again until the next dawn.

HALBERD OF THE SKY HUNTER

Halberd, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made while wielding this magical halberd. As long as you are not wearing heavy armor, you can use your bonus action and expend half of your total movement to leap high into the air. The height of this jump is equal to 15 + your Strength modifier feet. You may also move up to 10 ft. horizontally before returning to the ground in an unoccupied space. If this movement would provoke attacks of opportunity, those attacks are made with disadvantage. Additionally, you only take fall damage from a height of 50 feet or higher.

HELIX WAND

Wondrous item, rare (requires attunement)

This wand has 7 charges. It regains 1d6 +1 expended charges daily at dawn. You can use an action to expend 1 or more of the wand's charges to cast a twisting bolt of spiraling elemental energy at an enemy within 90 feet. Choose a combination of two elements from cold, fire, lightning, or poison, then make an attack roll with a +6 bonus to hit. On a hit, the target takes 1d8 of each of the chosen types.

For each charge you expend above 1, deal an additional 1d4 damage of each of the chosen types.

INCENDIARY CLOAK

Wondrous item, very rare

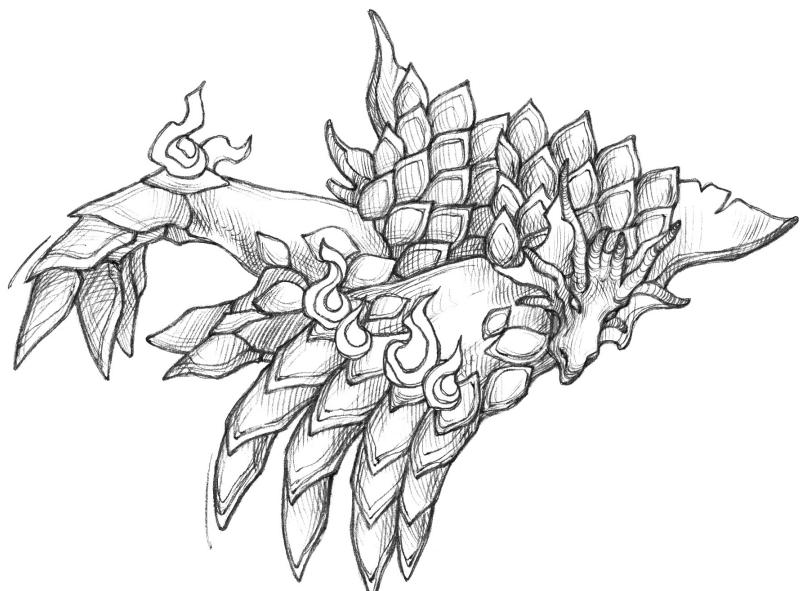
This beautiful cape of red and gold is clearly crafted of the finest clothes and cost several hundred gold in raw materials. This would be considered a fine gift and a compliment to any lord or lady, displaying great wealth when worn.

Curse. This cloak is cursed. The moment someone puts on this cloak, it bursts into deadly flames and latches on to the wearer's body with an unyielding grasp. The creature wearing the cloak takes 1d10 fire damage per round for the next hour, at which point the magics fueling the cloak finally run out. This effect persists even if the creature wearing it perishes. Removing the cloak requires a *remove curse* spell or success on a DC 25 Strength saving throw. Anyone who attempts to remove the cloak from the victim, success or fail, takes 2d10 fire damage.

INFERNO GAUNTLETS

Wondrous item, uncommon (requires attunement)

While wearing these beautiful scaled gauntlets, your unarmed attacks deal 1 bonus fire damage. You may use your bonus action to ignite these gauntlets for one minute, causing them to deal an additional 1d4 bonus fire damage on every attack instead. Once you have used this feature, you can't use it again until the next dawn. You may also cast the *burning hands* spell at first level with a save DC of 13 once per day.



INFERNO GAUNTLETS

INCONSPICUOUS HAT

Wondrous item, uncommon

While wearing this innocuous hat, you magically blend into the hustle and bustle of crowds. Enemies searching for you in cities have disadvantage on Wisdom (Perception) checks to spot you and you have advantage on Charisma checks when interacting with guards.

JAR OF FIREFLIES

Wondrous item, common

This jar contains 3 charges. Opening the jar takes an action and consumes one of its charges. When this jar is opened, dozens of magical fireflies are conjured and begin to float in a 30-foot radius of the location the jar was opened. The glow of these fireflies creates bright light in this area. If an entity that is considered dangerous comes within 30 feet of the fireflies, they turn a bright red color and emit a small buzzing sound to warn of the threat. These fireflies last 8 hours or until they are exposed to natural sunlight, at which point they quietly dissipate.

LANCE OF THE BLACK KNIGHT

Lance, very rare (requires attunement)

You gain a +2 bonus to your attack and damage rolls while wielding this magical weapon. While attuned to this weapon, you can cast the *find steed* spell, but the steed you find is limited to an black armored war horse.

In addition, when you make an attack with this weapon while mounted, it deals an additional 1d6 piercing damage and ignores resistance to piercing damage.

LIFE-BESTOWING WOODWORKING TOOLS

Wondrous item, very rare

A creature with proficiency in woodworking tools can use these supplies to craft a simple animal carving over an 8 hour period. This animal can be no more than 12 inches in any dimension. Have the carver make an Dexterity (Woodcarvers' Tools) check to see how well it managed to craft this animal. On a result of 15 or higher, the carving is considered of high enough caliber and is bestowed with the spark of life for 24 hours. Once this feature has been used it can't be used again for one week.

The carving becomes a tiny construct with AC 10 and 5 hit points. It has 4 Intelligence and obeys any simple commands from the creature that created it. A walking animal has a move speed of 20 feet and a flying animal has a fly speed of 30 feet. This carving is constrained to the movements permitted by its joints.

Once 24 hours have passed, the animal returns to an ordinary wooden carving.

LIGHTNING GAUNTLETS

Wondrous item, very rare (requires attunement)

Unarmed strikes made while wearing these gauntlets deal an additional 1d6 lightning damage. As long as you have a creature grappled, that creature takes 1d10 lightning damage at the start of each of its turns.

In addition, whenever you successfully land an attack against a hostile creature while wearing these gauntlets they gain 1 charge, or 3 charges on a critical hit. Whenever these gauntlets reach 10 charges, all charges are automatically consumed and your next successful unarmed attack deals an additional 5d6 lightning damage.

LUCKY NECKLACE

Wondrous item, uncommon

Whenever you roll a 1 on a weapon attack roll, the next weapon attack roll you make is made with advantage.



MARIUS'S PORTABLE STAGE

Wondrous item, uncommon

This item appears to be an ordinary piece of wood. It is approximately one square foot and weighs less than a pound. If you place this piece of wood on the ground and speak the command word, it will instantly transform into a stage five feet wide and two feet tall with you standing at the center. If there is not room to deploy a stage, it will instead become a podium. If there is not room for either of these items, the activation fails. You can speak the command word a second time to transform the stage or podium back into the piece of wood.

While standing atop the stage or behind the podium, your voice is amplified to three times its normal volume and you have advantage on Charisma (Persuasion) checks against ordinary townsfolk.

MASK OF THE WITCH DOCTOR



MASK OF THE WITCH DOCTOR

Wondrous item, very rare (requires attunement)

While wearing this wooden mask decorated with the feathers and bones of wild beasts, you gain a +1 bonus to your AC. Additionally, while wearing this mask you have the ability to conjure totems. You can use an action to create a magical totem at an unoccupied space you can see within 30 feet. This totem is a tiny object with AC 12 and 15 hit points. The totem persists for 1 minute or until destroyed. You may only have one totem active at a time and once you have summoned a totem you can't summon the same type again until the next dawn.

Invigorating Totem. On initiative count 20 (losing initiative ties), a creature of your choosing within 30 feet of the totem regains 1d10 hit points.

Empowering Totem. Allies within 30 feet of the totem deal an additional 1d6 force damage with all weapon attacks.

Impeding Totem. The area within 50 feet of this totem is considered difficult to terrain for creatures that are hostile towards you.

MAUL OF THE MARAUDER

Maul, uncommon

While attuned to this weapon, you can replace one of your attacks with a brutal sweeping attack. You make an attack against each enemy within 5 feet of you, making a separate attack roll for each enemy. You may use this special attack a number of times per day equal to your Strength modifier (minimum 1).

MOLTEN MAUL

Maul, uncommon (requires attunement)

This powerful maul is crafted from an alloy of obsidian and adamantine. A tube filled with lava that never cools runs through the full length of the weapon's handle, causing the weapon to always be warm to the touch. While wielding this weapon, you can use a bonus action to cause the maul to shed bright light in a 10-foot radius and dim light for an additional 10 feet for 1 hour.

You can use an action to smash the maul into the ground, causing a seismic shock to rumble forth in a 30-foot cone. Flames erupt from large cracks formed by the impact of the maul. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Once this feature has been used, it cannot be used again until the next dawn.

OBSIDIAN AMULET

Wondrous item, uncommon (requires attunement)

When you become attuned to this item, choose bludgeoning, piercing, or slashing. As long as you are wearing no armor and are not using a shield, you have resistance to non-magical damage of the chosen type. During a short rest, you may choose to change the associated damage type for this amulet.

OBSIDIAN CHAINMAIL

Chainmail, rare (requires attunement)

While wearing this black obsidian chainmail, whenever you are dealt fire damage by an enemy, the armor becomes empowered for one minute. While empowered, your melee weapon attacks deal an additional 1d6 fire damage and enemies that hit you with an attack while within 5 feet of you take 1d6 fire damage. The armor also sheds bright light in a 10-foot radius and dim light for an additional 10 feet while empowered.

OVERGROWTH ARMOR

Light or medium armor, rare (requires attunement)

This armor is covered in rough bark and wrapped in thick roots. You can use an action to speak a command word and cause roots surrounding this armor to implant themselves in the ground around you for up to 1 minute. This ability only works if used outdoors or if the floor is made of a soft material. You can end this rooted status as a bonus action on any subsequent turn. Once this feature has been used, it cannot be used again until the next dawn.

While rooted you gain the following traits:

- You are considered grappled and cannot be moved against your will.
- Your AC can't be less than 16.
- At the start of your turn, as long as you have at least 1 hit point, you regain 1d4 hit points.
- You gain a vine whip attack with a 15 ft. reach. This uses your Dexterity modifier + your proficiency bonus for its attack roll and deals 1d10 + Dexterity modifier slashing damage on hit.

PHOENIX PENDANT

Wondrous item, rare

This beautiful ruby pendant has the appearance of a phoenix flourishing its wings. If you smash this pendant on the ground within 5 feet a creature that has died within the last 10 minutes, flames lash out of the remnants of the pendant and surround the body of the deceased. After a few seconds, the flame subside and the creature is returned to life with 1 hit point, covered in ash.

PISTOL OF THE PILLAGER

Pistol, rare (requires attunement)

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

You can use a bonus action to place a gold piece into a slot on the back of the gun to cause it to become supercharged for the next minute. During this time, you score a critical hit on a roll of 19 or 20 with this weapon and projectiles fired from this pistol ignore resistances. Once you have used this feature, it can't be used again until the next dawn.

PITONS OF ASCENSION

Wondrous item, uncommon

You can use an action to speak the word "ascend" while standing near a surface you wish to climb. Doing so will cause these pitons to float up and automatically embed themselves in a surface as long as it is made of stone or a similar material. These are evenly distributed and one set of pitons is enough to climb up a surface 100 ft. tall with adequate rope.

PORTABLE DART TRAP

Wondrous item, common or uncommon

This four cubic inch wooden box serves as a one-time use dart trap. The back side of the box has a paper covering that can peeled off to reveal a sticky adhesive beneath that can be fixed to any wood or stone wall with thirty seconds of continuous pressure. Engaging a button on the bottom of the box releases a string twelve feet in length that when severed causes the spring loaded darts within the box to fire out of the front of the box.

It takes one minute to fully set this trap and can be used to defend a hallway up to 10 feet in width. A creature that breaks the string of the trap must succeed on a DC 13 Dexterity saving throw or take 4d4 piercing damage. A creature with a passive Perception of 13 or higher notices the box or its string and knows that it is a trap.

Versions of this trap that are better camouflaged or that fire poisonous darts are available, but they come at the uncommon rarity and cost significantly more.

PORTABLE SPIKE TRAP

Wondrous item, uncommon or rare

This one foot wide, one foot tall, one inch thick wooden box serves as a one-time use spike trap. The box has hinges on the edge and can unfold to cover a 4-ft square area that must be flat. When unfolded, there is a button on the right side of the trap that activates it, at which point it starts to slowly descend into the surface upon which it is resting.

Over the course of ten minutes, the box sinks further and further down until it has created a ten foot deep hole. The trap can only burrow through six inches of solid stone, the rest must be dirt or another soft material, otherwise the magic that fuels this device runs out prematurely and the trap does not activate. Once the hole has been dug, a set of vicious spikes pop up out of the box, ready to impale anyone unfortunate enough to step into the trap.

A creature that steps into the same space as the spike trap must succeed on a DC 13 Dexterity saving throw or fall down the hole, taking 4d6 piercing damage and becoming trapped unless they are capable of escaping the hole. A creature with a passive Perception of 13 or higher notices the hole in the ground and can identify it as a trap.

Versions of this trap with poisonous spikes, that drop the victim down a deeper hole, or can burrow through stone are available, but they are rare and cost significantly more.

POTION OF THE CHAMPION

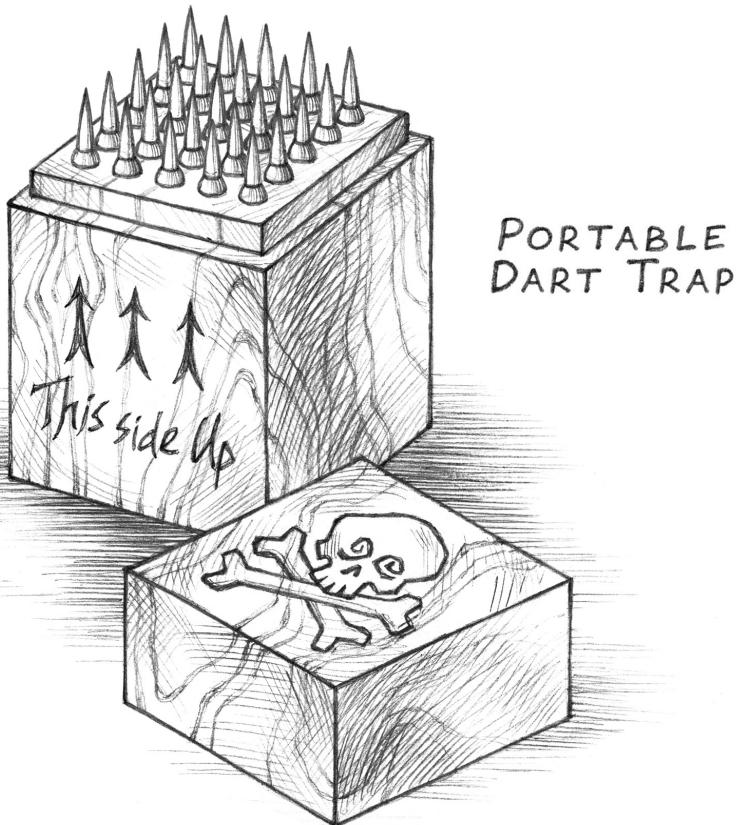
Wondrous item, very rare

Your Dexterity and Strength scores become 19 for the next hour.

POTION OF GLACIAL ARMOR

Potion, uncommon

When this potion is consumed, if you are wearing no armor, a set of glacial platemail instantly forms around you. If you are wearing armor, it is simply reinforced with magical ice to cover your weaknesses. This armor provides you with an AC of 18 and gives you resistance to cold damage. You are considered proficient with this armor and it is light enough for anyone to wear with comfort. This armor persists for 10 minutes, after which the armor shatters to snow that fall harmlessly to the ground.



POTION OF INSTA-FROST

Potion, uncommon

Pouring this potion into a body of water will cause it to instantly freeze if it is 10,000 cubic feet or smaller, otherwise it will simply cause the temperature of the water to plummet. This ice persists for 1 hour before beginning to melt. The full bottle must be expended, no matter the size of the body of water.

POTION OF KINGS

Wondrous item, very rare

Your Charisma and Constitution scores become 19 for the next hour.

POTION OF THE SCHOLAR

Wondrous item, very rare

Your Intelligence and Wisdom scores become 19 for the next hour.

POTION OF TREASURE FINDING

Consumable, rare

After consuming this potion, you can see an ethereal trail on the ground that guides you to the most valuable item within 1 mile. This does not factor in items within 30 feet of you. This guides you through existing passageways and will even guide you towards hidden doorways if they would serve as a faster route to the destination. This potion does not factor in whether or not these pathways are blocked by locked doors, however, so the most direct route may not always be the most accessible.

QUILL BLADE

Wondrous item, uncommon

This item has the appearance and even functions as an ordinary writing quill. When the command word is spoken, the quill transforms into a longsword until the command word is spoken again. There is no way to detect that this item is out of the ordinary except through magical means.

QUILT OF PLENTY

Wondrous item, uncommon

The first time you unfold this 6 foot by 6 foot quilt each day, it contains a large woven basket. Within this basket is a banquet with enough food to feed 4 people for a single meal or 2 people for a day. Any uneaten food created by this quilt disappears at midnight.

RAPIER OF DAZZLING DISPLAYS

Rapier, uncommon

As an action, you may flourish this lovely weapon. A creature of your choosing within 60 feet of you that can see this display must succeed on a DC 13 Wisdom saving throw or become charmed by you. While charmed, the target drops anything it is holding and uses its action to cheer and applaud your performance on its turn. You can use your action on subsequent turns to continue this performance and maintain the charm. You can continue this performance for a maximum of 1 minute and the charm is immediately broken if the target is damaged. Once this feature has been used, it cannot be used again until the next dawn.

RING OF ENDURANCE

Wondrous item, uncommon

While wearing this ring, whenever you roll for initiative you regain one of your expended hit die.

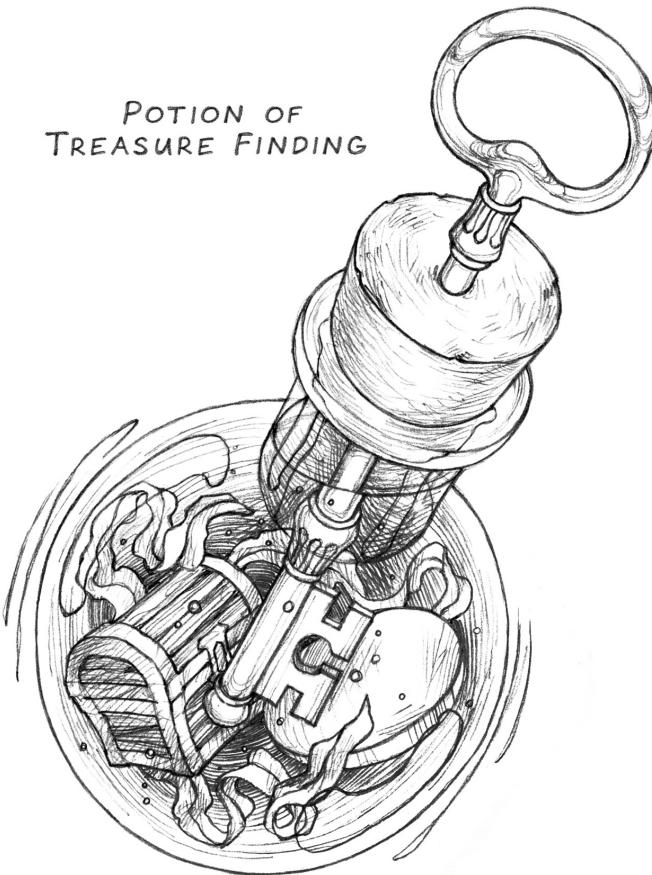
RING OF THE HYDROMANCER

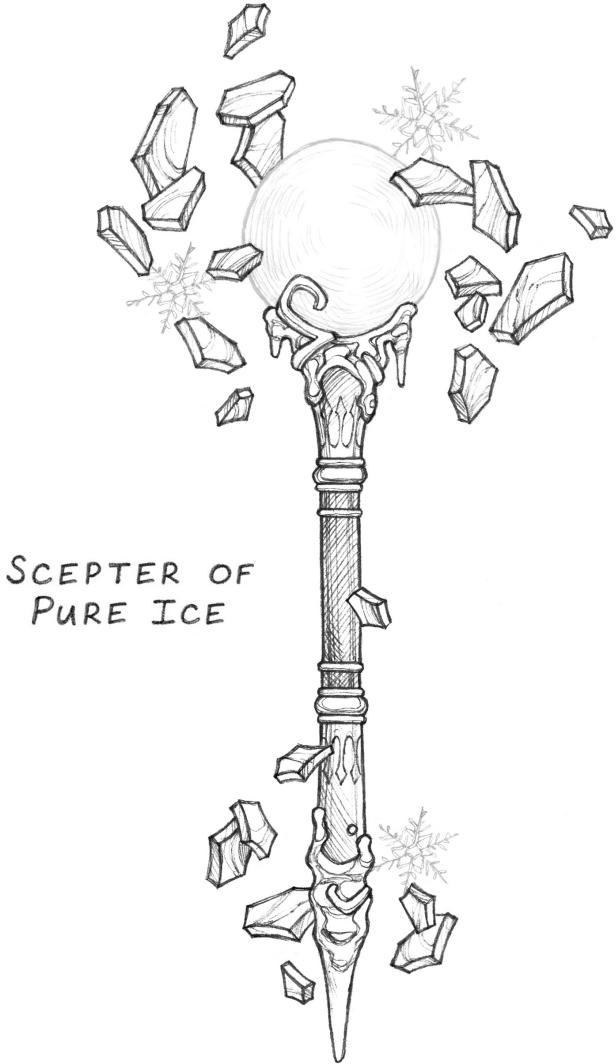
Wondrous item, rare (requires attunement)

While wearing this ring, you gain a swimming speed of 30 feet and can breathe underwater. Once per day you can use your action to bind two targets - creature or object - together with a stream of ice cold water. If either target tries to move more than 20 feet away from its bound partner, it must expend 2 feet of movement for every 1 foot traveled and if both targets take 1d8 cold damage for every 5 feet it travels. This effect persists for 1 minute or until the targets move at least 50 feet apart.

This ring has 9 charges. It regains 1d6 + 3 expended charges daily at dawn. You can use an action to expend 1 or more of the ring's charges to cast one of the following spells from it: *shape water* (1 charge), *create or destroy water* (2 charges), *water breathing* (3 charges), *tidal wave* (4 charges)*.

Spells cast using the ring have a DC 15 saving throw. While it is actively raining or you are completely submerged in water, the saving throw increases to 17.





SCEPTER OF PURE ICE

RING OF THE RECKLESS

Wondrous item, rare

While wearing this ring, you thrive on the adrenaline brought on by the fear of death and in return it protects you and allows you to fight on through the pain. As long as there are 3 or more hostile creatures within 10 feet of you, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

SCEPTER OF PURE ICE

Wondrous item, rare (requires attunement)

While attuned to this item, when you are dealt cold damage, reduce the total damage taken by 5. Additionally, you cannot gain exhaustion as the result of bitter cold weather. Once per day you can use an action to create a bridge of ice. This bridge is up to 30 feet long and 5 feet wide and must be between and two points you can see within 120 feet. This bridge turns to snow after 10 minutes.

The scepter has 9 charges. It regains $1d6 + 3$ expended charges daily at dawn. You can use an action to expend 1 or more of the scepter's charges to cast one of the following spells from it: *ice knife* (1 charge), *Snillocc's snowball swarm* (2 charges), *sleet storm* (5 charges).

Spells cast using the scepter have a +7 bonus to hit and a DC 15 saving throw. In areas within 1 mile of natural snow or ice, this increases to a +9 bonus to hit and a DC 17 saving throw.

SHARD OF THE FALLEN STAR

Dagger, legendary (requires attunement)

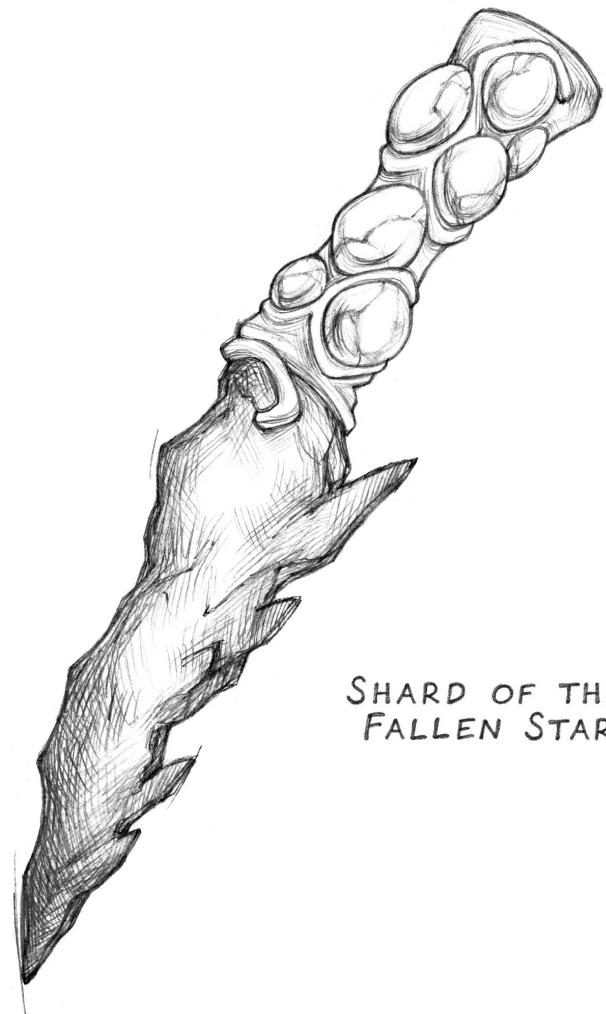
While wielding this ancient dagger crafted from the shard of a meteor, you gain a +3 bonus to spell attack rolls. It also has the following properties. When one of these properties is used, it cannot be used again until the next dawn.

Dancing Stars. Motes of light dance around you for the next hour or until you dismiss them. These motes exude bright light in a 20-foot radius and dim light for an additional 20 feet.

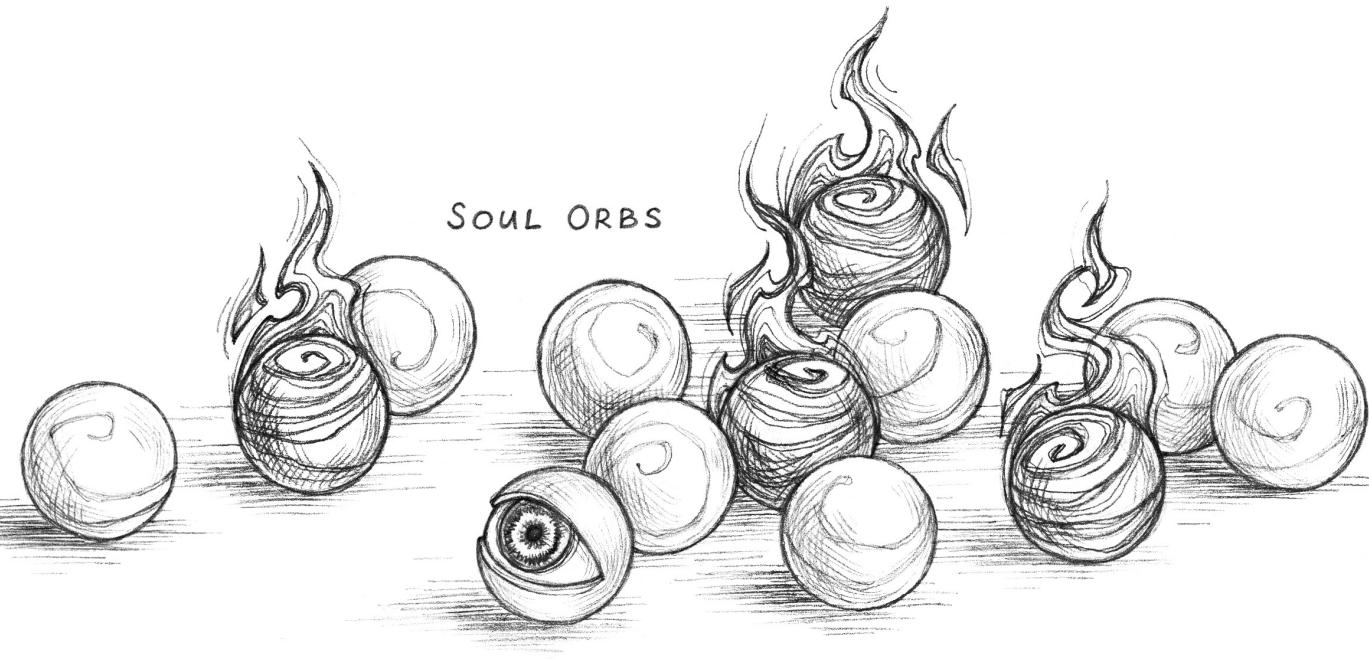
Meteor Shield. As a bonus action, you conjure dozens of tiny meteor shards that will automatically deflect attacks against you in combat. For the next minute, your AC becomes equal to $13 + \text{your Dexterity modifier} + \text{your Intelligence modifier}$.

Starfall. As an action, you summon a point of brilliant radiant energy at a point in the sky you can see within 150 feet and bring it crashing to the ground with immense force. Each creature within 20 feet of the point of impact must make a DC 19 Dexterity saving throw, taking $12d8$ radiant damage on a failed save, or half as much damage on a successful one. A creature that fail this save by 5 or more is also blinded until the end of its next turn.

Step Through the Stars. As a bonus action, you vanish in a blinding flash of light and reappear with an equally bright flash in an unoccupied space you can see within 300 feet. Each creature within 10 feet of your starting or finishing location must succeed on a DC 19 Constitution saving throw or be blinded until the beginning of its next turn.



SHARD OF THE
FALLEN STAR



SICKLE OF THE PLAGUE BRINGER

Sickle, uncommon (*requires attunement*)

While wielding this sickle, when an enemy hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to unleash a swarm of insects at your attacker. That creature must make a DC 13 Constitution saving throw, taking $4d4$ poison damage and becoming poisoned until the end of your next turn on a failed save, or half as much damage and not poisoned on a successful one. Once you have used this feature, you can't use it again until the next dawn.

Additionally, you can use your bonus action to cause the sickle to drip with a vile poison. Attacks with this weapon deal an additional $1d4$ poison damage for the next minute. Once you have used this feature, you can't use it again until the next dawn.

SILVERWARE OF CLEANSING

Wondrous item, rare

Any food eaten using this sterling silver utensils are immediately cleansed of any basic poisons that may have tainted them. Exceptionally powerful poisons still result in debilitating effects, including unconsciousness or great harm, but will never kill the intended victim.

SOUL ORBS

Wondrous item, legendary (*requires attunement*)

This set of thirteen 2-inch diameter orbs are capable of imprisoning the souls of living entities and expending them as resources to grant boons. These are typically in the possession of powerful demon lords, but can do great harm when they fall into the hands of mortals. These orbs are grey in color, but glow royal purple when a soul have been captured within them. While you are attuned to these orbs, they orbit your body, following you wherever you go.

If a sentient humanoid creature is killed within 60 feet of you, you can choose to trap the soul of that creature within an empty orb. If you choose to do so, that creature cannot be resurrected with any spell except *wish*, which removes the soul from the orb and returns it to the creature. When you capture a soul, you immediately gain 15 temporary hit points for 1 hour.

As a bonus action, you can choose to expend one of these souls to grant yourself one of the following benefits:

- Your next weapon attack deals a bonus $4d6$ necrotic damage.
- You regain $4d6$ hit points.
- Your next attack roll is made with advantage.
- Enemy attacks against you have disadvantage until the end of your next turn.

SPARK CUBES

Wondrous item, uncommon

These six small white cubes are the size of an ordinary set of dice and vibrate faintly when touched. When the command word is spoken, these cubes will adhere to any smooth surface for up to 8 hours. A creature with a passive Perception of 13 or higher notices these cubes, but may not know what they are on first glance.

When a second command word is spoken, the cubes become active and trigger the next time a creature passes between any two of these cubes. A creature that does so must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one. Once these cubes have been used to shock an enemy, they fall to the ground and lose their electric properties until the next dawn.

SPEAR OF DIVINITY

Spear, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit an attack using this spear, the target takes an extra 1d6 radiant damage. When you become attuned to this celestial weapon, you grow a set of beautiful angel wings and gain a flight speed of 40 ft. You also gain the ability to speak, read, and write celestial.

Additionally, you can use an action to invoke any of the following traits of the spear:

- **Glow** - The spear begins to shine and casts bright light in a 30-foot radius area and dim light for another 30 feet. You can dismiss this at any time.
- **Crumble (3/Day)** - Target undead within 60 feet must succeed on a DC 20 Constitution saving throw or immediately die if it has less than 75 hit points.
- **Burn (2/Day)** - You cast the *sunbeam* spell with a spell save DC 19.
- **Divine Intervention (1/Decade)** - A powerful celestial entity appears and grants you a divine favor when you need it most. This intervention can be in the form of a celestial ally in combat, a mass teleportation spell, the resurrection of an ally beyond the help of ordinary magics, or any other such helpful action. You may make a request, but the ultimate result of this call for aid is up to your DM. If you would die while holding this weapon, this effect automatically triggers if it is available.

STAFF OF DISTORTION

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff has 9 charged. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *blur* (2 charges), *mirror image* (2 charges), *haste* (3 charges), *slow* (3 charges).

The staff regains 1d6 + 3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff slowly fades away and disappears forever.

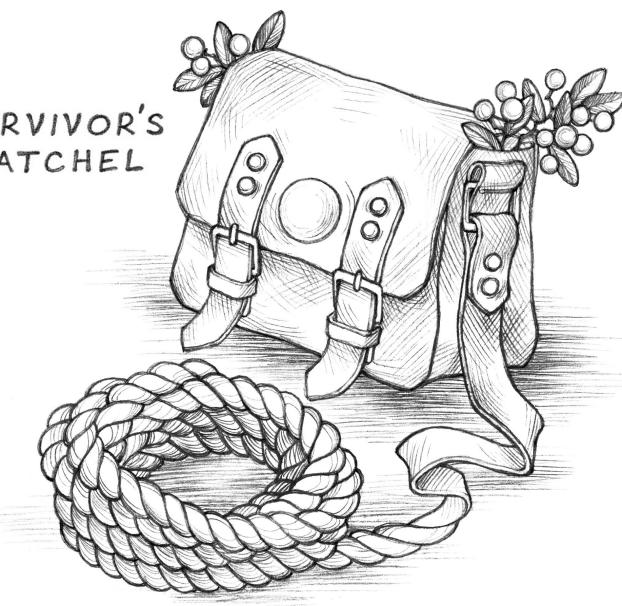
STAR OF PROTECTION

Wondrous item, rare

You can use an action and speak a command word as you hurl this small star-shaped trinket high into the air. When you do so, it will hover 30 feet above the ground and cast bright light in a 90-foot radius area and dim light for another 90 feet. If something obstructs the star from rising to its full 60 feet in the air, the star fails to activate and falls to the ground. Any creature friendly to you standing in the bright light cast by this star has advantage on saving throws against being frightened and has its AC increased by 1. After 1 minute, the star goes dim and falls back to the ground. Once you have used this feature, it cannot be used again until the next dawn.



SURVIVOR'S SATCHEL



SURVIVOR'S SATCHEL

Wondrous item, rare

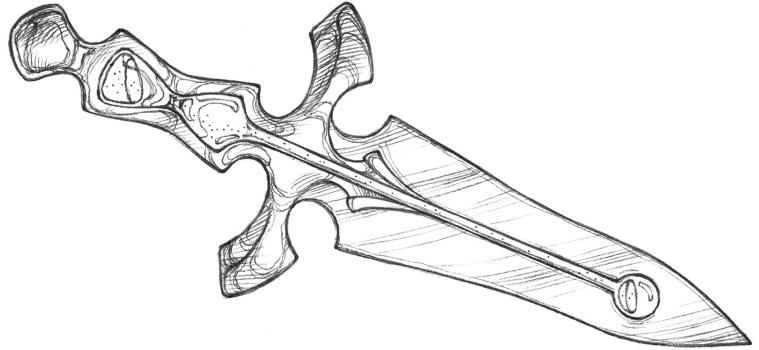
Within this satchel are a number of items that can be used by any adventurer to help endure the hardships of the harsh wilderness. Each part of the satchel can be put to good use if the person carrying it knows basic survival skills. The features of the satchel are as follows:

- The strap of the satchel can be removed. Speaking the word “rope” changes it to 50 ft. of hemp rope. Speaking the word “chain” transforms it into 20 ft. of chain. Speaking the word “strap” returns it to its ordinary form.
- One of the pouches within the satchel holds a single branch. Each morning this branch grows 1d4 goodberries up to a maximum of 10. These goodberries heal 1 hit point and provide sustenance for an entire day.
- Attached to the front of the satchel is a small, round yellow orb. If it is ever removed from the satchel, it begins to glow. This casts bright light in a 15-foot radius area and dim light for another 15 feet.
- Speaking the word “shelter” causes the satchel to spring up into a tent large enough to hold 4 medium creatures comfortably. Any items that were contained in the bag when this command word is spoken are stacked up neatly in the corner of the tent. Speaking “satchel” causes this item to return to normal, but only if the contents of the tent can be contained within the satchel.

TALONS OF FEROCITY

Wondrous item, rare (requires attunement)

These gloves crafted from the fur and claws of a terrifying creature fit over a user’s hands like a pair of gloves. While attuned to these gloves, your unarmed attacks deal 1d4 + your Dexterity modifier slashing damage. Additionally, when you are in the form of an animal, you gain a +2 bonus to your attack and damage rolls.



TEMPORAL DAGGER

TARRAKETH'S PLATE MAIL

Plate mail, legendary (requires attunement)

While wearing this armor, you gain a +2 bonus to AC. This well-crafted set of plate mail is adorned with spikes and the tusks of fallen orcs. It has been dyed black with a combination of navy blue and blood red trimmings. Black chains are twisted around various pieces of the armor, but these serve for intimidation rather than any practical purpose.

You gain these benefits while wearing this plate mail:

- You have darkvision out to a range of 120 feet.
- You can speak, read, and write Orcish and Abyssal.
- You have resistance to necrotic damage.
- When a hostile creature dies within 60 feet of you, you gain 10 temporary hit points.

Curse. Once you don this cursed armor, you can't remove it unless you are targeted by the remove curse or similar magic. This allows you to remove the armor, but does not remove the curse itself from the equipment. While wearing this armor, whenever you are reduced to 0 hit points, your soul is ripped from your body, stored in a onyx gemstone, and teleported to a demon lord in The Abyss.

TEMPORAL DAGGER

Dagger, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls while wielding this magic weapon which grants you a deep control over the flow of time. As long as you are attuned to this dagger, you do not age.

It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Decay. When you hit a creature with this dagger it must succeed on a DC 20 Constitution saving throw or age 1d20 years.

Hasten. You can use an action to create a 20-foot diameter dome of haste at a location you can see within 120 feet. Allied creatures that remain within this dome have the benefits of the *haste* spell. This dome persists for one minute.

Pause. You can cast the *time stop* spell.

Recuperate. You meditate with this weapon for 10 minutes, gaining the benefits of a short rest upon completion.

TORCH OF ENDLESS SUMMER

Wondrous item, uncommon

No matter how much this torch burns, its fuel is never expended. This torch provides additional heat to anyone within 10 feet of its flame, protecting them from all but the harshest cold weather. Additionally, any snow that comes within 5 feet of this torch while it is lit is immediately melted. This feature does not have any effect on ice beyond the heat of an ordinary torch.

TRIFECTA SHIELD (LEGENDARY)

Shield, legendary (requires attunement)

This shield has three distinct sections: one green, one red, and one blue. While holding this shield, one of these sections is always active. The active portion shines vibrantly while the others remain dim. Special bonuses are provided depending on which section of the shield is active. To switch the currently active mode for the shield, you must use your bonus action and speak the corresponding command word. The benefit provided by each of these portions of the shield are as follows:

- Green – Your healing spells restore an additional 1d4 hit points per spell level expended.
- Red - Your melee weapon attacks deal an additional 1d8 fire damage.
- Blue - This shield provides a +2 bonus to AC in addition to the shield's normal bonus to AC.

Each individual portion also has a property that can be unleashed as an action while that portion of the shield is active. Once one of these properties has been used, it can't be used again until the next dawn.

- Green - All allies within 30 feet recover 30 hit points and lose 1 level of exhaustion.
- Red - A massive burst of flame erupts from the shield in a 30 foot cone. Each creature in this area must make a DC 19 Dexterity saving throw, taking 12d10 fire damage on a failed save, or half as much damage on a successful one.
- Blue - For the next minute, the shield produces a protective aura. You and all allies within 30 feet have advantage on saving throws.

VOLTAIC SHIELD

Shield, uncommon (requires attunement)

While attuned to this shield, whenever you would be hit by a ranged weapon attack you may use your reaction to gain a +5 bonus to your AC. If this causes the attack to miss, you launch a bolt of lightning back at the attacker. That creature must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much on a successful one. Once you have used this feature it can't be used again until you finish a short or long rest.

VORTEX LIGHT HAMMER

Light hammer, uncommon

You can use an action to shout this weapon's command word and toss it into the air. It explodes into 50 ethereal hammers that spiral around you in a 15-foot radius protective swarm that moves with you and persist until the beginning of your next turn. This area is considered difficult terrain for all creatures hostile towards you. Whenever an enemy starts its turn within range of these hammers or you move the hammers into an enemy creature's space for the first time on a turn, it must succeed on a DC 13 Dexterity saving throw or take 2d4 force damage. Enemies must repeat this saving throw for every 5 feet of movement they willingly take through the swarm of hammers. Once you have used this feature, you can't use it again until the next dawn.

WEAPON OF THE MAGESLAYER

Any weapon, uncommon

When you hit a creature that is concentrating on a spell with this weapon, that creature makes its concentration check with disadvantage.

WEATHER ORB - BLIZZARD

Wondrous item, very rare

Smashing this orb on the ground causes a powerful blizzard to form over 10 minutes in a 1 mile radius area. This storm will persist for 2d6 hours, creates 3 inches of snow per hour, and drops the temperature to dangerously freezing levels. For each hour a creature is in this area and not wearing proper clothing, it must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion. While the storm persists, vision in this area is heavily obscured. Once eight inches of snow has fallen, the area becomes difficult terrain. Once the storm has ended, the weather returns to normal over 10 minutes (though the snow persists until it melts naturally).

WEATHER ORB - LIGHTNING STORM

Wondrous item, very rare

Smashing this orb on the ground causes a vicious lightning storm to form over 10 minutes in a 1 mile radius area. This storm will persist for 2d6 hours, produces half an inch of water per hour, and causes the area to become heavily obscured. Creatures outdoors during this storm are constantly at threat of being struck by lightning. For every ten minutes a creature is outdoors during the storm, roll a d10. On a result of 1, a bolt of lightning strikes at that creature's location. That creature must succeed on a DC 15 Dexterity saving throw or take 10d10 lightning damage. Once the storm has ended, the weather returns to normal over 10 minutes.

WEATHER ORBS



WEATHER ORB - RAIN

Wondrous item, uncommon

Smashing this orb on the ground causes a rainstorm to form over the next 10 minutes in a 1 mile radius area. This storm will persist for 2d6 hours and produces a quarter of an inch of rain per hour. While the storm persists, vision in this area is lightly obscured. Using this item while a natural storm is already in effect instead doubles the duration of the storm as well as the rainfall per hour. Once the storm has ended, the weather returns to normal over 10 minutes.

WEATHER ORB - SNOW

Wondrous item, rare

Smashing this orb on the ground causes a snowstorm to form over the next 10 minutes in a 1 mile radius area. This storm will persist for 2d6 hours, creates 1 inches of snow per hour, and drops the temperature considerably. While the storm persists, vision in this area is lightly obscured. Once eight inches of snow has fallen, the area becomes difficult terrain. Using this item while a natural snow storm is already in effect instead doubles the duration of the snow storm as well as the amount of snow that falls per hour. Once the storm has ended, the weather returns to normal over 10 minutes (though the snow persists until it melts naturally).

WEATHER ORB - CLEAR SKIES

Wondrous item, uncommon

Smashing this orb on the ground causes any current weather effects to end over the next 10 minutes in a 1 mile radius area. Clouds are cleared from the sky and the temperature increases to a nice, comfortable level. This effect persists for 2d6 hours. Once this effect has ended, the weather returns to normal over 10 minutes.

WEATHER ORB - TORNADO

Wondrous item, legendary

Smashing this orb on the ground causes a powerful tornado to form at the location of the orb over the next 10 minutes. The tornado has a radius of 30-feet when it reaches its full size. This tornado begins moving in a random direction at a rate of 30 feet per round and persists for 1d4 hours.

The tornado sucks up any Large or smaller objects that aren't secured to anything and that aren't worn or carried by anyone. A creature must make a Dexterity saving throw the first time on a turn that it enters the tornado or that the tornado enters its space. A creature takes 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the tornado until it disperses. When a creature starts its turn restrained by the tornado, the creature is pulled 5 feet higher inside it. A restrained creature moves with the tornado and falls when the weather effect ends, unless the creature has some means to stay aloft. A restrained creature can use an action to make a Strength or Dexterity check against a DC 18. If successful, the creature is no longer restrained by the tornado and is hurled 4d10 × 10 feet away from it in a random direction.

This tornado also deals 20 bludgeoning damage per round to any structure within 30 feet of it. If a structure drops to 0 hit points from this effect, it shatters into debris which is carried up into the tornado along with any of its inhabitants.

WEATHER ORB - WINDSTORM

Wondrous item, rare

Smashing this orb on the ground causes a windstorm to form over the next 1 minute in a 1 mile radius area. This storm will persist for 2d6 hours and causes powerful winds to rip through the area. While the storm persists, any open flames are immediately extinguished, any gases or vapors are dispersed, and all creatures must spend 2 feet of movement for every 1 foot they move when trying to move against the wind. Objects weighing under 3 pounds are easily tossed aside and carried away by the storm. Additionally, all ranged weapon attacks made while within the storm are made at disadvantage. Once the storm has ended, the weather returns to normal over 1 minute.

PAIRED ITEMS

While paired magic items are individuals powerful and useful, when combined with their intended mate they are greater than the sum of their parts, providing some interesting and devastating abilities. It is suggested that you distribute these items to your players separately, allowing someone to use one half of the set before the other is introduced at a later date.

EMBRACE OF THE TITAN

HELM OF THE DREAD TITAN

Wondrous item, rare (requires attunement)

While wearing the black painted full-helm, you gain the following benefits and detriments:

- Your Constitution score increases by 2, to a maximum of 20.
 - You gain resistance to necrotic damage and vulnerability to radiant damage.
 - Your vision is cast to shades of gray, except for living creatures which are outlined in a blue aura, allowing for precise strikes on the living even in total darkness.

Curse. This helmet is cursed, and becoming attuned to it extends the curse to you. You become immediately attuned to the helm when you put it on, even if you are already attuned to three items. Spikes erupt from the helmet and dig into your throat for as long as you remain cursed. Any attempt to remove the helm causes intense pain and removing it completely deals 12d10 necrotic damage. The helmet is menacing, causing most ordinary folk to fear you and others to distrust you.

Paired Set. If used in conjunction with the Greatsword of Filth, additional benefits are granted:

- You gain immunity to necrotic damage
- Your Constitution score increases by an additional 2 and can exceed 20, but your Wisdom score is reduced by 2.
- You can use an action to call on the spirits of these items and transform into a titan for up to one minute. You become a Huge creature, your Strength score increases to 24, and you gain 40 temporary hit points. This transformation can only occur once per day and only works if the area can accommodate a Huge creature. When this effect wears off, you must succeed on a DC 10 Wisdom saving throw or become a slave to the will of the equipment and be doomed to roam the lands as a Dread Titan.

GREATSWORD OF FILTH

Wondrous item, very rare (requires attunement)

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

While wielding the sword also you gain the following benefits and detriments:

- This greatsword deals an extra 1d6 necrotic damage to any target it hits.
- Your Wisdom score is reduced by 2.
- Humanoid creatures with a CR less than your proficiency bonus that are slain by this blade must succeed on a DC 13 Wisdom saving throw as they die or become reanimated. These corpses obey your commands for one hour or until you dismiss them and allow them to die.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. If you pick up this weapon, it immediately becomes attuned to you, even if they are attuned to three magic items already. If the sword is ever more than twenty feet from you, your hand will begin to decompose at an alarming and incredibly painful rate, withering away completely after 10 minutes. Once the hand has withered away, the decay will continue working up your arm over the next hour until it completely rots away as well.

Paired Set. If used in conjunction with the Greatsword of Filth, additional benefits are granted:

- You gain immunity to necrotic damage
- Your Constitution score increases by an additional 2 and can exceed 20, but your Wisdom score is reduced by 2.
- You can use an action to call on the spirits of these items and transform into a titan for up to one minute. You become a Huge creature, your Strength score increases to 24, and you gain 40 temporary hit points. This transformation can only occur once per day and only works if the area can accommodate a Huge creature. When this effect wears off, you must succeed on a DC 10 Wisdom saving throw or become a slave to the will of the equipment and be doomed to roam the lands as a Dread Titan.

FIRE AND LIGHTNING

SCORCH

Shortsword, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You also gain the following benefits:

- Once per day, you can cast *fireball* with a save DC of 15.
- You can use your bonus action to speak the name of this weapon and cause lava to flow through rifts in the blade. For the next minute, attacks with this weapon deal an extra 1d6 fire damage. Once you have used this feature, you can't use it again until the next dawn.

Paired Set. If you are also attuned to Shock, the following additional benefits are granted:

- Once per day as a bonus action, you can transform Scorch and Shock into a +2 double-bladed polearm for one minute. This weapon has the two-handed, reach, and finesse properties and deals 1d10 slashing damage. If you are proficient with short swords, you are also proficient with this weapon. Each time you attack with this weapon, you must choose if you would like to make the attack with the Scorch or Shock end of the polearm. If you choose Scorch, your attack deal an extra 2d6 fire damage and ignore fire resistance. If you choose Shock, your attack deal an extra 2d6 lightning damage and any creature hit can't take reactions until the end of its next turn.

SHOCK

Shortsword, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You also gain the following benefits:

- Once per day, you can cast *lightning bolt* with a save DC of 15.
- You can use your bonus action to speak the name of this weapon and cause lightning to spark from the end of the blade on each attack. For the next minute, attacks with this weapon deal an extra 1d6 lightning damage. Once you have used this feature, you can't use it again until the next dawn.

Paired Set. If you are also attuned to Scorch, the following additional benefits are granted:

- Once per day as a bonus action, you can transform Scorch and Shock into a +2 double-bladed polearm for one minute. This weapon has the two-handed, reach, and finesse properties and deals 1d10 slashing damage. If you are proficient with short swords, you are also proficient with this weapon. Each time you attack with this weapon, you must choose if you would like to make the attack with the Scorch or Shock end of the polearm. If you choose Scorch, your attack deal an extra 2d6 fire damage and ignore fire resistance. If you choose Shock, your attack deal an extra 2d6 lightning damage and any creature hit can't take reactions until the end of its next turn.

STORM HERALD'S RAIMENT

ROBES OF THE RAIN DANCER

Wondrous item, very rare (requires attunement)

While wearing these robes, your AC is increased by 2. Once per day you can use your action to cause a rainstorm to form over the next 10 minutes in a 1 mile radius area. This storm will persist for 1 hour and produces one inch of rain. While the storm persists, vision in this area is lightly obscured. Using this item while a natural storm is already in effect instead doubles the amount of rainfall per hour. Once the storm has ended, the weather returns to normal over 10 minutes.

While it is raining, you can use your reaction to create a shield of water and increase your AC by 3 against a ranged attack that targets only you.

Paired Set. If you are also attuned to the Pendant of the Storm Caller, the following additional benefits are granted:

- Once per day you can use an action to teleport to a point you can see within 300 feet. A 5 foot wide blast of lightning erupts between the point you started and your new location. Each creature in this area must make a DC 17 Dexterity saving throw, taking 10d8 lightning damage on a failed saving throw, or half as much damage on a successful one.
- While either of your storms are active and you are within their range, you gain an additional +1 bonus to your AC. Additionally while these storms are active, you can use your action to call down a bolt of lightning at a point you can see within 120 feet. Each creature within 5 feet of that point must make a DC 17 Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much damage on a successful one.

AMULET OF THE STORM CALLER

Wondrous item, very rare (requires attunement)

While attuned to this amulet, you deal an extra 1d6 lightning damage with all weapon and spell attacks and your attacks ignore lightning resistance. Once per day you can use your action to cause a lightning storm to form over the next 10 minutes in a 1 mile radius area. This storm will persist for 1 hour and blocks all natural sunlight. Using this item while a natural storm is already in effect instead doubles the duration of the storm. While this storm persists, your bonus lightning damage is increased to 1d10. Once the storm has ended, the weather returns to normal over 10 minutes.

Paired Set. If you are also attuned to the Robes of the Rain Dancer, the following additional benefits are granted:

- Once per day, you can teleport to a point you can see within 300 feet. A 5 foot wide blast of lightning erupts between the point you started and your new location. Each creature in this area must make a DC 17 Dexterity saving throw, taking 10d8 lightning damage on a failed saving throw, or half as much damage on a successful one.
- While either of your storms are active and you are within their range, you gain an additional +1 bonus to your AC. Additionally while these storms are active, you can use your action to call down a bolt of lightning at a point you can see within 120 feet. Each creature within 5 feet of that point must make a DC 17 Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much damage on a successful one.

GARB OF THE BLESSED

CIRCLET OF THE LIFE-GIVER

Wondrous item, rare (requires attunement)

While wearing this circlet crafted of petrified wood and bits of enchanted emerald, your healing spells are pushed beyond their normal capabilities. When you cast a healing spell on a creature that has less than half of its maximum hit points (rounded down), that spell heals for an additional 2d4 hit points. In addition, when you cast a healing spell on yourself, you gain temporary hit points equal to twice the level of spell slot used. While these hit points persist, you are shrouded in ethereal emerald colored leaves.

Paired Set. If you are also attuned to the Orb of Divine Spirits, the following additional benefits are granted:

- Creatures with temporary hit points created from a feature of these items have advantage on Wisdom saving throws.
- When you cast a spell that restores hit points to an ally, you may also cast a cantrip as a bonus action this turn.
- Healing spells cast on a creature with less than half of its hit points maximum heal for an additional 2d6 rather than 2d4.

ORB OF DIVINE SPIRITS

Wondrous item, rare (requires attunement)

While attuned to this orb, you have a connection with other creatures' spirits beyond what ordinary senses are capable of detecting. While attuned to this orb, when you take a short rest and your or an ally within 60 feet of you uses one or more hit dice to restore health, that creature gains temporary hit points equal to the number of hit dice expended for the next hour. A guardian spirit that only you can see hovers around these creatures during this time. While these temporary hit points persist, the protected creature gain a +1 bonus to all saving throws.

Paired Set. If you are also attuned to the Circlet of the Life-Giver, the following additional benefits are granted:

- Creatures with temporary hit points created from a feature of these items have advantage on Wisdom saving throws.
- When you cast a spell that restores hit points to an ally, you may also cast a cantrip as a bonus action this turn.
- Healing spells cast on a creature with less than half of its hit points maximum heal for an additional 2d6 rather than 2d4.

ARMAMENTS OF THE DREADNOUGHT

IMPERIAL BULWARK

Shield, rare (requires attunement)

You gain a +1 bonus to your AC while wielding this magical shield. This bonus is in addition to the shield's normal bonus to AC.

You can use an action to speak a command word and slam this shield to the ground. Doing so causes the shield to transform into a 5-foot wide, 5-foot high wall until the command word is spoken again. While in this form, the shield functions the same as an ordinary stone wall. It has AC 12 and 25 hit points in this form. If these hit points are reduced to 0, this item immediately returns to its shield form and this feature can't be used again until the next dawn.

Paired Set. If you are also attuned to the Heart of Steel, the following additional benefits are granted:

- The wall created by the imperial bulwark has its width increased to 10 feet wide, its AC increases to 15, and its hit points increases to 50.
- The damage reduction feature of the heart of steel now recharges on a short or long rest and can reduce the damage of *any* attack to 20.
- Any critical hit against you becomes a normal hit.

HEART OF STEEL

Plate mail, very rare (requires attunement)

This set of exceptionally well-crafted plate mail ensures that the wearer can never be struck down by a single blow. If ever an attack against you would deal damage equal to half of your hit points maximum (rounded down) or more, you may use your reaction to reduce the damage of that attack to 30 instead. Once you have used this feature, you may not do so again until the next dawn. In addition, when an enemy hits you with more than one attack in a single turn, you have resistance to damage dealt from all attacks past the first.

Paired Set. If you are also attuned to the Heart of Steel, the following additional benefits are granted:

- The wall created by the imperial bulwark has its width increased to 10 feet wide, its AC increases to 15, and its hit points increases to 50.
- The damage reduction feature of the heart of steel now recharges on a short or long rest and can reduce the damage of *any* attack to 20.
- Any critical hit against you becomes a normal hit.