

# MAGIC ITEMS OF THE FLANAESS



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by Joseph Bloch

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## MAGIC ITEMS

### AMULET OF SUPERSTITION

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*Wondrous item, rare*

This curious object was created in the Kingdom of Aerdy during its wars against the Suel barbarians to the north. It is specifically keyed to be effective only against the Snow, Frost, or Ice Barbarians, or those who are descended therefrom (thus, many of those from Stonefist, and some from Ratik, will also be affected). It was presumed lost when Spinecastle fell to the humanoid hordes, but rumors persist of its existence.

Once per hour, when the proper command word is spoken, the amulet creates an aura of intense superstitious dread in those effected. Those potentially effected who are within 30' of the amulet must make a DC 12 Wisdom check or feel an overwhelming desire to retreat outside the area of effect. Those who fail must make an additional DC 12 Wisdom check or suffer disadvantage on all attack rolls and Charisma checks for 10 minutes due to the intense nervousness.

### AMULET OF UNDEAD RESISTANCE

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*Wondrous item, very rare*

This amulet provides protection against any special attack actions from undead creatures, such as a specter's life drain, a vampire's bite, a ghost's horrifying image and possession, etc. It has no impact on physical attacks; the vampire's bite still does piercing damage, but fails to impact your maximum hit point total. It has 3 charges, and will regain 1d3 charges at dawn.

### ANVIL OF THE DWUR-SMITHS

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*Wondrous item, very rare (requires attunement)*

This enchanted item is a product of the priests of Moradin, the chief dwur deity, and legends say that it was used to create the first dwarven magic

items. When used in conjunction with smith's tools, this magical anvil allows you to craft armor and weapons of extraordinary quality. On a successful DC 20 check, any weapon or armor created will have a gp value equal to 100 times normal. Doing so takes twice as long as an ordinary item would take to make.

You may also use this anvil to create a magical weapon, armor, or shield. Doing so will only take half the time that would normally be needed to craft an item of the appropriate rarity (thus, you could craft an uncommon item in only 10 days, rather than 20). The cost is unaffected.

### AXE OF SULWARD +2

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*Weapon (axe), very rare*

This axe was originally enchanted to aid foresters in cutting the rare woods that serve as a primary export from the Lordship of the Isles. Against most enemies, the axe gets a +1 bonus to hit and to damage. Against plants and objects made of wood, the bonus is +2. If used against an enemy with a wooden shield, the shield will be destroyed if the axe hits with a roll 4 or more higher than the required roll to hit.

### BIGBY'S BOTTLED BREATH

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*Wondrous item, rare*

This item appears as an ordinary potion bottle with a stopper sealed with an elaborate "B" in wax, but otherwise appears to be empty. If the stopper is loosed, a powerful blast of wind will be loosed for 1 segment, which can be aimed by whomever is holding the bottle. Any creature in a path 5' wide and 20' long must make a CR 15 Strength saving throw or be pushed back 10 feet and take 1d6 hit points of bludgeoning damage. All small fires (torches, candles, etc.) in the area of effect will be extinguished.

### BLACK SAILS OF THE SCHNAI

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*Wondrous item, very rare*

These religious artifacts are in fact powerful magical items, unique to the Snow Barbarian priests. Used only on funeral ships of great Schnai heroes, a small square of the sail is retained before the ship is sent into the sea and burned. Once the body has been sent to the afterlife in this way, the soul of the deceased is linked to the remnant of the sail, and can be called upon by burning the remaining fragment of the sail. These undead warriors are called einherjar, and are detailed below. Many Schnai villages will have up to ten such sails that they can use to summon einherjar protectors. They will obey the orders of the one who burned the sail for up to 1 week or until they are slain, after which time they will leave the material plane forever.

## EINHERJAR

Einherjar ("ayn hair yar") are a special kind of undead summoned by the burning of a Black Sail of the Schnai (see magic items, above). They are never encountered outside of the use of a Black Sail. It appears as a semi-translucent version of its living self, although its weapons will feel substantial enough to an enemy.

**Undead Nature.** An einherjar doesn't require air, food, drink, or sleep.

The spirit appears as a spectral einheriar (spirit warrior) and fights on the side of the tribe until destroyed. These einheriar will usually have 4 to 12 hit dice and will require +1 weapons to hit. They will bear the equipment they used in life. Such creatures can be turned as special undead. X.P. value: 1,000 x.p. G.P. value: 5,000 g.p.

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**Armor Class** 13

**Hit Points** 54 (6d10+24)

**Speed** 0 ft., fly 40 ft. (hover)

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	15 (+2)

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**Saving Throws** Wis +3, Cha +3

**Damage Resistances** acid, cold, fire, lightning, thunder

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life (likely Fruz and possibly Common)

**Challenge** 3 (700 XP)

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**Incorporeal Movement.** The einherjar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

## ACTIONS

**Multiattack.** The wight makes two longsword attacks or two longbow attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8) piercing damage.

## EINHERJAR

Medium undead, neutral

## BLADESTAR

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*Weapon (dagger), legendary (requires attunement)*

This black-bladed dagger with a black-and-red corded hilt is elegantly forged of some unknown metal. Its pommel is adorned by a deep blue sapphire surrounded by tiny diamonds.

**Sentience.** Bladestar is a sentient chaotic neutral weapon with an Intelligence of 15, a Wisdom of 11, and a Charisma of 11. It can communicate telepathically with its owner and *detect invisible creatures* in a 10-foot radius.

**Magic Weapon.** Bladestar has a bonus of +2 both to hit and to damage. When used in a backstab attack, on a natural roll of 19 or 20 it will do maximum damage. It can also *charm person* (as per the spell) three times per day, by touch.

**Strength.** Once per day, the dagger can grant its wielder an increase of strength for ten minutes. The amount of strength gained depends on the class of the wielder:

- Monk/sorcerer/warlock/wizard: 3 (1d4)
- Bard/cleric/druid/rogue: 4 (1d6)
- Fighter/paladin/ranger: 5 (1d8)
- Barbarian: 6 (1d10)

**Lawslayer.** Once per month, at the mutual agreement of the dagger and its wielder, Bladestar will act as a dagger of slaying lawful creatures. On a successful hit, the target will be lowered to 0 hit points.

**Personality.** Bladestar is made sentient by the haunting of its former owner, the assassin Alair Daraan. Daraan was a member of the cult of Iuz, and he will do whatever it can to further the cause of the cambion.

**Destroying Daraan.** Daraan was originally tasked with a mission for the cult; to deliver vital information to the cult in the city of Greyhawk. Once that mission is completed, the spirit of Daraan will be set free and the dagger will lose all

sentience, retaining its magic weapon and strength properties.

## BOWL OF STORMS

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*Wondrous item, very rare (requires attunement)*

When filled with sea or fresh water which is then thrown up in the air, this enchanted bowl can be used to summon a fierce but short-lived tempest. The storm will be only 100 yards in diameter, and can be centered anywhere up to a half-mile away. Any ships caught within the storm will take 50 (10d10) damage and will be blown in a random direction to the perimeter of the storm. The storm will last but 10 minutes, and the bowl can be used only once per week.

## BRACELET OF LOST SHIPS

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*Wondrous item, very rare (requires attunement)*

Originally found in Medegia, this magical bracelet has subsequently been noted in various lands around the Aerdi Sea. The bracelet sports a silver disk with a zircon embedded within it. When within one mile of a sunken ship, the stone will glow red on the side facing the wreck; if there are more than one within a mile, it will indicate the closest one. When the bracelet is within 50' of the wreck (horizontally, not vertically or at an angle), the stone will glow blue. At that point, when the command word is spoken, the bracelet will cause the sunken ship to rise to the surface for 20 minutes. Only one ship can be raised per use, but if a ship has been broken into several distinct pieces, each piece must be raised separately (the DM should determine the appropriate charges spent doing so, based on the size of the pieces). It is possible for a wreck to be so old and battered that raising it using this device is impossible.

The bracelet has 25 charges and cannot be recharged. Detecting wrecks does not drain any charges, but raising a ship costs charges as indicated:

Ship	Charges
Rowboat	1
Keelboat	2
Rhennee barge	3
Longship	4
Sailing ship	5
Galley, warship	6

If a sunken vessel is located, there is a 25% chance that there will be 1-6 other wrecks of various types in the same area. Wrecks have a 75% chance of being inhabited: roll on the random encounter table appropriate for the locale. Such ships are usually little more than rotting wood, mud, and seaweed; for every 10 minutes spent on board, there is a 20% chance of falling through a rotten deck or floor and taking 1d6 hit points of damage (a successful DC 11 Dexterity (acrobatics) check will prevent damage).

## CAP OF DREAMING

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*Wondrous item, rare (requires attunement)*

This small leather cap is designed to be worn while sleeping. While sleeping with the cap on, you will dream of an upcoming dangers, but always in an abstract manner (a dragon could be represented by roaring wind, a fall into a pit trap could be represented by a “flying dream”, etc. You will remember the dreams, but will only recognize the significance when the danger is upon you. Once per long rest where you are wearing the cap, you may choose one dangerous situation and make a DC 13 Wisdom check. Success means you get a +2 bonus on all saving throws, ability and skill checks, and rolls to hit against that danger. A danger could be a specific battle against a group of orcs, but not an entire adventure through an orc-infested dungeon; the effect will never last more than 10 minutes.

If you are not aware of the cap’s powers when you first wear it to sleep, you will still have the dreams, but will not realize the connection unless you make a successful Intelligence roll after a dangerous

situation has passed. Once that happens, you will realize the connection between the dream and the danger, and can then try to use the dream to get the bonus, as detailed above.

## CAP OF HEALING

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*Wondrous item, uncommon*

This small cloth cap was created by the Velunese as part of their mandate to aid those who require healing. When you cast the spell *cure wounds* while wearing this cap, you will cure double the number of hit points that would normally be healed.

## CARPENTER’S TOOLS OF DYVERS

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*Wondrous item, rare (requires attunement)*

This enchanted set of carpenter’s tools was originally created for a master craftsman in the city of Dyvers, and proved well worth the expense of commissioning it. Any structure or siege equipment built with the aid of the *carpenter’s tools of Dyvers* will have 150% of the normal listed hit points, but will not take any longer to construct. When used for downtime activity of running a (carpentry) business, this means you add 2 to your die roll for every day spent running the business.

## CASKET OF PRESERVATION

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*Wondrous item, uncommon*

First enchanted by clerics in Furyondy and Veluna, this finely-engraved wooden coffin is used to protect the bodies of the deceased from decay. If a lawful good cleric places a body within the casket, and then casts a *bless* spell upon the body, the casket will preserve the body indefinitely, as long as it remains in the casket. The body cannot be more than nine days dead when the *bless* spell is cast. If the deceased is returned to life via resurrection, he or she will suffer none of the usual penalties on attack rolls, saving throws, and ability

checks. In addition, the newly-returned character will receive the benefits of a *heal* spell, once the *resurrection* is complete. Finally, the character performing the resurrection will have no penalties no matter how long the deceased has been dead.

## CAVE BEAR CLOAK

*Wondrous item, very rare (requires attunement)*

Enchanted by tribal shamans of primitive Baklunish tribes far to the west, this magical item was stolen from them long ago, and has made its way across the Flanaess for many years. The current location is not known. The wearer has the following powers:

- *Speak with animals* twice per long rest
- *Hold beast* once per day (as hold monster, but only works on beasts)
- Strength score is increased to 19
- Advantage on all saving throws vs. fear effects
- Transform into a cave bear (as a brown bear, but with 44 (6d10+2) hit points) for 3 hours, once per week

## CHALICE OF QUESTING

*Wondrous item, very rare*

Originally created by the Knights of Holy Shielding, this magic item allows a lawful good fighter to temporarily become a paladin, with all of the powers and restrictions thereof. If activated by a lawful good cleric by casting the *geas* spell upon it with a willing lawful good fighter adjacent, the fighter will take on all of the powers of a paladin of equal level for the duration of a specific quest specified at the time of the transformation. Any deviation from the strict terms of the quest, or the tenets of lawful good, will result in instant loss of all acquired paladin powers. If the quest itself is a failure, the chalice will break into flinders.

## CIRCLET OF THIEVES

*Wondrous item, very rare (requires attunement)*

This golden circlet, designed to be worn on the brow, was originally created for the Lord Mayor of Greyhawk in years past by wizards in the employ of the powerful Thieves Guild, and is still is in his possession. The circlet allows the wearer to summon a band of rogues, similar to how a Horn of Valhalla summons berserkers. The number of rogues summoned, and their archetype, depends on the level of the wearer:

<b>Wearer</b>	<b>Thieves Summoned</b>	<b>Archetype</b>
1-4	1d4 4th level rogues (thief archetype)	Thief, acrobat*
5-8	1d4 8th level rogues	Thief, acrobat*, assassin
9-12	1d4 12th level rogues	Any
13+	1 18th level rogue (all ability scores are 18)	Any

The summoner may choose which archetype the summoned rogues will follow, but all must be of the same type. The summoned rogues are well-disposed towards the summoner, but will not follow any obviously reckless or foolhardy instructions. All wear leather armor and bear short swords, and will have standard equipment. The 18th level rogue has a short sword +3, and has a 30% chance of stealing the choicest magical item for himself. The rogues will vanish after eight hours, along with anything they may be carrying. It can only be used once per week.

## CLOAK OF THE PANTHER

*Wondrous item, rare (requires attunement)*

This primitive, yet effective, magical item was originally created by the savage medicine men of

\* See "A Fine Pair of Rogues", published by BRW Games.

the Amedio Jungle. While worn, the wearer's Dexterity score is three points higher than it normally is. Once per round, the wearer can make a Dash action as a bonus action. It also allows the wearer to transform himself into a panther for up to 6 hours each night. The transformation can only take place at night, and only when there is no moonlight.

## CLOAK OF VOLCANIC RESISTANCE

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*Wondrous item, rare (requires attunement)*

This rather specialized magical item was originally created for use in the fiery Hellfurnaces, but has since been found to have application elsewhere. The wearer only takes half damage from natural fire damage, and when the hood is worn gets a +3 bonus to all saving throws against poison gas and vapor. Against magical fire damage, the wearer gets a +2 bonus to all saving throws, and damage which is measured in dice (for instance, a 6d6 die *fireball*) will do 1 point of damage less per hit die, with a minimum of 1 per die.

## COIN OF ALMS

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*Wondrous item, uncommon*

It should be noted that this cursed coin was created not to harm its possessors, but to help the poor. When you come into possession of this ordinary-looking platinum coin, you must make a Wisdom saving throw. Failure means you are overcome with feelings of generosity, and will start giving away your cash and other possessions to the needy and destitute. You will not give away magic items, but will not keep more than 50 gp at any given time. You will not give away the coin itself, however. Only a remove curse spell will cancel the effect; if the coin is taken from you without your consent, it will return magically within 24 hours (your urge to generosity will not abate during that time, however).

## CORD OF EKBIR +1

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*Weapon (garrote), rare*

This innocent-looking weapon was developed in the Baklunish realm of Ekbir, but can sometimes be found in the eastern Flanaess as well. When attacking from the rear, this weapon will do 1d3 hp of bludgeoning damage per turn; you only need to hit once. The magic of this weapon gives you a +1 bonus to hit, and the victim must make a DC 15 Constitution save or be stunned for the next minute.

## DART OF BLINDING

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*Weapon (dart), uncommon*

This magical dart can either be used as a simple ranged weapon, or as ammunition for a hand crossbow. It will cause the target, as well as any creature within 15 feet, to become blinded for 3 (1d4) minutes. A successful DC 20 Dexterity check means a creature avoids the blindness.

## DART OF STUNNING

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*Weapon (dart), uncommon*

This magical dart can either be used as a simple ranged weapon, or as ammunition for a hand crossbow. It will cause the target, as well as any creature within 15 feet, to become stunned for 3 (1d4) minutes. A successful DC 20 Dexterity check means a creature avoids the stun.

## DART OF VAPORS

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*Weapon (dart), uncommon*

This magical dart can either be used as a simple ranged weapon, or as ammunition for a hand crossbow. It will invoke a *stinking cloud* (as per the spell) in a 30-foot radius from the point of impact.

## DEMON STAFF

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*Staff, rare*

This evil magic item is created by binding a vrock demon into its substance. It allows you to activate the following powers each once per day:

- Cause a target creature to become frightened by touch (requires a successful roll to hit)
- If it does hit an enemy, it will cause 14 (4d6) points of necrotic damage
- Summon a Vrock demon for 5 minutes, who will fight on the staff holder's behalf
- Turn the holder of the staff into a Glabrezu demon (with all magical and physical powers) for 5 minutes

## DISK OF FAIR TRAVELS

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*Wondrous item, rare*

This enchanted disk is a protective holy object of Pharlangn, the god of travelers, specifically geared towards those who travel by sea. It was originally created in the lands around the Azure Sea. It is a wooden disk as broad as a handwidth, with a small gold circle in the center. To be activated, the disk must be mounted on the prow of the ship and a brief prayer to Pharlangn spoken aloud. For the next 24 hours, the ship will be protected from pirates and other sea raiders. If such attempt to attack the ship, there is a 75% chance that a thick fog will suddenly rise, enabling the ship to escape unscathed. Otherwise, the raiders are able to attack the ship as they normally would.

## DRAWMIJ'S DAGGER

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*Weapon (dagger), rare*

This weapon is normally treated as a dagger +2. If the wielder is in a position where he cannot move 100 ft. in any direction without encountering either an enemy creature or an unmovable object, however, it will become a dagger +4. Once an

escape route presents itself, the dagger will revert back to its +2 status.

## DURA'S DEADLY POISON

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*Potion, very rare*

This most potent potion is renowned for its deadly effects. Anyone who ingests a vial of the poison must make a DC 20 Constitution saving throw or be slain instantly. Even worse, however, is that within 1d6 rounds, the body itself becomes so toxic that anyone coming into contact with the flesh must themselves make a DC 15 Constitution saving throw or also die 1d4 rounds later (although their flesh will not have the same toxic effect on others). It is thus useful for wiping out entire groups, as even an innocent check of a victim's pulse can spell doom.

## DUST OF DISPELLING AIR ELEMENTALS

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*Wondrous item, rare*

This small packet contains enough dust for but a single use. When thrown onto a creature originating from the elemental plane of air (which requires an action, and has a range of 10 feet), that creature will immediately be forced back to its home plane. The powder can also be used to create a *magic circle* (as per the spell) that is effective against creatures from the elemental plane of air alone. There is enough dust to create a circle 10 feet in diameter, or a line 50 feet long, which would have the same effect. Only creatures that are compelled to be on the material plane, such as djinn and elementals, will be affected.

## EDGE OF CORUSK

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*Weapon (longsword), very rare (requires attunement)*

This singular blade was created in the heart of the Corusk mountains to aid a Frost Barbarian in a quest to find the Five Blades of Corusk and free the imprisoned god Vatun. That quest failed, but his blade lives on. It is a longsword +3, and can

summon an *ice storm* (as per the spell) once per week.

## EQUALIZER OF THE GRAN MARCH

Weapon (long sword), legendary

This bright silver enchanted blade, sometimes known as the Sword of Neutrality, was forged by the forces of Balance in order to trim back the power of extreme alignments (those without any neutrality in their composition) by removing them from the material plane with extreme prejudice. In the hands of any creature whose alignment is other than true neutral, it will only act as a longsword +1. In the hands of a true neutral character, the bonuses to hit and to damage depend on the alignment of the target:

Alignment	Bonus to hit	Bonus to damage
Neutral	+1	+1
Lawful neutral, chaotic neutral	+1	+2
Neutral good, neutral evil	+2	+4
Lawful good, chaotic good, lawful evil, chaotic evil	+3	+6

If a creature is struck whose alignment is lawful good, chaotic good, lawful evil, or chaotic evil, that creature must make a DC 15 Intelligence saving throw or be utterly disintegrated.

## EYEPATCH OF SEEING

Wondrous item, uncommon

This spell allows you to have *true seeing* (as per the spell) when the eyepatch is worn over an undamaged eye. It can only be used by the same person for 10 minutes out of every hour, or three times per day total, due to the strain it places on the eye and the brain. It must be worn atop an undamaged, fully functioning, eye.

## FLYING SCIMITAR OF TUSMIT + 3

Weapon (scimitar), very rare

This weapon was created by Tusmit in preparation for a challenge to the authority of the Caliph of Ekbir, and is passed down from one of the Pasha's war ministers to the next. In melee it gives a +3 bonus both to hit and for damage. You may also opt to hurl it at an enemy (range 10/30). When thrown, it will whirl like a pinwheel, and if you roll a natural 20 to hit, the target will take an additional 14 points of slashing damage. If that happens, roll again. On another natural 20, you will lop off a limb (DM's choice as to which). If the target has no limbs, a suitable chunk of the creature's body will be cut off instead. It will then return to your hand. Anyone other than the person who threw it, who is foolish enough to try to grab the scimitar, must make a successful DC 20 Dexterity check or lose the hand that made the attempt. Nothing short of a magical barrier can prevent the flying scimitar returning to the one who threw it.

## GARGOYLE CLOAK

Wonderous item, very rare

This garment will transform the wearer into a gargoyle as soon as it is donned (it should be noted that other similar types of cloaks exist, which will have a similar effect, but with a different monster), with no command word necessary to activate the effect. Any items carried are absorbed into the body to the wearer. Anyone wearing the cloak has the following attributes:

**Armor Class** 15 (natural armor)

**Speed** 30 ft., fly 60 ft.)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**False Appearance.** While the wearer of the cloak remains motionless, he or she is indistinguishable from an inanimate statue.

#### ACTIONS

**Multiattack.** The wearer makes two attacks: one with its bite and one with his or her claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

The cloak may be donned up to three times per day, and the act of donning the cloak takes 1 action. For every ten minutes that the cloak is worn, the wearer must make a DC 10 Wisdom check. Failure means the wearer's mind has transformed into that of an actual gargoyle, and he or she will either attack or fly off. In such cases, a wish spell will restore the wearer, and upon his or her death, the original form will be revealed.

Gargoyle cloaks are fragile things. If the wearer takes 20 points (cumulative) of slashing and/or fire damage, the cloak will cease to function.

### GLOVES OF THE PALADIN

*Wondrous item, uncommon (requires attunement)*

These enchanted gloves allow the wearer to heal wounds by laying on hands, as if he or she were a paladin. Once per long rest, the gloves can heal five hit points of damage for every level of the wearer. You do not have to heal all your available points at once, but healing does require an action. The wearer must be of Good alignment; if someone of Evil alignment attempts to wear them, that person

will take 12 (4d6) hp of radiant damage. Neutral characters simply cannot activate the gloves' magic. They will magically adjust in size to fit anyone from the size of a gnome to an ogre.

### GOBLET OF PURITY

*Wondrous item, uncommon*

One of the many magical items that were created specifically for use in the Overking's court, where the art of poisoning was brought to a high level, this magical goblet appears to be a normal oaken cup. However, any poisonous liquid left within it for one minute will be completely neutralized and rendered safe for consumption.

### HASTY BARGE

*Wondrous item, very rare*

This enchanted vessel was created for, and remains in the possession of, the Rhennee folk of the Nyr Dyv. In form and size, it appears as any ordinary barge used by the Rhennee, being 14' wide and 35' long, with 4 heavy crossbows mounted on each side, as is typical for such a craft. If the proper command word is spoken (and such command words are among the most closely-guarded secrets of any Rhennee hetman), the barge will be able to speed along at 60 miles per day, regardless of the wind, currents, or tides. It is rigged with a lugsail to hide the barge's magical propulsion.

In addition, the barge radiates a magical field that prevents any freshwater sea creature with an intelligence of 6 or less from attacking. This, perhaps more than its speed, makes it a highly prized vehicle.

### HEADBAND OF WHITE DRAGON DOMINATION

*Wondrous item, legendary (requires attunement)*

This headband is carved from the skull of a white dragon, and was created by a powerful wizard who desired to drive out the mountain dwarves and

claim their treasures for his own. He was slain by the self-same dwarves he sought to overcome, but his headband has survived. When worn, you gain the following effects:

- *Dominate monster* (as per the spell, but only effective against white dragons, and target has disadvantage on its saving throw)
- Immunity to cold damage
- Advantage on all die rolls related to flying mounted on a white dragon

## HEADBAND OF GIANT MANIPULATION

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*Wondrous item, rarity varies (requires attunement)*

This magical elk-hide headband was originally crafted so that travelers in the Jotens might be safer against the depredations of the hill giant tribes there. The idea proved so successful that other types of headband were eventually created.

While none of these headbands provides the means to communicate with the appropriate sort of giant, it does provide an insight into the particular psychology of the giants, allowing them to be more easily influenced and manipulated. If the means of communications is available (such as the wearer being able to speak giant), wearing a headband allows you to choose whether the initial reaction from any given giant is friendly, indifferent, or hostile. It also provides advantage when making any Charisma (Persuasion) or Charisma (Deception) rolls. No saving throw is allowed against this effect.

Once per long rest, the headband also allows you to directly influence the emotions of giants of the appropriate type (the maximum number depends on the type of giant; see below), as long as they are within 60 feet and you can see them. The giants are entitled to a Wisdom saving throw against this effect. The effect lasts 1 hour, and you can choose from the following:

- Fear: The giants are frightened
- Courage: The giants have advantage on all saving throws against fear and all morale checks
- Rage: You set the object(s) of the giants' anger. Against that target, they get advantage on all saving throws against Charisma checks, and a bonus of +2 to hit and to damage

Type	Giants Affected	Rarity
Hill	12	Rare
Frost	10	Very rare
Stone	8	Very rare
Fire	6	Very rare
Cloud	4	Legendary
Storm	2	Legendary

## HORN OF THE DEAD

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*Wondrous item, legendary (requires attunement)*

This enchanted horn of bone is well-known and dreaded by sailors across the Flanaess, to the point where they will refuse to sail with anyone carrying the horn. Indeed, innocent passengers have been known to have been tossed overboard on mere suspicion of its presence.

Once per week, at night on the open sea, if the horn is blown it will summon a spectral ship crewed by noncorporeal undead. A tense 5 minutes after the horn is sounded, the ghost ship will materialize from its normal home in the Ethereal Plane to the Border Ethereal, where those on the Material plane can see its translucent glowing visage. The ship itself is large, multi-decked and three-masted, with sails tattered with the passage of years. The ghost ship will heave-to next to the summoner's ship for one hour, silently waiting. All those (other than the one who sounded the horn) who see the ship are afraid for the duration of its stay, unless they make a successful DC 20 Wisdom check.

During this time, the ghost ship appears to take no action, but in reality, one of its undead crew will board the summoner's ship if the one who sounded the horn makes a successful DC 15 Wisdom check. If that happens, the undead creature will obey the orders of the summoner for the rest of his life, reluctantly. The horn can only be used once by any given individual, whether or not the attempt to gain an undead servitor is successful. The type of undead creature is determined randomly:

<b>Die Roll</b>	<b>Undead Type</b>
1-2	Ghost
3-5	Shadow
6-8	Specter
9-10	Wraith

After the hour has passed, the ghost ship will slip once again into the depths of the Ethereal Plane.

## HORN OF THE EAGLE

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*Wondrous item, very rare (requires attunement)*

This great iron horn was created by dwur smiths out of friendship with and respect of giant eagles, who are traditionally friendly towards demihumans. It is not used often, but only out of desperation, and can only be used once per week in any case, and then only in areas where giant eagles are found, such as mountains. Sounding the horn will summon 1d6+6 giant eagles, who will carry any dwarves, elves, or halflings (and any companions) away from whatever danger they face. The eagles will not attack any enemies. In return, those carried by the eagles must agree to perform a service for them (same effect as the spell *geas*). Failure to agree to the eagles' request will cause the horn to shatter.

## HORN OF TOAD SUMMONING

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*Wondrous item, rare*

Associated with the evil demi-god Wastri, this conch shell was created by a renegade wizard from Sunndi who found himself in the Great Swamp,

well known as the domain of the frog-god Wastri, who caused the horn to have unanticipated side effects. Sounding the horn will summon 1d6+6 giant toads for ten minutes. The toads will obey an evil character who summons them, but good or neutral summoners must make a DC 13 Wisdom check in order to control them, otherwise they will attack him.

Regardless of the summoner's alignment, each use of the horn will cause him to lose 3 points of Wisdom and slowly transform into a giant toad himself, although the nature of the enchantment is such that he will not notice the transformation, nor even acknowledge it if pointed out to him. As soon as the summoner reaches a Wisdom of 0, the transformation will be complete, but before then the progress of the transformation is as follows:

- Glassy eyes and warts
- Hair turns light green
- Voice becomes croaking, facial features become batrachian
- Skin turns dark green
- Body becomes bloated and the back becomes hunched

## ICHOR OF INTOXICATION

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*Potion, uncommon*

When you drink this potion, you become greatly intoxicated. The effects depend on whether a half-vial or a full vial is ingested.

<b>Effect</b>	<b>Half Vial</b>	<b>Full Vial</b>
Intelligence	-3	-6
Wisdom	-4	-7
Dexterity	-2	-4
Charisma	-1	-4
All "to hit" rolls and saving throws	-1	-5

The effects of a half vial will dissipate in 3 (1d2+2) hours, and the effects of a full vial will dissipate in 5 (1d3+3) hours.

If more than one vial of the potion is imbibed, the drinker will become Unconscious for 8 (1d4+6) hours. The ichor can be mixed with food (approximately 10 square inches, or one apple-sized item) or drink, but if exposed to air for ten minutes, the potion will dry into a solid.

## IRON GAUNTLET OF URNST

*Weapon (special), very rare*

This weapon was originally created more than a hundred years ago by a wizard who felt the symbolism of an iron fist was in keeping with his philosophy and style as a ruler. It appears as any sort of gauntlet that would be part of a suit of plate mail. However, it can be used in combat to make unarmed strikes with a +2 bonus to hit. If the attack is successful, roll on the following table to determine damage and other effects.

### Die Roll

(d20)	Effect
1-12	Glancing blow: 1d10 points of crushing damage
13-16	Solid punch: 2d10 points of crushing damage
17-19	Hard punch: 3d10 points of crushing damage, target is stunned until the end of your next turn
20	Crushing blow: 4d10 points of crushing damage, target is stunned until the end of your 3rd next turn

If you stun an enemy and make another attack with the gauntlet against it on your next turn, you get an additional +2 bonus to hit.

## JEWELER'S TOOLS OF SUNNDI

*Wondrous item, uncommon (requires attunement)*

This enchanted set of hammers, chisels, magnifying lenses, and the like was created by the dwurfolk who dwell in and around Sunndi, the Hollow Highlands, and the Glorioles. If you are proficient with jeweler's tools, if you make a

successful roll to modify a gem's appearance (DC 15), you increase the stone's value by 20-50% (roll 1d4 and add 1).

## LANTERN OF ZAGYG

*Wondrous item, very rare*

This enchanted lantern is but one of the dozens of magic items that have been found in the dungeons beneath the ruined Castle Greyhawk over the years. Once per day, the hooded lantern can be opened to shine a magical light lasting 10 minutes. Any invisible, out-of-phase, or ethereal creature within a 50' radius of the lantern will be rendered visible, appearing as a semi-translucent, light gray figure. Any undead (corporeal or non-corporeal) within the radius will also be affected, being turned as if by a 15th level cleric.

## LEOMUND'S LABILE LOCKER

*Wondrous item, very rare (requires attunement)*

This wooden box is banded with copper fittings, and is normally some two feet by two feet by three feet in size. Upon the copper bands there are four command words invisibly etched, which can only be revealed by a *see invisibility* spell, *true seeing*, or some similar magic.

The first command word will shrink the box to one-twelfth of its normal size in every dimension (so two inches by two inches by three inches). All items within will be similarly shrunk and their weight proportionally lessened.

The second command word will cause the locker to act as if a Leomund's secret chest spell had been cast upon it, without the need for a smaller replica chest.

The third command word will cause the chest to increase in size four times in every dimension; so eight feet by eight feet by twelve feet. All items within retain their original size, but the chest itself

weighs 1,200 pounds in this form, and its walls are a foot thick.

The fourth command word will cause the chest (and anything within it) to return to its normal size.

## MIRROR OF FLAME

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*Wondrous item, very rare*

Like most enchanted mirrors, this one is some 6' by 3', and is mounted in a wooden frame. It begins with 10 charges, and recovers 1d4+1 charges each day at dawn. If the last charge is used, it will crumble into ash.

When the command word is spoken, a charge is used and the mirror becomes a magical *gate* to the elemental plane of fire. Each minute it is kept open, another charge is used, and there is a 10% chance that a fire elemental will come through the *gate*, and will seek to destroy everyone and everything in sight. An action is required to both activate and deactivate the mirror.

## MURLYND'S SPOON

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*Wondrous item, common*

This unremarkable-looking horn spoon will fill any bowl, cup, dish, or other container with a thick, unappetizing, but surprisingly nutritious and filling gruel. Enough food will be produced by the spoon to feed four normal humans each day.

## NECKLACE OF VENGEANCE

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*Wondrous item, rare (requires attunement)*

This enchanted piece of jewelry appears as a rusted and worthless bit of chain. It is cursed, and cannot be removed once worn as a necklace, save by use of the spell *remove curse*. Ironically, the wizard who first crafted it died a peaceful death, and thus did not engage its powers.

If you die while wearing the necklace, your corpse will rise from the dead nine days later as a walking corpse, and your singular mission will be to slay those who were responsible for your death. You will ignore anyone and anything that is not directly involved with that mission, except if they attempt to interfere with you. In that case, you will fight to remove such interference, but once it is removed, you will return to your original mission. Once you have slain the creature that slew you, there is a 50% chance you will continue your campaign for revenge, in the following order:

1. Your slayer's companions at the time you were killed
2. Your slayer's companions at the time you killed your slayer
3. Whomever killed your slayer before you did, thus depriving you of your vengeance

While walking the earth in search of vengeance, your corpse cannot be turned and regenerates all but fire damage, but still shows signs of decay. Only immolation will destroy the corpse. 15 days after rising from the dead, your spirit departs your body, even if your mission of vengeance has not yet been completed. Your body will collapse where it stands, and you can never be *raised*, *resurrected*, or *reincarnated* after that point.

## WALKING CORPSE

*Medium undead, neutral*

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**Armor Class** As in life (13 if unknown)

**Hit Points** 40 (8d10)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	7 (-2)	12 (+1)	6 (-2)

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**Senses** passive Perception 13

**Languages** As in life

**Challenge** 1/2 (100 XP)

**Regeneration.** The walking corpse regains 10 hit points at the start of its turn. Taking damage from fire will prevent regeneration on the following turn. The corpse is only destroyed if it starts its turn with 0 hit points and doesn't regenerate.

**Immune to turning.** The walking corpse is unaffected by the turn undead, destroy undead, or command undead powers of clerics.

## ACTIONS

**Strangle.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 11 (2d8+3) bludgeoning damage.

## NEEDLE OF DIRECTION

*Wondrous item, common (requires attunement)*

Originally forged by an Ice Barbarian shaman for use during their voyages through the dense fogs in the Icy Sea during the summer, this is an iron needle set in a vessel of transparent crystal. If one command word is used, the needle will point due east. A second command word will cause the needle to point towards the desired destination. In addition, any magical forces are being used to impact navigation, the crystal itself will emit a soft yellow glow. The needle, being iron, will be affected by strong magnetic fields, and is simply a directional indicator; it affords no sorts of protection from perils at sea.

## ORACLES OF GREYHAWK

*Wondrous item, very rare (requires attunement)*

These seven colored translucent spheres, each about 8" in diameter, were created years ago by the Society of Magi in the Free City of Greyhawk. Their current disposition over the years is unknown, but what is known is that they are useful in learning more about the region in and around Greyhawk

and its neighbors. Each oracle can be asked one question per day, with the color of the orb determining its geographic area of expertise:

Color	Area of Knowledge
Red	Horned Society
Orange	Wild Coast
Yellow	Kingdom of Furyondy
Green	Gnarley Forest
Blue	Shield Lands
Violet	City of Greyhawk
Brown	Cairn Hills

The orbs are not omniscient, however, and can only answer questions relating to the populations of humans, humanoid, demi-humans, animals, monsters, and plants within its particular geographic area. Questions can include history, legends, lore, art, demographics, religion, mythology, law, etc. Thus, it would be possible to ask the Green Oracle how many wood elves there are in the Gnarley Forest, or the Orange Oracle what is likely to become of a pickpocket who is arrested in Narwell.

The more specific the question, the more difficult it will be to obtain an answer; general questions require a DC 10 Intelligence check on the part of the user, specific questions require a DC 15 check, and exacting questions require a DC 20 check. For instance, "do hobgoblins live in the Cairn Hills?" is a general question. "Do hobgoblins live in the Cairn Hills on the peninsula that juts into the Midbay?" is a specific question. "Do the hobgoblins on the peninsula in Midbay possess the Iron Gauntlet of Urnst?" is an exacting question.

The alignment of the questioner will also impact the chance of success (modifiers are cumulative, so a neutral evil character gets a +2 bonus):

- Neutral characters get a +5 bonus to the roll
- Lawful characters get a +2 bonus to the roll
- Chaotic characters get a -2 penalty to the roll

- Good characters get a +2 bonus to the roll
- Evil characters get a -3 penalty to the roll

## ORB OF RAX

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*Wondrous item, legendary (requires attunement)*

Originally borne by the scions of the House of Rax when they sat on the Malachite Throne, the Orb of Rax has passed down to the current line of Overkings in Rauxes and is carried on state occasions as a symbol of their victory in the Turmoil Between Crowns. It provides the wearer with resistance against force damage and immunity to the spell *magic missile*.

## PHYLACTERY OF ACTION

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*Wondrous item, uncommon*

This arm-wrapping provides immunity to being paralyzed, as well as rendering *hold person* spells unusable upon you.

## POTION OF PROTECTION FROM DRAGON'S BREATH

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*Potion, uncommon*

This potion makes you resistant to all dragon breath weapons, including those from chimeras, undead dragons, and the like. It has no effect on physical, magical, or other forms of attack the dragon might have. The effect lasts for 10 rounds.

## POUCH OF HOLDING

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Much like its related item the bag of holding, the pouch of holding is larger on the inside than it appears on the outside. Pouches of holding will be found in batches of 4 ( $1d4 + 2$ ) hanging from a belt. Each one holds 10 pounds, but no individual item can be placed within that exceeds 1" x 2" x 3" (it is thus ideal for holding potion vials, gems, and the like, but daggers, wands, etc. would not fit), and the total capacity is 3" x 6" x 12". Each pouch weighs 1/4 pound, regardless of what is placed within. It otherwise functions as a bag of holding.

## PRISON OF ZAGYG

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*Wondrous item, very rare, requires attunement by a spellcaster*

Only five of these small brass cages are believed to exist. Each appears as a small (6" high) brass cage with an ornate lock on the door. Once attuned, you can use the prison to trap any single creature whose real name is known. If the target has no name, then a detailed account of its history must be known. The target creature must be within 60' of you, and must be in your line of sight. The target is allowed a DC 20 Wisdom saving throw to avoid being trapped. A trapped creature shrinks to three inches in height and is immediately teleported within the prison, after which the door shuts.

Creatures trapped within the prison require neither food nor drink, nor do they age. The interior of the prison is proof against all magic, no matter its source or type, and the cage door cannot be opened from within. Only a spellcaster of at least the level of the one who imprisoned the creature in the first place can open the door, and then only from the outside. Creatures within the cage cannot be located by any magical means, as the anti-magic effect thwarts all manner of divination.

## RARY'S BULLSEYE BOW

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*Weapon (short bow), very rare (requires attunement)*

This enchanted shortbow has a normal +2 bonus to hit and to damage, but three times per day, on utterance of the command word (which is engraved on the bow in Baklunish), it will automatically hit one target, as small as a coin, as long as it is within long range. If the target is a living creature, the shot will count as a critical hit.

## RAZOR CLAWS OF CHAKYIK +2

*Weapon (special), very rare*

These metal claws attached to leather gauntlets are always found in pairs. They were originally crafted for the Tiger Lord of the Chakyik by a powerful wizard. When worn, they do 1d6 points of slashing damage, and allow you to make attacks with a magical bonus of +2 both to hit and to damage. Attacks made with the razor claws are considered unarmed strikes, even though they do 1d6 points of base damage. In addition, you can make 2 strikes on each of your turns, one with each claw, with no penalty.

## REL ASTRAN SWORD OF ENMITY +1, +3 VS. RACIAL ENEMIES

*Weapon (long sword), very rare*

This long sword was originally crafted for a paladin who hailed from Rel Astra. It has a +1 bonus on all rolls to hit and for damage. However, when used against a racial or otherwise special enemy, this bonus is raised to +3.

- Paladins gain the bonus against chaotic evil creatures
- Rangers gain the bonus against their favored enemy
- Elves gain the bonus against drow and driders
- Drow gain the bonus against all other types of elves

The Dungeon Master may determine that the sword's racial enemy bonus applies in other cases, at his discretion.

## RING OF BOCCOB

*Ring, rare*

This appears to be a non-magical, but quite ornate, ring; no attempt to detect magic upon it will be successful. It is, however, quite a powerful item.

Any magic item that touches the wearer in an attack (such as a magic sword, staff, etc.) will fail to function. Only magic items which directly touch the wearer are so affected. In addition, such items must make a saving throw or become permanently deactivated. The saving throw required depends on the type of item:

Type of Item	Save on a...
Artifacts	2 or better (d20)
Weapons	4 or better (d20)
Staffs and rods	5 or better (d20)
All other items	6 or better (d20)

## RING OF FAUX PAS

*Ring, common*

This cursed magic item was created at the command of the Overking and inserted into the ranks of the diplomats of the Iron League to wreak havoc on a low scale. Once put on your finger, you must make a successful DC 15 Charisma save. Success means you are unaffected by the ring's curse. Failure means you will almost invariably make some sort of faux pas in any social interaction. You might yawn, burp, sneeze, let your attention wander, etc., at some critical juncture. In game terms this means you have disadvantage on all Charisma skill checks. Note that the ring itself can be removed, but the curse will endure until a remove curse spell has been cast upon you; this means that the curse of the ring can be laid upon several creatures simultaneously.

## RING OF GAMBLING

*Ring, uncommon (requires attunement)*

These rings are highly prized among gamblers and rogues throughout the central Flanaess. When engaged in a game of chance involving dice, the wearer can cause the dice to roll one pip higher or lower than the actual roll, so a 2 becomes a 3 or a 1, a 5 becomes a 4 or a 6, etc. More than one die can be influenced, as long as they are thrown

together. The user must specify whether the dice will be higher or lower than the actual roll; they cannot be mixed and matched to obtain a particular result. The ring cannot be used to influence game mechanics such as to hit or damage rolls; it is strictly useable for in-game gambling.

## RING OF LEADERSHIP

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*Ring, rare (requires attunement)*

These silver rings are traditionally gifted from a Knight of Holy Shielding to a boon companion (usually a fighter, paladin, or ranger of 9th level or above) in return for loyalty or some special favor. Their number is severely limited. If using the optional rules for loyalty in the Dungeon Master's Guide, the wearer of the ring gets a +5 bonus to the loyalty of all NPCs (maximum 20). Those NPCs loyal to you also get a +2 bonus to all morale checks.

## ROBE OF NOBILITY

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*Wondrous item, uncommon (requires attunement)*

This enchanted garment was created by a wizard who enjoyed the finer things, and resented the fact that wizards are often not at the top of the social pyramid. When worn, this purple robe gives you an upper-class appearance; you are well-groomed, and your clothes appear of silk and the finest wool and fur.

While worn, your Charisma is raised by 2 points (maximum 20), and you will be looked on favorably by anyone from a civilized society, however, these bonuses are purely based on appearance. Anything that requires knowledge (etiquette, persuasive abilities, etc.) are unaffected and must be handled through the appropriate role-playing, skill, or ability check.

## ROD OF DIPLOMACY

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*Wondrous item, rare (requires attunement)*

This magic rod was originally crafted for the personal use of Prince Thrommel of Furyondy, but with his disappearance a few years ago, it has been pressed into service by several other members of Furyondy's nobility.

Simply possessing this rod while negotiating or debating with some other intelligent creature will give you a +1 bonus on all Charisma (Persuasion) checks. Once per day, you may also opt to spend a charge and cast a *suggestion* spell. The *suggestion* must involve benign things such as peace, cooperation, and the like; if not, the target gets a +1 bonus to its saving throw. Once used, you may not use this function until the following dawn.

## ROD OF WINDS

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*Wondrous item, rare (requires attunement)*

When the command word is spoken while holding this rod, you can still any winds within a 50-foot radius of yourself for one hour. All wind is reduced to 0 miles per hour. This effect can be used to protect objects and structures from damage from high winds, becalm ships, and even the whirlwind attack of an air elemental. It will not stop anything with its own momentum entering the area; thus, snow and rain will still fall (although they will not be buffeted by any winds), arrows will still fly, etc. The effect remains for one hour, or until you deactivate it. Once used, this rod cannot be used again until the following dawn.

## ROD OF THE WOODLANDS

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*Wondrous item, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)*

You can use this rod as a +1 club, doing 2d4 points of damage if it hits. By expending charges, you can create the following magical effect: *entangle*, *plant growth*, and *wall of thorns*.

Each effect can be used once until the next dawn, when the rod recharges itself.

## SHOES OF FHARLANGHN

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*Wonderous item, rare*

This pair of thick-soled leather shoes is prized by those who wander Oerth. They will adjust their own size to match the wearer, and you will never become fatigued from walking, and can move at a fast pace (see the Travel Pace Table on p. 182 of the Player's Handbook) without penalty, and with the ability to use stealth, if applicable.

In addition, if you are of neutral or neutral good alignment, the following effects will apply:

- You will never trip, stumble, fall into a pit or snare trap, or become entangled
- You can climb even the steepest hills (up to a 45-degree angle) without exertion
- You can walk on thin and slippery surfaces without a chance of falling, such as wet logs, narrow ledges, etc.

If you have Fharlanghn as your patron deity, the following effects will also be granted while you wear the shoes:

- You will never become lost
- You can never be surprised by anything that walks, runs, or slithers on the ground
- Your movement rate is doubled, as is your jumping distance
- Climbing vertical surfaces does not cost you any extra movement
- When traveling across earth-based difficult terrain (mud, sand, rubble, etc.) you move at normal rate

## SILVER CROWN OF VELUNA

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*Wondrous item, legendary (requires attunement)*

Only but recently seen in Veluna, this enchanted headpiece is sometimes worn by the Canon of

Veluna, and sometimes by his agents when they embark on important missions for the state or the church. The exact effect when worn depends on the alignment of the creature wearing it. The effects are cumulative, if applicable.

- Lawful good, lawful neutral, or lawful neutral: You are protected by a *protection from good and evil* spell.
- Lawful good or lawful neutral: You get a +4 bonus to Wisdom (maximum 20).
- Lawful evil: You get a -4 penalty to Wisdom (minimum 3).
- Neutral evil: You get a -2 penalty to Wisdom (minimum 3).

## SKULL-STAFF

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*Wondrous item, rare (requires attunement)*

First discovered in the steaming jungles of Hepmonaland years ago, this fell item found its way into the southwestern Flanaess, and could be in the hands of anyone by this point. It is a 7' high staff with a demonic-looking skull, complete with a mane of white hair, at the top.

The staff has 25 charges. By expending a charge, you can cause fear in any creature within 30 feet who is able to see the skull, and who fails a DC 14 Wisdom saving throw. Unless surprised, a creature in range can avert its eyes at the beginning of every turn, but doing so means the creature has disadvantage when attempting to attack you while you hold the staff.

While holding it, you generate a *protection from evil and good* effect (as per the spell), and displacement (as per a *cloak of displacement*) against any fiend.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses all of its magical properties permanently.

## SPIDER WAND

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*Wand, rare (requires attunement)*

These wands are uncommon in areas frequented by drow, as they are associated with the priestesses of Lolth. It has 6 charges and will recharge 1d3 charges per day.

The spider wand can perform two functions with the expenditure of a charge:

- Shoot forth a strand of webbing up to 30' that acts as a *rope of entanglement* for 3 minutes
- Strike an enemy (successful roll to hit required) and cause them to be poisoned for 6 minutes if successful

## STAFF OF ANIMAL WARDING

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*Wondrous item, uncommon (requires attunement)*

This staff was originally created by a wizard who was accustomed to walking in the Hornwood, in order to make his jaunts less perilous. It has 10 charges. When the command word is uttered 20 foot aura of unease and antipathy is created around the holder of the staff. No beast will willingly pass into the aura, but those with an intelligence of 4 or higher are entitled to a DC 13 Intelligence save to ignore the effect. Fey creatures feel a sense of irritation when the staff is activated, but can enter its field if desired, and will either leave its vicinity willingly, or (25% chance) attempt to drive it and its wielder away.

If used as a melee weapon, you can use a charge when striking a beast. If successful, those with an Intelligence of 3 or less will immediately move as far away from the staff as possible for 10 minutes. Those with an Intelligence of 4 or higher are entitled to a DC 13 Intelligence save to avoid the effect.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff splinters into shards.

## STAFF OF INSECTS

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*Staff, uncommon (requires attunement)*

The staff has 25 charges. By expending 1 charge, you can cause it to shoot forth a death ray that will slay any single insect or insectoid creature that fails a DC 15 Dexterity check. The beam has a range of 30 feet.

If you expend 2 charges, you can bring back to life all insects within a 10-foot radius of yourself. They will not necessarily obey you unless you have some other means of speaking with or controlling them.

If you expend 3 charges, you can summon 1d4+2 friendly aspis drones to fight for you for 8 hours or until they are slain. If you attempt to summon additional drones before they are gone, they will disappear and be replaced by the new drones.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses all of its magical properties permanently.

## STAFF OF SHOCK

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*Staff, rare (lesser staff), very rare (greater staff)*

This magical staff is found among those races who dwell underwater. It is made of a non-corrosive metal, and has an insulated handle, protected by a cup-shaped guard (like that found on a sword). It is three feet in length and approximately one-half inch in diameter. It is carried in a tube-shaped "scabbard" made of the same non-conductive material as the handle, to prevent accidental discharge.

It has 25 charges and regains 1d4+1 charges every day at the high tide. One charge is expended every time the staff hits a target. Staves of shock come in two types; greater and lesser.

**Lesser Staff of Shock.** When the staff comes into contact with a creature, it will inflict 7 (2d6) points of lightning damage. Normally, a successful roll to

hit must be made; the staff has a +1 bonus to hit (but not to damage).

**Greater Staff of Shock.** When the staff comes into contact with a creature, it will inflict 14 (4d6) points of lightning damage. Normally, a successful roll to hit must be made; the staff has a +1 bonus to hit (but not to damage).

## STAFF OF STRIKING

*Staff, uncommon (requires attunement)*

This magical staff has 25 charges and functions as a *quarterstaff* +3 by expending a charge (otherwise it functions as a mundane quarterstaff). By expending two charges, you can double the staff's magical bonus to +6. By expending three charges, you triple the bonus to +9. No more than three charges can be used per strike. You must decide whether or not to expend charge(s) prior to rolling to hit. If you miss, the charges are lost.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters into flinders.

## STONEFIST SWORD OF RAGE +2

*Weapon (two-handed sword), legendary*

This two-handed sword was originally crafted during the time of Vlek Col Vlekzed, but it is not certain whether Vlek actually wielded it himself, although those in the Hold of Stonefist cling to the legend fiercely. If you are a barbarian, you can rage once per long rest without it counting against your normal rage limit. If you are any class other than barbarian, you can rage (as per the barbarian class effect) once per long rest, but lose all dexterity bonuses to your armor class (if any).

## STORM RIDER

*Wondrous item, very rare*

This sailing ship was commissioned by a group of merchants in Onnwal to withstand the fierce and sudden storms that plague the Sea of Gearnat. They fell out amongst one another when the deed of ownership went missing, and now the Storm Rider belongs to whoever can hold it. The magic vessel ignores all weather, including waves, storms, and rain, sailing as if it were in a brisk breeze.

## SWORD OF ANSWERING

*Weapon (longsword), rare*

Based on the otherworldly sword Fragrach (see Artifacts, below), the six "swords of answering" were created on Oerth based upon its model.

A sword of answering always strikes last in melee. When it is time for the wielder of a sword of answering to attack, it will always strike all of the creatures in range who struck its wielder, regardless of how many that is. It has a +2 bonus both to hit and to damage. On a natural roll of 20, the bonus is doubled to +4.

The following swords of answering are known to exist. All are adorned with gems of great size and value, as are their scabbards. The swords themselves are worth 24,000 g.p. for their materials, and the scabbards are worth 16,000 g.p.

Name	Gem	Alignment
Rebutter	Amethyst	Lawful neutral
Scather	Aquamarine	Chaotic neutral
Replier	Garnet	Lawful good
Retorter	Peridot	Neutral good
Squelcher	Topaz	Neutral
Back-talker	Tourmaline	Chaotic good

Any creature not of the sword's alignment who grasps one of these swords will take 2 (1d3) points of radiant damage and will be unconscious for 3

(1d4) minutes. If of the opposite alignment of the sword, no to hit bonus will apply (in the case of Squelcher, LG, CG, CE, and LE all count as “opposite alignment”).

## SWORD OF THE WILD COAST +3

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*Weapon (any sword), rare*

Originally created by a wizard who loathed fighters and wanted to “expose their true inner personalities”, this cursed weapon will only work its magic on fighters, rangers, paladins, and thieves. If you are a fighter, you must make a DC 15 Wisdom saving throw the first time you grasp it. Your class determines what sort of adjustment you get to your saving throw:

- Paladin +6
- Ranger +3
- Fighter or thief -3

Failure indicates your alignment is permanently changed to neutral evil, and your personality becomes that of a thug who cannot resist the urge to fight. Once changed, you must make a DC 15 Wisdom check to avoid plunging into any battle that even seems to be threatened; a fight or drawn blade will naturally trigger a similar reaction. Only a remove curse spell can free you of the influence of the blade, and if you die while under its influence, your soul will travel to Acheron upon your death.

If you are of lawful good, neutral good, or chaotic good alignment and make your initial saving throw to avoid the curse, you can still use the sword as a +3 weapon. However, you will take 1d4 points of lightning damage every time it scores a successful hit on an enemy.

## TAPESTRY OF THE BLEAK RIVER

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*Wondrous item, very rare*

This magical tapestry was created in Ekbir, originally designed as a means to dispose of criminals. The tapestry portrays a dark, sluggish

river flowing through a blasted and rocky landscape. When the command word is spoken, the river in the tapestry will begin to flow into the material plane, 10' wide and 5' deep, running for 50' until it disappears into a magical vortex that brings it back to the strange plane depicted on the tapestry. The current is strong, but the water itself is metallic tasting and foul. Anyone entering the river must make a DC 15 Strength (athletics) check or be swept up in the strong current. One check is needed every 5 minutes if attempting to stand still in the flow, or for every 10' traveled (every segment) if caught in the current. If the check is failed in the last 10' of the river, the individual will be swept into the other plane, never to return. The river will remain on the material plane for 30 minutes before the tapestry returns to normal.

## TIGER CLOAK OF THE CHAKYIK

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*Wondrous item, very rare (requires attunement)*

This magical garment was once the favored garment of the Ilkhan, but was stolen some years ago. The Tiger Nomads would pay handsomely for its return, as well as for the identity of the thief. It is made from the hide of a single adult tiger, with the head and claws intact. When worn, it gives you an automatic favorable reaction from, and advantage on any Charisma checks dealing with Tiger Nomads, and an automatic negative reaction from, and disadvantage on Charisma checks, when dealing with any Wolf Nomads.

If worn in melee, you will enter a berserk rage, gaining +3 strength (maximum 20), but losing any Dexterity bonus to armor class. In addition, if you wish to stop fighting while there are still enemies in view, you must make a DC 20 Wisdom check.

## TIMEGLASS OF THE MAGE

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*Wondrous item, legendary (requires attunement)*

This ordinary-appearing hourglass was originally brought out of the Valley of the Mage by an adventurer who invaded that shadowed vale. He returned with his life, wild tales of unimaginable

perils, and the *Timeglass*. It has been sighted in many places across the Flanaess, and is sought not only by various wizards and sorcerers, but the priests of Cyndor and Lendore as well. The *Timeglass* has 25 charges, which do not recharge, but it is rumored there is a secret way to recharge the device. In fact, one of the rumors surrounding the *Timeglass* is that it is of extra-planar origin, and it is simply impossible to construct a replica on the material plane. If the last charge is used, the *timeglass* will revert to an ordinary hourglass. It has the following powers, which are activated by taking an action:

**Vanish time.** Time will be diverted around a cube 30 feet on a side, centered on the hourglass. Those creatures within the cube will appear to simply blink out of existence. In reality, they are still in the same space, and will seem to reappear 1 hour later per charge expended. The exact time period must be specified when the *Timeglass* is activated. To those within the cube, no time at all will seem to pass, and thus they are immune to any and all events that take place while time does not pass for them.

**Reverse aging.** By expending 2 charges, any single instance of magical aging (such as a ghost's horrific visage attack) can be instantly reversed.

**Restore youth.** For every charge used, 2 years of age are restored to the holder of the *Timeglass*, or any creature he touches at the time.

It is possible that other powers also exist, should the *Timeglass* be used on some other plane.

## TRIDENT OF THE OLJATT SEA +2

*Weapon (trident), very rare*

This weapon is rumored to have been constructed by sahuagin priests originally, but has found its way onto dry land. Normally it gives you a +2 bonus on all rolls to hit and damage. Once every ten rounds, the weapon can send forth a jet of superhot steam in a cone 60 feet long and 20 feet

wide at the base. Any creature caught in the steam jet must make a successful Dexterity save or take 6d6 points of fire damage and 6d6 points of bludgeoning damage. Those who save take half damage.

When used underwater, the jet of steam is half as large, and causes half the normal damage (a successful save does quarter damage).

## TURBAN OF GENIE SUMMONING

*Wondrous item, rarity varies (see below)*

These colorful headpieces have their origin in the Baklunish west, but have been known to be found in the central Flanaess as well. Each can be used once per week, by using an action. Each turban is linked to a particular genie; if the genie is slain, the turban becomes useless. When summoned, the genie will have an initially neutral reaction, but that can and will change as you interact with it. Imperious, haughty, and greedy actions will result in a negative reaction, while sympathetic, generous, and sincere words and actions will cause a friendly reaction. The type of genie associated with the turban depends on its color:

Color	Genie Type	Rarity
Brown	Jann	uncommon
Grey	Djinni	rare
Black	Dao	rare
Red	Efreeti	rare
White	Marid	very rare

The summoned genie will obey the first command it is given automatically. For every command that is issued afterwards, there is a 5% cumulative chance that the genie will break free of its enchantment and attack the user (if hostile) or simply disappear (if friendly). The DM will determine the proper reaction based on the previous interactions between you and the genie. There is no way to tell how many commands have been given to a particular turban's genie; even a legend lore spell will prove useless in that regard.

## TUSMIT'S BATTLE CRESCENT

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*Wondrous item, very rare*

This crescent-shaped necklace is made of gold and studded with precious gemstones. Once per long rest, it enables the wearer to get an additional +2 bonus on any single roll to hit or damage. You must specify the roll it is to be used on prior to making the roll. In addition, if worn, you are immune to all non-magical missile weapons, and enemies get a -1 penalty on all rolls to hit when using a melee weapon against you. It will not work against natural weapons such as claws and teeth.

## WAND OF COLORLESS FIRE

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*Wondrous item, legendary (requires attunement)*

It is believed that this ancient magic wand was used to somehow harness the incredible power of the Rain of Colorless Fire that the Baklunish wizards inflicted upon the Suel Imperium. Other theories imply that the wand was itself of Baklunish origin rather than Suel, and employed the same sort of magic that was used to destroy the empire of the Suloise. Either way, it is both ancient and powerful.

The wand has 7 charges, and 1d6+1 charges are regained every dawn, but only on the quasi-elemental plane of ash.

By speaking the command word, the wand can summon forth a cube of colorless fire 60 feet on each side, centered on a point up to 480 feet from the caster. Any creature in the area of effect will take 10 points of fire damage per round, which will affect even those creatures which are resistant or even immune to fire damage. Nothing less than a *heal* or *mass heal* spell will cure such damage. Any structures of less than stone construction will be rendered into ash in but a single round, and open water will evaporate at a rate of 1 foot per round. All objects of wood, cloth, leather, etc. will be destroyed. All things destroyed by the colorless fire are turned to a fine gray ash.

The wand requires 3 charges to activate, and the colorless fire will remain for at least 6 rounds. After that point, you must make a DC 13 Wisdom check in order to halt the fire. If you fail, the fire will remain for another round, and another charge is used up. You may then attempt to halt the fire again with a saving throw, and so on, until the fire dissipates. If the last charge is used, however, the wand will explode, engulfing you and everything within a 10' radius in a blast that causes 5d10 points of fire damage, with the same effects as noted above for colorless fire.

## WAND OF PEACE

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*Wand, rare (requires attunement)*

First invented in Bissel in order to smooth interactions between the Baklunish and other peoples, this wand has been found in many other lands. This wand has 1 charge, which is regained every day at dawn, if expended. By expending this wand's charge, you can cause all living creatures in a 50-foot radius to make a DC 15 Wisdom saving throw. Failure means they will not attack any other creature or take any other hostile action, although they will defend themselves if attacked. It should be noted that non-hostile does not necessarily mean friendly. This effect lasts for 30 minutes.

## WAND OF STORMS

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*Wand, very rare (requires attunement)*

This wand was originally created in Scant, in order to protect Onnwal against raiders from South Province. It has 7 charges, and 1d6+1 charges are regained every dawn. If the last charge is used, the wand will turn into water and dribble away to nothingness. You have the choice of the following effects when you expend a charge:

- *Chain lightning* (5 charges) as per the spell, plus a 30% chance for a lightning storm in a half-mile radius for 10 minutes
- *Cloudburst* (4 charges) as per the spell, plus a 20% chance for a hailstorm or heavy

- snow in an area a half-mile in radius for 1 hour
- *Gust of wind* (4 charges) as per the spell, plus a 20% chance of gale force winds in a half-mile radius for 1 hour
  - *Influence weather* (5 charges) as per the spell *control weather*, but precipitation, temperature, and wind can only be moved up, never down.
  - *Wall of fog* (3 charges) as per the spell, plus a 10% chance that thick and persistent fog covers an area a half-mile in radius for 1 hour

All effects operate as per the appropriate spell description, except for influence weather, which is similar to the spell control weather, but which can only increase clouds, rain, or snow, never decrease it.

## WAND OF THE SQUID

*Wand, very rare, requires attunement by a cleric*

This type of wand is only found in sahuagin communities, and is used by their high priests. It is slightly less than a foot in length, and is slender, although it can be made of many different types of materials, such as bone, coral, shell, etc.

When activated, the wand of the squid emits a pale grey beam with a range of 60 feet. A single victim touched by the beam (the wielder's choice) must make a DC 20 Dexterity saving throw or be restrained and take 13 (5d4) points of bludgeoning damage. If the Dexterity check is successful, the target only takes 7 (3d4) points of bludgeoning damage, and is not restrained. The victim will remain restrained for 15 minutes; no concentration is required on the part of the wand wielder, and the wand can be used on other targets.

## WAND OF VISCID GLOBS

*Wand, rare (requires attunement)*

This wand is a metallic shaft some 18 inches long. It has 9 charges, and will regain 2d3 charges every day. They are known to be used in the drow city of Erelhei-Cinlu, but have been seen elsewhere as well.

When activated, the wand will shoot forth a blob up to 60 feet. When it hits some solid object, including a creature, it will cover an area 2' by 2' with a substance that is incredibly sticky. Things will stick to one another; shields to arms, hands to torsos, bowstrings to fingers, etc. The bond formed by the viscid glob is stronger than either object that it holds together, but can be dissolved by alcohol (such as wine, beer, etc.).

A successful to hit roll is required, but the target's armor type should not be considered when calculating whether the glob hits; only Dexterity adjustments (and possibly magic) should be counted. The DM should determine specific effects of a hit, but at the very least:

- A hit by a glob should cause the target to be grappled
- If the hit is successful by 5 or more than the minimum needed, the target is incapacitated

The DM should remember that even if a glob misses, it will land somewhere.

Because the viscid glob is so strong, unintelligent creatures might even harm themselves trying to extricate their limbs from its grip. Any creature with an Intelligence of 6 or less who makes a successful DC 15 Strength check will actually cause itself 13 (2d12) bludgeoning damage before realizing escape is impossible.

## WAND OF ZOOMING

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*Wand, very rare (requires attunement)*

This wand has its origins among the craggy pinnacles of the Yatil Mountains, where the mountain folk there use it to speed their journeys through the vales and peaks. It can, however, be used as a weapon, and the potential for accidental death through miscalculation is great. It has 7 charges, and 1d6+1 charges are regained every dawn. If the last charge is used, the wand will fly out of your hand and smash on the nearest hard object, destroying itself.

This wand allows you to cause any single creature or object within 60 feet of you to "zoom" in one direction, up to 100 feet (your choice as to exact distance and direction). If they are unwilling, they are entitled to a DC 12 Strength saving throw. Up to 200 pounds can be moved per charge expended. Ordinarily the speed at which the creature or object moves isn't enough to cause injury. However, if twice the number of charges are expended, the speed will accelerate greatly, and the creature or object will take 1d6 points of bludgeoning damage for every 10 feet moved.

## WARLORD BLADE OF THE SHIELD LANDS

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*Weapon (any sword), very rare*

This enchanted blade was crafted by the Knights of Holy Shielding to aid their commanders in the field. While carried on your person, it gives a +2 bonus to all rolls to hit and to damage, and increases your Charisma to 18. In addition, all troops under your command get a +2 bonus to all morale rolls while they are within 120 feet of you.

## WHIP OF ZEIF

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*Weapon (whip), very rare*

When wielded by someone proficient in martial weapons, this *whip* +3 can be cracked in the air in such a way as to leave all creatures within a 20' radius stunned for one round, and deafened for 3

rounds unless a DC 15 Wisdom saving throw is successful. The wielder is, of course, immune to the effect. The sound can be heard up to a thousand feet distant.

## WOLF CLOAK OF THE WEGWIUR

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*Wondrous item, very rare (requires attunement)*

This magical cloak is the personal property of the Tarkhan, although he will sometimes loan it to one of his chiefs or other great warriors to aid them in a particular task. It was crafted from a winter wolf pelt, and includes the head and claws. When worn, it gives you an automatic favorable reaction from, and advantage on any Charisma checks dealing with Wolf Nomads, and an automatic negative reaction from, and disadvantage on Charisma checks, when dealing with any Tiger Nomads or Rovers of the Barrens.

If worn in melee, you gain a +3 bonus to Wisdom and a +4 bonus to Dexterity, to a maximum of 20. Finally, if worn at night when moonlight is visible, you can change shape into a winter wolf for a maximum of 6 hours. You can change back only once per long rest, however, so you can't change back and forth multiple times in the same evening.

## ZAGYG'S FLOWING FLAGON

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*Wondrous item, uncommon, requires attunement*

This magical vessel can contain up to a pint (16 ounces, or approximately half a liter) of liquid. Made of nickle-silver, it will have some sort of embossed scene of drinking, grapes, vines, vats, etc. The command word for the flagon will always be some sort of toast, although it will change each time the flagon becomes attuned to a new owner.

The first time the flagon is activated, it will fill itself with good tasting but very weak wine. The second time the wine is even better tasting and stronger (but not noticeably so). The third will be even better and stronger, and so forth until by the time the flagon is filled a sixth time, the wine will be as strong as brandy. However, due to the gradual

nature of the alcohol increase, it is very unlikely to be noticed.

Each time the contents of the flagon are consumed, the character must make a DC15 Constitution save or become intoxicated. However, each successive flagon-worth of wine after the first will cause a -2 penalty to the roll. Thus, the second drink has a -2 penalty, the third a -4 penalty, and so on, to the sixth drink with a -10 penalty to the roll.

Intoxicated characters have disadvantage on all attack rolls and ability checks. Intoxication lasts for 1d3 hours. However, due to the slow nature of the flagon's increasing alcohol, you must make a successful Perception check to realize you are intoxicated. If you fail another intoxication check while intoxicated, you become stunned for 1d4 hours, and must automatically make a DC 15 Constitution check or become unconscious for 1d6 hours.

## ARTIFACTS AND RELICS

### CODEX OF THE INFINITE PLANES

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

Ages past, the High Wizard Priest of the Isles off Woe, Yagrax, scribed this book of magical knowledge dealing with strange planes and dimensions (and their inhabitants), and through its power built an empire along the shores of what is now called the Nyr Dyv. Alas, its power was too great to contain, as the Isles themselves were destroyed and sunk beneath the waves.

That the Codes survived the cataclysm is certain, for it fell into the possession of the Archmage Tzunk, who managed to set down the following before he too was overcome by its power:

"...and thereupon the voice belled forth in tones of hollow iron and spoke of the Coming of the City of the Gods. Such future events interested me not, so I gave the command: 'Answer in th...' [illegible] so knowing both the secret and the spell which would unlock the Way to this horde of the Demon Prince Nql [illegible] gathered the nine as required and proceeded forth. With me in addition were the dyoph servants necessary to transport the Codex, for I would not leave it behind on even so perilous a journey as this. ...and the two strong slaves lifted it [the Codex] from the back of the Beast. Thereupon I commanded the Brazen Portals to be brought low, and they were wrenched from their hinges and rang upon the stone. The Efreet howled in fear and fled when I caused the page to be read, and the Beast passed into the City of Brass. Now was I, Tzunk, Master of the Plane of Molten Skies. With sure hand I closed Yagrax's Tome [the Codex], dreading to [here the text ends abruptly]"

That the Codex is enormous, well beyond the dimensions of any ordinary book, is obvious from Tzunk's description. That it is enormously powerful in and of itself is also beyond question, as any character of less than 10th level who dares to open its cover will instantly be slain, without recourse. Even those who are 11th level or greater must make a successful Intelligence check to even comprehend its contents.

**Random Properties.** The Codex of the Infinite Planes has the following random properties:

- 4 minor beneficial properties
- 3 major beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

**Gradual but Inescapable Doom.** Every time a given individual opens a new page in the Codex, there is a 1% cumulative chance that the reader will be destroyed in a horrible manner within the hour. This is a doom that cannot be escaped in any way, short of the intervention of a deity. Any attempt to avoid the doom will make it doubly horrific when it arrives.

**Planar Portals.** Part of the power of the Codex lies in the knowledge it provides for opening gates to all planes, demi-planets, alternate realities, and the like. No place in the multiverse is beyond the contents of the Codex, as long as one has found the proper page whereon that particular destination is discussed. As you peruse the pages on the Codex, the DM should roll to determine what plane each new page covers. No plane will be repeated; if a repeat is indicated, re-roll.

Die Roll	Plane
01	The Abyss
02	Acheron
03	Arborea
04	Arcadia
05	Astral Plane
06	The Beastlands
07	Bytopia
08	Carceri

Die Roll	Plane
09	Demiplane (the DM should determine which; there are thousands)
10	Elemental Chaos
11	Elysium
12	Ethereal Plane
13	The Far Realm
14	Feywild
15	Gehenna
16	Hades
17	Limbo
18	Material Plane (alternate version of some other world)
19	Material Plane (alternate version of your own world)
20	Material Plane (some other world)
21	Material Plane (your own world)
22	Mechanus
23	Mount Celestia
24	Negative Plane
25	The Nine Hells
26	Outlands
27	Pandemonium
28	Plane of Air
29	Plane of Ash
30	Plane of Earth
31	Plane of Fire
32	Plane of Ice
33	Plane of Magma
34	Plane of Ooze
35	Plane of Water
36	Positive Plane
37	Shadowfell
38	Sigil
39	Ysgard
40	DM's choice

(To roll 1-40, roll a d4 and a d10 together. The d4 will indicate 10's, 20's, 30's, or 0's, and the d10 will indicate 1's. So, if you roll a 2 and a 7, the result is 27. If you roll a 4 and a 2, the result is 02.)

**Planar Mastery.** For each plane which you learn of on one of the pages of the Codex, you always have advantage on all rolls made there, and the inhabitants thereof always have disadvantage on

all rolls made against you, or in connection with actions you take.

**Planar Lore.** You can reference the Codex of the Infinite Planes when you make an Intelligence check to recall information about one of the planes whose page you have read. When you do so, double your proficiency bonus on that check.

**Destroying the Codex.** If the Codex is brought to each plane corresponding to a page, and the corresponding page torn out, it will eventually be destroyed. However, this must be done within 28 days, and by the same individual, or all of the pages of the Codex will reappear.

## CUP OF AL'AKBAR

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*Wondrous item, artifact*

In the days immediately after the Invoked Devastation, the Baklunish deities presented to Al'Akbar, lawful good high priest of the Paynim tribes, a cup and talisman (see below) of great magical power. With these objects, he was able to lead his people through the dark days following the cataclysm, but after his death the pair of objects were stolen by demi-human raiders and carried off to the East. They were last reported to be somewhere in the vicinity of Stoink, in the southeastern part of the Bandit Kingdoms (or Empire of Luz, depending on when your campaign is set).

The Cup of Al'Akbar is made of gold with silver filigree, studded with 12 gems in electrum settings. The cup alone would be worth 75,000 g.p. for its material and workmanship alone, even without its magical properties.

**Random Properties.** The Cup of Al'Akbar has the following random properties:

- 4 minor beneficial properties
- 1 minor detrimental property (only affects non-good characters)

**One of a Pair.** The Cup of Al'Akbar has additional powers if used in conjunction with the Talisman of Al'Akbar. See below for the full set of powers when the two are used together.

**Destroying the Cup.** The Cup and Talisman can only be destroyed together. See below for details.

## FRAGARACH

Weapon (longsword), legendary (requires attunement)

This large broad sword whose name means "The Answerer" was originally crafted for a demigod of some other world, before it found its way to Oerth where it served the forces of order and weal. All too soon, however, it was captured by the forces of darkness, who captured it soon after the fall of the Temple of Elemental Evil, where it lay hidden for many years.

The sword is made to serve those of lawful good alignment. Any creature of chaotic and/or evil alignment will take 4 (1d6) points of radiant damage and will be rendered unconscious for 6 (1d10) minutes. If a neutral creature grasps it, that creature will take 2 (1d3) points of radiant damage and will be unconscious for 3 (1d4) minutes.

The sword is physically quite beautiful, set with corundum emeralds in the guard and pommel, with a hilt of silver wrought with gold wire. Its scabbard is similarly adorned with gems and precious metals in a pattern of green and gold. Purely based on its materials, the sword is worth 65,000 g.p., while the scabbard is worth an additional 35,000 g.p.

**Magic Weapon.** Fragrach is a magic weapon which always strikes last in a round (hence its name). Its various bonuses and abilities will only fully function if its wielder is of lawful good alignment.

- The wielder will automatically hit any creature which has hit him or her in the round, no matter how many have done so, dealing a +4 damage bonus as well. Those

struck must be within melee range, of course.

- Against creatures that have not hit the wielder in the round, Fragrach gives a +4 bonus both to damage and to hit.
- If a natural 20 is rolled and the target is of evil alignment, bonuses are increased to +8.

If the wielder of Fragrach is lawful neutral, it will function as above, but will only strike one creature per round.

**Destroying Fragrach.** In order to destroy it, The Answerer must be brought to its plane of origin (which remains unknown) and broken under the heel of the demigod for whom it was originally forged.

## HEWARD'S MYSTICAL ORGAN

Wondrous item, artifact

In the Fables of Burdock we are told of an enormous magical pipe organ, owned by the musical quasi-deity Heward. The organ is massive, with 77 pipes of varying sizes, 13 stops of ivory, three foot pedals, and an enormous keyboard of black and white keys. The whole is said to be driven by a bellows pumped by an enslaved air elemental. As the organ is played, magical effects manifest themselves, depending on the tune and the settings on the organ.

Over the centuries, the organ has been damaged, with some of the stops and keys no longer working, some of the pipes silent, etc. It is not known why Heward abandoned the organ (or even if he has!), but it is known that the organ can somehow move from location to location, possibly by activating the correct combination of stop, keys, and pedals.

The organ is controlled by playing it. However, if a mistake is made in doing so, or if the wrong stop is set incorrectly, the results can be not only unintended but catastrophic.

**Random Properties.** Heward's Mystical Organ has the following random properties:

- 7 minor beneficial properties
- 7 major beneficial properties
- 3 minor detrimental properties
- 7 major detrimental properties

**The Power of Music.** By playing Heward's *Mystical Organ* with the proper tune (which might in and of itself require a quest to learn), the following powers can be invoked (as well as the random beneficial properties noted above). Only one such power can be invoked at a time, and requires that the organ be played for 5 minutes.

- Twice per day you can create semi-real creatures which will last for 20 minutes. The total hit dice of the creatures cannot exceed 20, and can be split as you see fit. Each creature will obey you, and will have 60% of the normal number of hit points, and an AC of 6.
- *Conjure* one of each type of elemental once per week, with no concentration needed to maintain control. The elementals will have a CR of 7.
- *Gate* once per day
- Once per month you can entrap the soul of any creature within 10 feet into the organ itself. The soul can be released by adjusting one of the stops on the organ. The body of the creature disappears when the soul is trapped, but will reappear when it is released.
- *Meteor swarm* twice per day
- While concentration is maintained (i.e., while you are playing the organ) you are immune to all mental attacks, charms, etc.
- *Teleport* the organ and its player once per week. If a mishap is indicated, the player and the organ are separated.

**Unintended consequences.** If the wrong tune is played, or if random notes are struck, either one of the random minor detrimental properties (1/3 chance) or major detrimental properties (2/3 chance) will take effect.

**Destroying the Organ.** Only a pyre made up of the original manuscripts of Heward's musical compositions will burn sufficiently hot to destroy the Organ.

## JACINTH OF INESTIMABLE BEAUTY

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*Wondrous Item, artifact*

This most beautiful of all gems is said to have been cut from the heart of a mountain by the gods themselves. A fiery orange jewel the size of an orange, the *Jacinth of Inestimable Beauty* was once the greatest treasure owned by the Sultan Jehef Peh'reen of Zeif. It eventually made its way into Ket, and thence to Keoland, where the trail of its history goes cold.

Any creature within 20 feet of the Jacinth must make a DC 20 Wisdom check or be charmed by its beauty and filled with an overwhelming desire to own and protect it.

**Random Properties.** The Jacinth of Inestimable Beauty has the following random properties:

- 2 minor beneficial properties
- 2 major beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

**Shape Change.** If you grasp the Jacinth of Inestimable Beauty firmly in your hand, you can shapechange (as per the spell) twice per day.

**Destroying the Jacinth.** If taken to the Elemental Plane of Earth, an elemental of greatest size could destroy the gem if it struck it with a hammer of thunderbolts while it rested on an anvil of pure adamantium.

## QUEEN EHLISSA'S MARVELOUS NIGHTINGALE

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*Wondrous item, artifact (requires attunement)*

The mechanical jeweled songbird known as *Queen Ehilssa's Marvelous Nightingale* is most famous as

being the prized possession of Queen Ehlissa of Ahlissa some seventeen centuries ago. She used the powers of the Nightingale to rule her realm with an iron fist for centuries. In all that time, the Nightingale never escaped its gilded cage.

According to the archmage Mordenkainen, upon the death of her beloved pet songbird, the Queen enlisted the talents of the most powerful wizards and gifted artisans, finally with the goddess Joram instilling it with a semblance of life. The Nightingale does have a key which turns as it operates, but it is not known if it is functional or if it is an affectation on the part of its creators.

The Nightingale is a life-sized songbird made of gold with jeweled eyes, seated in a cage made of finely wrought gold. When activated, the bird seemingly springs to life, hopping from perch to perch in its cage, both singing and emitting brightly colored beams from its eyes, which cause its magical effects.

**Random Properties.** Queen Ehlissa's Marvelous Nightingale has the following random properties:

- 4 minor beneficial properties
- 2 major beneficial properties
- 1 minor detrimental property
- 1 major detrimental property

**Conjure Genie.** Once per week, the Nightingale can conjure a noble genie, who will serve the master of the Nightingale for one day.

**Destroying the Nightingale.** The Nightingale can only be destroyed by the most talented poet of the age reading his most dolorous sonnet to it. The Nightingale will be slain by grief.

## TALISMAN OF AL'AKBAR

*Wondrous item, artifact*

Given to the Paynims by the gods of the Baklunish at the same time as the Cup of Al'Akbar (see above for a fuller accounting of the history), the two are really a pair of powerful artifacts, and their full

powers are only really realized when they are used together.

**Random Properties.** The Talisman of Al'Akbar has the following random properties:

- 2 major beneficial properties
- 1 major detrimental property (only affects evil characters)

**One of a Pair.** The Talisman of Al'Akbar has additional powers if used in conjunction with the Cup of Al'Akbar (see above). If in possession of both, a good-aligned cleric, paladin, or ranger, or a druid, can fill the Cup with holy water and create a potion once per week. The type of potion is determined randomly:

Die Roll	Potion
1-5	Healing
6-10	Greater Healing
11-15	Poison antidote
16-17	Cure any disease
18-19	Remove curse (as per the spell)
20	Raise dead (as per the spell)

In addition, when the two are used together, anyone of lawful or good alignment will follow the possessor of the Cup and Talisman of Al'Akbar. The duration of their devotion will depend on the alignment of each (duration is cumulative):

- If both are lawful, 2 hours
- If both are good, 2 hours
- If both are neutral, 2 hours
- If both are evil, 2 hours
- If both are chaotic, 2 hours

Finally, the pair of artifacts will be able to resurrect any individual (as per the spell) once per day.

**Destroying the Talisman.** The Cup and Talisman can only be destroyed together. To do so, the Cup must be filled with water filled directly from the flowing River Styx. If the Talisman is then placed within, both will dissolve in a bubbling mass of effervescence.

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