

Magic Items 5e

All DnD 5e Magic Items

☒ **Type** ⓘ

☒ **Rarity** ⓘ

☒ **Source** ⓘ

Armor

Potion

Ring

Rod

Scroll

Staff

Common (lvl 1)

Uncommon (lvl 2)

Rare (lvl 5)

Very rare (lvl 8)

Legendary (lvl 17)

Artifact

Dungeon Master's Guide

Xanathar's Guide to Everything

Tasha's Cauldron of Expectations

Fizban's Treasury of Dragons

Glory of the Giants

The Book of Many Things

Display


☒ Type

☒ Rarity

☒ Attunement

☒ Description

☒ Source



Magic Items 5e

This online application will allow you to list and filter all the **DnD 5e Magic Items** with several options. You will be also able to sort the list as you want. At the end, you will get the option to select only some results to generate our own PDF or to print cards on Magic format.

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FILTER

Magic Item ⇅		Type ⇅	Rarity ⇅	Attunement ⇅	Description ⇅	Source ⇅
✓	Absorbing Tattoo	Wondrous item	very rare	Attunement	Resistance to one type of damage ; immunity against this type and regain 1/2 hp (1/day).	Tasha´s Cauldron of Everything
✓	Adamantine Armor	Armor	uncommon		This armor converts any critical hit into a normal hit.	Dungeon Master´s Guide (SRD)
✓	Adze of Annam	Weapon	artifact	Attunement	Weapon +3, 3d12 damage ; cast <i>move earth</i> or <i>fabricate</i> (1/day).	Glory of the Giants
✓	Alchemical Compendium	Wondrous item	rare	Attunement	The book contains 6 transmutation spells. 3 charges to transform an object.	Tasha´s Cauldron of Everything
✓	Alchemy Jug	Wondrous item	uncommon			Dungeon Master´s Guide (BR)
✓	All-Purpose Tool	Wondrous item	uncommon (+1) rare (+2...	Attunement	Convert into any type of artisan's tool ; bonus to attack rolls and saving throws of artificer spells ; 1 new cantrip (1/day).	Tasha´s Cauldron of Everything
✓	Amethyst Lodestone	Wondrous item	very rare	Attunement	6 charges to flight 10 min, Strength saving throw or push up tp 20 ft a creature, or cast <i>reverse gravity</i> .	Fizban´s Treasury of Dragons
✓	Ammunition +1, +2, or +3	Weapon	uncommon (+1) rare (+2...		Ammunition +1, +2, or +3 (bonus to attack and damage rolls determined by the ammunition's rarity).	Dungeon Master´s Guide (SRD)
✓	Amulet of Health	Wondrous item	rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Amulet of Proof against Detection and Location	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓	Amulet of the Devout	Wondrous item	uncommon (+1) rare (+2...	Attunement	Bonus to attack rolls and saving throws of your spells. Use Channel Divinity without expending uses (1/day).	Tasha´s Cauldron of Everything
✓	Amulet of the Planes	Wondrous item	very rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Animated Shield	Armor	very rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Antimagic Armor	Armor	very rare	Attunement	Advantage on saving throws against a spell (1/day) ; cast <i>antimagic field</i> (1/day).	The Book of Many Things
✓	Apparatus of Kwalish	Wondrous item	legendary			Dungeon Master´s Guide (SRD)
✓	Arcane Grimoire	Wondrous item	uncommon (+1) rare (+2...	Attunement	Bonus to attack rolls and saving throws of your spells. Spell slot levels of Arcane Recovery increased by 1.	Tasha´s Cauldron of Everything
✓	Armor +1, +2, or +3	Armor	rare (+1) very rare (+...		Armor +1, +2, or +3 (bonus to AC determined by the armor's rarity).	Dungeon Master´s Guide (SRD)
✓	Armor of Fungal Spores	Armor	uncommon		Emit poisonous spores in a 10-ft-radius sphere ; Constitution saving throw or poisoned until next turn (1/day).	The Book of Many Things
✓	Armor of Gleaming	Armor	common		This armor never gets dirty.	Xanathar´s Guide to Everything
✓	Armor of Invulnerability	Armor	legendary	Attunement	Resistance to nonmagical damage ; immunity to nonmagical damage for 10 min (1/day).	Dungeon Master´s Guide (SRD)
✓	Armor of Resistance	Armor	rare	Attunement	Resistance to one type of damage.	Dungeon Master´s Guide (SRD)
✓	Armor of Safeguarding	Armor	very rare	Attunement	+ [10+level] hp ; cast <i>beacon of hope</i> (1/day).	Glory of the Giants
✓	Armor of the Fallen	Armor	uncommon	Attunement	Cast <i>speak with dead</i> or <i>animate dead</i> (1/day).	The Book of Many Things
✓	Armor of Vulnerability	Armor	rare	Attunement	Resistance to bludgeoning, piercing, or slashing damage ; vulnerability to two others. Cursed item.	Dungeon Master´s Guide (SRD)
						The Book of Many

✓ Armor of Weightlessness	Armor	uncommon	Attunement	5 charges to cast <i>jump</i> or <i>levitate</i> .	The Book of Many Things
✓ Arrow of Slaying	Weapon	very rare			Dungeon Master´s Guide (SRD)
✓ Arrow-Catching Shield	Armor	rare	Attunement	+2 bonus to AC against ranged attacks.	Dungeon Master´s Guide (SRD)
✓ Astral Shard	Wondrous item	rare	Attunement	Teleport to 30 ft after using Metamagic option on a spell.	Tasha´s Cauldron of Everything
✓ Astromancy Archive	Wondrous item	rare	Attunement	The book contains 6 divination spells. 3 charges to give 1d4 bonus or penalty in reaction to a d20.	Tasha´s Cauldron of Everything
✓ Atlas of Endless Horizons	Wondrous item	rare	Attunement	The book contains 7 conjuration spells. 3 charges to teleport to 10 ft when hit.	Tasha´s Cauldron of Everything
✓ Axe of the Dwarvish Lords	Weapon	artifact	Attunement		Dungeon Master´s Guide
✓ Baba Yaga's Mortar and Pestle	Wondrous item	artifact	Attunement		Tasha´s Cauldron of Everything
✓ Bag of Beans	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Bag of Devouring	Wondrous item	very rare			Dungeon Master´s Guide (SRD)
✓ Bag of Holding	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓ Bag of Tricks	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓ Baleful Talon	Weapon	very rare		Weapon +1 ; on 19 or 20, Constitution saving throw or 6d6 necrotic damage.	The Book of Many Things
✓ Barrier Tattoo	Wondrous item	rarity varies	Attunement	Grant an AC depending on rarity (uncommon 12+Dex.Mod, rare 15+Dex.Mod, or very rare 18).	Tasha´s Cauldron of Everything
✓ Bead of Force	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Bead of Nourishment	Wondrous item	common		This bead provides as much nourishment as 1 day of rations.	Xanathar´s Guide to Everything
✓ Bead of Refreshment	Wondrous item	common		This bead transforms up to a pint of the liquid into fresh drinking water.	Xanathar´s Guide to Everything
✓ Bell Branch	Wondrous item	rare	Attunement	3 charges to detect various creatures types within 60 ft, or to cast <i>protection from evil and good</i> .	Tasha´s Cauldron of Everything
✓ Belt of Dwarvenkind	Wondrous item	rare	Attunement		Dungeon Master´s Guide (SRD)
✓ Belt of Giant Strength	Wondrous item	rarity varies	Attunement		Dungeon Master´s Guide (SRD)
✓ Berserker Axe	Weapon	rare	Attunement		Dungeon Master´s Guide (SRD)
✓ Bigby's Beneficent Bracelet	Wondrous item	artifact	Attunement	Cast <i>mage hand</i> ; spectral copy an object ; cast <i>Bigby's hand</i> (lvl 9, 1/day).	Glory of the Giants
✓ Blackrazor	Weapon	legendary	Attunement	Weapon +3 ; devour soul ; soul hunter, <i>haste</i> ; sentience ; consume souls.	Dungeon Master´s Guide
✓ Blasted Goggles	Wondrous item	uncommon	Attunement	3 charges to Dexterity saving throw or 3d6 fire damage. Cursed item.	The Book of Many Things
✓ Blood Fury Tattoo	Wondrous item	legendary	Attunement	10 charges to deal +4d6 necrotic damage and regain hp, or to gain advantage on an attack roll in reaction.	Tasha´s Cauldron of Everything
✓ Bloodrage Greataxe	Weapon	uncommon		Weapon +2 if you have half your hp or fewer.	The Book of Many Things
✓ Bloodseeker Ammunition	Weapon	very rare		Advantage against any creature without all its hp.	The Book of Many Things

✓ Bloodshed Blade	Weapon	very rare	Attunement	+Con.Mod damage ; +[Hit Dice] to hit and +[Hit Dice] to damage (1/day).	Glory of the Giants
✓ Bloodwell Vial	Wondrous item	uncommon (+1) rare (+2...	Attunement	Bonus to attack rolls and saving throws of your spells. Regain 5 sorcery point when using Hit Dice (1/day).	Tasha´s Cauldron of Everything
✓ Book of Exalted Deeds	Wondrous item	artifact	Attunement		Dungeon Master´s Guide
✓ Book of Vile Darkness	Wondrous item	artifact	Attunement		Dungeon Master´s Guide
✓ Boomerang Shield	Armor	uncommon	Attunement	Shield and ranged weapon (20 ft/60 ft), 1d6 slashing damage ; reappear in your hand.	The Book of Many Things
✓ Boots of Elvenkind	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓ Boots of False Tracks	Wondrous item	common		These boots leave traces of another type of humanoid of the same size.	Xanathar´s Guide to Everything
✓ Boots of Levitation	Wondrous item	rare	Attunement		Dungeon Master´s Guide (SRD)
✓ Boots of Speed	Wondrous item	rare	Attunement	These boots double the walking speed (10 min/day).	Dungeon Master´s Guide (SRD)
✓ Boots of Striding and Springing	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Boots of the Winterlands	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Bow of Conflagration	Weapon	rare	Attunement	+1d6 fire damage and catch fire (1d6 fire damage per round).	The Book of Many Things
✓ Bow of Melodies	Weapon	very rare	Attunement	+1 to attack roll if proficient in Performance, or Cha.Mod thunder damage.	The Book of Many Things
✓ Bowl of Commanding Water Elementals	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Bracers of Archery	Wondrous item	uncommon	Attunement	+2 to damage rolls on ranged attacks made with longbow or shortbow.	Dungeon Master´s Guide (SRD)
✓ Bracers of Defense	Wondrous item	rare	Attunement	+2 bonus to AC without armor nor shield.	Dungeon Master´s Guide (SRD)
✓ Brazier of Commanding Fire Elementals	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Brooch of Shielding	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Broom of Flying	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓ Candle of Invocation	Wondrous item	very rare	Attunement		Dungeon Master´s Guide (SRD)
✓ Candle of the Deep	Wondrous item	common		This candle is not extinguished when immersed in water.	Xanathar´s Guide to Everything
✓ Cap of Water Breathing	Wondrous item	uncommon		This cap allows you to breathe normally underwater.	Dungeon Master´s Guide
✓ Cape of the Mountebank	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Card Sharp's Deck	Wondrous item	uncommon		Ranged spell attack (120 ft), 1d8 force damage ; cast <i>spray of cards</i> (1/day).	The Book of Many Things
✓ Carpet of Flying	Wondrous item	very rare			Dungeon Master´s Guide (SRD)
✓ Cast-off Armor	Armor	common		This armor is doffed as an action.	Xanathar´s Guide to Everything
✓ Cauldron of Rebirth	Wondrous item	very rare	Attunement	Create <i>potion of greater healing</i> for 24 h (1/day) ; act as <i>raise dead</i> (1/week).	Tasha´s Cauldron of Everything
✓ Censer of Controlling Air Elementals	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Chainmail of the Giant	Wondrous	very rare		This six-sided die allows you to control the	Xanathar´s Guide to

✓ Charlatan's Die	Wondrous item	common	Attunement	This six sided die allows you to control the result.	Xanathar's Guide to Everything
✓ Chime of Opening	Wondrous item	rare			Dungeon Master's Guide (SRD)
✓ Circlet of Blasting	Wondrous item	uncommon			Dungeon Master's Guide (SRD)
✓ Cloak of Arachnida	Wondrous item	very rare	Attunement		Dungeon Master's Guide (SRD)
✓ Cloak of Billowing	Wondrous item	common		This cloak can billow dramatically.	Xanathar's Guide to Everything
✓ Cloak of Displacement	Wondrous item	rare	Attunement		Dungeon Master's Guide (SRD)
✓ Cloak of Elvenkind	Wondrous item	uncommon	Attunement	Disadvantage on Wisdom (Perception) checks to see you ; advantage on Dexterity (Stealth) checks to hide.	Dungeon Master's Guide (SRD)
✓ Cloak of Invisibility	Wondrous item	legendary	Attunement	This cloak makes you invisible for a maximum of 2 hours.	Dungeon Master's Guide
✓ Cloak of Many Fashions	Wondrous item	common		This cloak can change style, color and quality.	Xanathar's Guide to Everything
✓ Cloak of Protection	Wondrous item	uncommon	Attunement		Dungeon Master's Guide (SRD)
✓ Cloak of the Bat	Wondrous item	rare	Attunement		Dungeon Master's Guide (SRD)
✓ Cloak of the Manta Ray	Wondrous item	uncommon			Dungeon Master's Guide (SRD)
✓ Clockwork Amulet	Wondrous item	common		This amulet allows to get 10 instead of rolling the d20 for an attack roll (1/day).	Xanathar's Guide to Everything
✓ Clockwork Armor	Armor	very rare	Attunement	4 charges to get 10 instead of rolling a d20.	The Book of Many Things
✓ Clothes of Mending	Wondrous item	common		This outfit of traveler's clothes magically mends itself to counteract daily wear and tear.	Xanathar's Guide to Everything
✓ Coiling Grasp Tattoo	Wondrous item	uncommon	Attunement	Strength saving throw or deals 3d6 force damage and the target is grappled (15 ft).	Tasha's Cauldron of Everything
✓ Crook of Rao	Wondrous item	artifact	Attunement		Tasha's Cauldron of Everything
✓ Crown of the Wrath Bringer	Wondrous item	rare	Attunement	+ [Hit Dice] psychic damage ; cast <i>fear</i> (1/day).	Glory of the Giants
✓ Crown of Whirling Comets	Wondrous item	very rare	Attunement	6 charges to flight 10 min, launch bolts (2d4 cold damage) within 120 ft, or cast <i>ice storm</i> .	The Book of Many Things
✓ Crystal Ball	Wondrous item	very rare or legendary	Attunement		Dungeon Master's Guide (SRD)
✓ Crystal Blade	Weapon	rare	Attunement	+1d8 radiant damage ; 3 charges to regain hp ; bright light in a 30-ft radius and dim light in an additional 30-ft radius.	Fizban's Treasury of Dragons
✓ Crystalline Chronicle	Wondrous item	very rare	Attunement	The crystal contains 7 spells. You learn 3 cantrips. 3 charges to cast a spell without verbal, somatic, or material components.	Tasha's Cauldron of Everything
✓ Cube of Force	Wondrous item	rare	Attunement		Dungeon Master's Guide (SRD)
✓ Cubic Gate	Wondrous item	legendary			Dungeon Master's Guide (SRD)
✓ Daern's Instant Fortress	Wondrous item	rare			Dungeon Master's Guide (SRD)
✓ Dagger of Venom	Weapon	rare		Weapon +1 ; Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute (1/day).	Dungeon Master's Guide (SRD)
✓ Dancing Sword	Weapon	very rare	Attunement		Dungeon Master's Guide (SRD)

✓	Dark Shard Amulet	Wondrous item	common	Attunement	Cast a warlock cantrip, subject to an Intelligence (Arcana) check.	Xanathar´s Guide to Everything
✓	Decanter of Endless Water	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓	Deck of Dimensions	Wondrous item	very rare	Attunement	6 charges to teleport to a card's location within 24 h, cast <i>arcane gate</i> , or teleport within 60 ft.	The Book of Many Things
✓	Deck of Illusions	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓	Deck of Many Things	Wondrous item	legendary			Dungeon Master´s Guide (SRD)
✓	Deck of Oracles	Wondrous item	rare	Attunement	Impose the result of a d20 to a creature within 8 hours ; cast <i>divination</i> (1/day).	The Book of Many Things
✓	Deck of Wonder	Wondrous item	uncommon			The Book of Many Things
✓	Defender	Weapon	legendary	Attunement	Weapon +3 ; this bonus can be partially transfered to the AC.	Dungeon Master´s Guide (SRD)
✓	Delver's Claws	Wondrous item	rare	Attunement	1d4 slashing damage ; burrow ; blindsight ; +[Hit Dice] + Con.Mod hp (1/day).	Glory of the Giants
✓	Demon Armor	Armor	very rare	Attunement	+1 bonus to AC ; unarmed strikes +1, 1d8+1. Cursed item.	Dungeon Master´s Guide (SRD)
✓	Demonomicon of Iggwilv	Wondrous item	artifact	Attunement		Tasha´s Cauldron of Everything
✓	Devotee's Censer	Weapon	rare	Attunement	Deal +1d8 radiant damage. Regain 1d4 hp within 10 ft during 1 min (1/day).	Tasha´s Cauldron of Everything
✓	Dimensional Shackles	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓	Donjon's Sundering Sphere	Wondrous item	rare	Attunement	Weapon +1 ; advantage on saving throws against certain spells ; Charisma saving throw or banish a creature (1/day).	The Book of Many Things
✓	Dragon Scale Mail	Armor	very rare	Attunement	+1 bonus to AC ; advantage on saving throws against the breath weapons of dragons ; resistance to one damage type.	Dungeon Master´s Guide (SRD)
✓	Dragon Slayer	Weapon	rare			Dungeon Master´s Guide (SRD)
✓	Dragon Wing Bow	Weapon	rare	Attunement	+1d6 of a type of damage depending on the essence of a dragon.	Fizban´s Treasury of Dragons
✓	Dragonhide Belt	Wondrous item	uncommon (+1) rare (+2...	Attunement	Bonus to saving throws of ki features ; regain ki points depending on Martial Arts die (1/day).	Fizban´s Treasury of Dragons
✓	Dragonlance	Weapon	legendary	Attunement	Weapon +3, +3d6 force damage.	Fizban´s Treasury of Dragons
✓	Dread Helm	Wondrous item	common		This fearsome steel helm makes your eyes glow red.	Xanathar´s Guide to Everything
✓	Dried Leech	Weapon	uncommon		1d4 piercing damage per round.	The Book of Many Things
✓	Driftglobe	Wondrous item	uncommon			Dungeon Master´s Guide (BR)
✓	Duplicitous Manuscript	Wondrous item	rare	Attunement	The book contains 7 illusion spells. 3 charges to impose disadvantage on rolls vs illusion.	Tasha´s Cauldron of Everything
✓	Dust of Disappearance	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓	Dust of Dryness	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓	Dust of Sneezing and Choking	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓	Dwarven Plate	Armor	very rare		+2 bonus to AC ; reduce the distance you are moved by up to 10 ft.	Dungeon Master´s Guide (SRD)

					moved by up to 10 ft.	Causes (SRD)
✓ Dwarven Thrower	Weapon	very rare	Attunement	Weapon +3 ; +1d8 damage if thrown, and +2d8 on a giant ; flie back to hand.		Dungeon Master´s Guide (SRD)
✓ Ear Horn of Hearing	Wondrous item	common		This horn suppresses the effects of the deafened condition on you.		Xanathar´s Guide to Everything
✓ Efreeti Bottle	Wondrous item	very rare				Dungeon Master´s Guide (SRD)
✓ Efreeti Chain	Armor	legendary	Attunement	+3 bonus to AC ; immunity to fire damage ; speak the primordial.		Dungeon Master´s Guide
✓ Eldritch Claw Tattoo	Wondrous item	uncommon	Attunement	Your unarmed strikes are magical ; +1 bonus to attack and damage rolls with unarmed strikes ; +1d6 force damage (1/day).		Tasha´s Cauldron of Everything
✓ Elemental Essence Shard	Wondrous item	rare	Attunement	Fly, resistance to one damage type, 2d10 fire, or 2d6 cold in 10-ft radius after using Metamagic option on a spell.		Tasha´s Cauldron of Everything
✓ Elemental Gem	Wondrous item	uncommon				Dungeon Master´s Guide (SRD)
✓ Elixir of Health	Potion	rare		Cure any disease and remove blinded, deafened, paralyzed, and poisoned conditions.		Dungeon Master´s Guide (BR)
✓ Elven Chain	Armor	rare		+1 bonus to AC ; automatically proficient with this armor.		Dungeon Master´s Guide (SRD)
✓ Emerald Pen	Wondrous item	uncommon		Cast <i>illusory script</i> at will.		Fizban´s Treasury of Dragons
✓ Enduring Spellbook	Wondrous item	common		This spellbook cannot be damaged by fire, water or age.		Xanathar´s Guide to Everything
✓ Ersatz Eye	Wondrous item	common	Attunement	This artificial eye replaces a real one that was lost or removed.		Xanathar´s Guide to Everything
✓ Euryale's Aegis	Armor	legendary	Attunement	Resistance to poison, immune to being petrified ; saving throw or restrained or petrified (1/day) ; cast certain spells (1/day).		The Book of Many Things
✓ Eversmoking Bottle	Wondrous item	uncommon				Dungeon Master´s Guide (SRD)
✓ Eye and Hand of Vecna	Wondrous item	artifact	Attunement			Dungeon Master´s Guide
✓ Eyes of Charming	Wondrous item	uncommon	Attunement	3 charges to cast <i>charm person</i> .		Dungeon Master´s Guide (SRD)
✓ Eyes of Minute Seeing	Wondrous item	uncommon		Grant advantage on Intelligence (Investigation) checks that rely on sight.		Dungeon Master´s Guide (SRD)
✓ Eyes of the Eagle	Wondrous item	uncommon	Attunement	Grant advantage on Wisdom (Perception) checks that rely on sight.		Dungeon Master´s Guide (SRD)
✓ Fabulist Gem	Wondrous item	uncommon	Attunement	Create 100 gp for 1 h (1/day) ; change the appearance of your clothing or armor.		The Book of Many Things
✓ Far Realm Shard	Wondrous item	rare	Attunement	Spell save or deals 3d6 psychic damage and the target is frightened (30 ft) after using Metamagic option on a spell.		Tasha´s Cauldron of Everything
✓ Fate Cutter Shears	Weapon	very rare	Attunement	+1d6 force damage ; critical hit for 19 or 20 against one creature for all (1/day).		The Book of Many Things
✓ Fate Dealer's Deck	Wondrous item	rarity varies	Attunement	Bonus to spell attack rolls ; Deal [Hit Dice + deck's bonus] radiant damage or regain these hp.		The Book of Many Things
✓ Feywild Shard	Wondrous item	uncommon	Attunement	You can roll on the Wild Magic Surge table after using Metamagic option on a spell.		Tasha´s Cauldron of Everything
✓ Feywrought Armor	Armor	rare	Attunement	Advantage on saving throws against being charmed ; 3 charges to cast <i>compulsion</i> .		The Book of Many Things
✓ Figurine of Wondrous Power	Wondrous item	rarity by figurine				Dungeon Master´s Guide (SRD)
✓ Figurine of Wondrous Power, Gold Canary	Wondrous item	legendary				Fizban´s Treasury of Dragons

✓ Flail of Tiamat	Weapon	legendary	Attunement	Weapon +3, +5d4 of one type of damage ; Dexterity saving throw or 14d6 of one type of damage in a 90-ft cone (1/day).	Fizban´s Treasury of Dragons
✓ Flame Tongue	Weapon	rare	Attunement		Dungeon Master´s Guide (SRD)
✓ Folding Boat	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Fool's Blade	Weapon	very rare	Attunement	Weapon +2 ; advantage against one creature (1/day) ; Intelligence saving throw to target another creature (1/day).	The Book of Many Things
✓ Forcebreaker Weapon	Weapon	very rare		Weapon +2 ; destroy structures made of force, as <i>wall of force</i> .	The Book of Many Things
✓ Frost Brand	Weapon	very rare	Attunement	+1d6 cold damage ; resistance to fire damage ; shed light in freezing temperatures ; extinguish nonmagical flames (1/h).	Dungeon Master´s Guide (SRD)
✓ Fulminating Treatise	Wondrous item	rare	Attunement	The book contains 7 evocation spells. 3 charges to deals +2d6 force damage and knock prone in reaction.	Tasha´s Cauldron of Everything
✓ Gauntlets of Ogre Power	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Gem of Brightness	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓ Gem of Seeing	Wondrous item	rare	Attunement	3 charges to gain truesight out to 120 ft for 10 min.	Dungeon Master´s Guide (SRD)
✓ Ghost Step Tattoo	Wondrous item	very rare	Attunement	3 charges to become incorporeal during 1 turn.	Tasha´s Cauldron of Everything
✓ Giant Slayer	Weapon	rare			Dungeon Master´s Guide (SRD)
✓ Glamoured Studded Leather	Armor	rare		+1 bonus to AC ; assume the appearance of a normal set of clothing or some other kind of armor.	Dungeon Master´s Guide (SRD)
✓ Glimmering Moonbow	Weapon	rare	Attunement	Weapon +1, +1d6 radiant damage ; resistance to bludgeoning, piercing, and slashing damage (1/day).	The Book of Many Things
✓ Gloomwrought Armor	Armor	rare	Attunement	Advantage on saving throws against being frightened ; 3 charges to cast <i>calm emotions</i> .	The Book of Many Things
✓ Gloves of Missile Snaring	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Gloves of Swimming and Climbing	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Gloves of Thievery	Wondrous item	uncommon		Grant a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks to pick locks.	Dungeon Master´s Guide
✓ Glowrune Pigment	Wondrous item	rare		1d4+2 paints give various effects (difficult terrain, hp, darkvision, immune, advantage) for 8 hours.	Glory of the Giants
✓ Goggles of Night	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓ Grasping Whip	Weapon	rare		Weapon +1 ; pull a creature/object 5 ft toward you instead of dealing damage.	The Book of Many Things
✓ Guardian Emblem	Wondrous item	uncommon	Attunement	3 charges to turn a critical hit on a creature into a normal hit.	Tasha´s Cauldron of Everything
✓ Hammer of Runic Focus	Weapon	very rare	Attunement	3 charges to create a 15-ft-radius circle for 1 min and get a +3 bonus to attack and damage rolls inside the circle.	The Book of Many Things
✓ Hammer of Thunderbolts	Weapon	legendary			Dungeon Master´s Guide (SRD)
✓ Harp of Gilded Plenty	Wondrous item	legendary	Attunement	Cast <i>heroes' feast</i> and <i>calm emotions</i> ; sentient harp.	Glory of the Giants

✓	Hat of Disguise	Wondrous item	uncommon	Attunement		Dungeon Master’s Guide (SRD)
✓	Hat of Vermin	Wondrous item	common		3 charges to summon an ordinary bat, frog or rat for 1 hour.	Xanathar’s Guide to Everything
✓	Hat of Wizardry	Wondrous item	common	Attunement	Cast a wizard cantrip, subject to an Intelligence (Arcana) check.	Xanathar’s Guide to Everything
✓	Headband of Intellect	Wondrous item	uncommon	Attunement		Dungeon Master’s Guide (SRD)
✓	Heart Weaver's Primer	Wondrous item	rare	Attunement	The book contains 7 enchantment spells. 3 charges to impose a disadvantage on a saving throw.	Tasha’s Cauldron of Everything
✓	Helm of Brilliance	Wondrous item	very rare	Attunement		Dungeon Master’s Guide (SRD)
✓	Helm of Comprehending Languages	Wondrous item	uncommon		Cast the <i>comprehend languages</i> at will.	Dungeon Master’s Guide (SRD)
✓	Helm of Perfect Potential	Wondrous item	artifact	Attunement	Advantage on Deception and Insight checks ; Dexterity saving throw or 4d6 damage ; cast 5 different spells.	Glory of the Giants
✓	Helm of Telepathy	Wondrous item	uncommon	Attunement	Cast the <i>detect thoughts</i> spell, then the <i>suggestion</i> spell (1/day).	Dungeon Master’s Guide (SRD)
✓	Helm of Teleportation	Wondrous item	rare	Attunement	3 charges to cast the <i>teleport</i> spell.	Dungeon Master’s Guide (SRD)
✓	Heward's Handy Haversack	Wondrous item	rare			Dungeon Master’s Guide (SRD)
✓	Heward's Handy Spice Pouch	Wondrous item	common		10 charges to obtain food seasoning (salt, pepper, etc).	Xanathar’s Guide to Everything
✓	Holy Avenger	Weapon	legendary	Attunement		Dungeon Master’s Guide (SRD)
✓	Horn of Blasting	Wondrous item	rare			Dungeon Master’s Guide (SRD)
✓	Horn of Silent Alarm	Wondrous item	common		4 charges so that only a specific creature hears the sounding horn.	Xanathar’s Guide to Everything
✓	Horn of Valhalla	Wondrous item	rare (silver or brass)...			Dungeon Master’s Guide (SRD)
✓	Horseshoes of a Zephyr	Wondrous item	very rare			Dungeon Master’s Guide (SRD)
✓	Horseshoes of Speed	Wondrous item	rare			Dungeon Master’s Guide (SRD)
✓	House of Cards	Wondrous item	uncommon		Create a shelter (40-ft cube, 50 hp) you are the only one able to open for 24 h (1/day).	The Book of Many Things
✓	Iggwilv's Cauldron	Wondrous Item	artifact	Attunement		Adventures (The Wild Beyond The Witchlight)
✓	Illuminator's Tattoo	Wondrous item	common	Attunement	Make a page invisible to everyone except you and a designated creature, for 24 hours (1/day).	Tasha’s Cauldron of Everything
✓	Immovable Rod	Rod	uncommon		This rod can be magically fixed in place and hold up to 8,000 pounds .	Dungeon Master’s Guide (SRD)
✓	Instrument of Illusions	Wondrous item	common	Attunement	This musical instrument creates harmless, illusory visual effects without sound.	Xanathar’s Guide to Everything
✓	Instrument of Scribing	Wondrous item	common	Attunement	3 charges to write a magical message on an object for 24 hours.	Xanathar’s Guide to Everything
✓	Instrument of the Bards	Wondrous item	rarity varies	Attunement	These musical instruments allow you to cast certain spells.	Dungeon Master’s Guide
✓	Ioun Stone	Wondrous item	rarity varies	Attunement		Dungeon Master’s Guide (SRD)
		Wondrous				Dungeon Master’s

✓ Iron Bands of Bilarro	Wondrous item	rare				Dungeon Master's Guide (SRD)
✓ Iron Flask	Wondrous item	legendary				Dungeon Master's Guide (SRD)
✓ Javelin of Lightning	Weapon	uncommon				Dungeon Master's Guide (SRD)
✓ Jester's Mask	Wondrous item	legendary	Attunement	Bonus to attack rolls and saving throws of some spells ; teleport within 30 ft to avoid damage (1/day) ; treat 1 as 20 (1/day).		The Book of Many Things
✓ Keoghtom's Ointment	Wondrous item	uncommon		1d4+1 doses to regain 2d8+2 hp, cease to be poisoned, and be cured of any disease.		Dungeon Master's Guide (SRD)
✓ Lantern of Revealing	Wondrous item	uncommon				Dungeon Master's Guide (SRD)
✓ Lash of Immolation	Weapon	rare		Weapon +1, +1d6 fire damage ; +2d6 fire damage (1/day).		Glory of the Giants
✓ Libram of Souls and Flesh	Wondrous item	rare	Attunement	The book contains 7 necromancy spells. 3 charges to take a deathly appearance for 10 min.		Tasha's Cauldron of Everything
✓ Lifewell Tattoo	Wondrous item	very rare	Attunement	Resistance to necrotic damage ; pass from 0 to 1 hp (1/day).		Tasha's Cauldron of Everything
✓ Lock of Trickery	Wondrous item	common		This magical lock imposes disadvantage to pick the lock.		Xanathar's Guide to Everything
✓ Longbow of the Healing Hearth	Weapon	legendary	Attunement	Weapon +3 ; 8 charges to regain +[Hit Dice] hp or cast 3 different spells.		Glory of the Giants
✓ Luba's Tarokka of Souls	Wondrous item	artifact	Attunement			Tasha's Cauldron of Everything
✓ Lucent Destroyer	Weapon	very rare	Attunement	Weapon +1, radiant damage ; cast <i>dancing light</i> ; cast <i>sunbeam</i> (1/day).		Glory of the Giants
✓ Luck Blade	Weapon	legendary	Attunement			Dungeon Master's Guide (SRD)
✓ Lyre of Building	Wondrous item	rare	Attunement	Cast <i>mending</i> ; immune an object to one type of damage ; cast 4 specific spells (1/day).		Tasha's Cauldron of Everything
✓ Mace of Disruption	Weapon	rare	Attunement	+2d6 radiant damage on fiend or undead ; Wisdom saving throw or destroyed if less than 25 hp ; shed light.		Dungeon Master's Guide (SRD)
✓ Mace of Smiting	Weapon	rare		Weapon +1, +3 on a construct ; +7 bludgeoning damage on critical hit, +14 on a construct.		Dungeon Master's Guide (SRD)
✓ Mace of Terror	Weapon	rare	Attunement			Dungeon Master's Guide (SRD)
✓ Mantle of Spell Resistance	Wondrous item	rare	Attunement			Dungeon Master's Guide (SRD)
✓ Manual of Bodily Health	Wondrous item	very rare		Increase your Constitution score by 2 after studying the book.		Dungeon Master's Guide (SRD)
✓ Manual of Gainful Exercise	Wondrous item	very rare		Increase your Strength score by 2 after studying the book.		Dungeon Master's Guide (SRD)
✓ Manual of Golems	Wondrous item	very rare				Dungeon Master's Guide (SRD)
✓ Manual of Quickness of Action	Wondrous item	very rare		Increase your Dexterity score by 2 after studying the book.		Dungeon Master's Guide (SRD)
✓ Mariner's Armor	Armor	uncommon		Grant a swimming speed equal to your walking speed.		Dungeon Master's Guide (BR)
✓ Masquerade Tattoo	Wondrous item	common	Attunement	Cast <i>disguise self</i> (1/day).		Tasha's Cauldron of Everything
✓ Medallion of Thoughts	Wondrous item	uncommon	Attunement			Dungeon Master's Guide (SRD)
✓ Mighty Servant of Leuk-o	Wondrous item	artifact	Attunement			Tasha's Cauldron of Everything

✓ Mirror of Life Trapping	Wondrous item	very rare			Dungeon Master´s Guide (SRD)
✓ Mistral Mantle	Wondrous item	very rare	Attunement	Resistance to cold damage ; Dexterity saving throw or 1d6 cold damage ; cast <i>sleet storm</i> (1/day).	Glory of the Giants
✓ Mithral Armor	Armor	uncommon		This armor does not impose disadvantage on Dexterity (Stealth) checks.	Dungeon Master´s Guide (SRD)
✓ Moon Sickle	Weapon	uncommon (+1) rare (+2...	Attunement	Bonus to attack and damage rolls, as well to spell attacks and saving throws for druid and ranger spells. Restore +1d4 hp.	Tasha´s Cauldron of Everything
✓ Moon-touched Sword	Weapon	common		This sword creates bright light in a 15-ft radius and dim light for an additional 15 ft.	Xanathar´s Guide to Everything
✓ Moonblade	Weapon	legendary	Attunement	Weapon +1 ; special property ; sentience ; protect elves.	Dungeon Master´s Guide
✓ Mystery Key	Wondrous item	common		This key has a 5% chance of unlocking a lock once.	Xanathar´s Guide to Everything
✓ Nature's Mantle	Wondrous item	uncommon	Attunement	Allow to Hide in an area that is lightly obscured.	Tasha´s Cauldron of Everything
✓ Necklace of Adaptation	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Necklace of Fireballs	Wondrous item	rare		1d6+3 breads to cast <i>fireball</i> .	Dungeon Master´s Guide (SRD)
✓ Necklace of Prayer Beads	Wondrous item	rare	Attunement		Dungeon Master´s Guide (SRD)
✓ Nimbus Coronet	Wondrous item	very rare	Attunement	No damage from falling ; teleport to 15 ft ; cloudlike form for 1 min (1/day).	Glory of the Giants
✓ Nine Lives Stealer	Weapon	very rare	Attunement	Weapon +2 ; 1d8+1 charges to Constitution saving throw or be slain instantly in case of critical hit.	Dungeon Master´s Guide (SRD)
✓ Nolzur's Marvelous Pigments	Wondrous item	very rare			Dungeon Master´s Guide (SRD)
✓ Oathbow	Weapon	very rare	Attunement	The target becomes a sworn enemy (advantage on attack rolls, +3d6) for 7 days. Disadvantage on attack rolls with other weapons.	Dungeon Master´s Guide (SRD)
✓ Oil of Etherealness	Potion	rare		Grant the effect of the <i>etherealness</i> spell for 1 hour.	Dungeon Master´s Guide (SRD)
✓ Oil of Sharpness	Potion	very rare		The coated ammunition is magical (+3) for 1 hour.	Dungeon Master´s Guide (SRD)
✓ Oil of Slipperiness	Potion	uncommon		Grant the effect of the <i>freedom of movement</i> or <i>grease</i> spells for 8 hours.	Dungeon Master´s Guide (SRD)
✓ Orb of Direction	Wondrous item	common		This orb helps determine which way is north.	Xanathar´s Guide to Everything
✓ Orb of Dragonkind	Wondrous item	artifact	Attunement		Dungeon Master´s Guide (SRD)
✓ Orb of Skoraesus	Wondrous item	legendary	Attunement	3 charges to ignore material components ; +2 to Constitution saving throw ; see in darkness (120 ft).	Glory of the Giants
✓ Orb of Time	Wondrous item	common		This orb helps determine whether it is morning, afternoon, evening, or nighttime outside.	Xanathar´s Guide to Everything
✓ Outer Essence Shard	Wondrous item	rare	Attunement	End a condition, disadvantage on attacks rolls, gain 3d6 hp, or deals +3d6 necrotic after using Metamagic option on a spell.	Tasha´s Cauldron of Everything
✓ Pearl of Power	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Perfume of Bwitting	Wondrous item	common		Grant advantage on all Charisma checks directed at humanoids of CR 1 for 1 hour.	Xanathar´s Guide to Everything

✓ Periapt of Health	Wondrous item	uncommon			Dungeon Master’s Guide (SRD)
✓ Periapt of Proof against Poison	Wondrous item	rare			Dungeon Master’s Guide (SRD)
✓ Periapt of Wound Closure	Wondrous item	uncommon	Attunement		Dungeon Master’s Guide (SRD)
✓ Philter of Love	Potion	uncommon		You become charmed for 1 hour by the first creature you see within 10 min after drinking this philter.	Dungeon Master’s Guide (SRD)
✓ Pipe of Smoke Monsters	Wondrous item	common		This pipe exhales a puff of smoke that takes the form of a creature for a few seconds.	Xanathar’s Guide to Everything
✓ Pipes of Haunting	Wondrous item	uncommon			Dungeon Master’s Guide (SRD)
✓ Pipes of the Sewers	Wondrous item	uncommon	Attunement		Dungeon Master’s Guide (SRD)
✓ Planecaller's Codex	Wondrous item	rare	Attunement	The book contains 6 conjuration spells. 3 charges to grant a summoned creature an advantage on attacks rolls for 1 min.	Tasha’s Cauldron of Everything
✓ Plate Armor of Etherealness	Armor	legendary	Attunement	Grant the effect of the <i>etherealness</i> spell for 10 min (1/day).	Dungeon Master’s Guide (SRD)
✓ Plate of Knight's Fellowship	Armor	uncommon	Attunement	Summon a warrior spirit (knight) that obeys your commands (1/day).	The Book of Many Things
✓ Platinum Scarf	Wondrous item	legendary	Attunement	3 charges to regain 10d4 hp, +1 shield an immune to radiant damage, or 2d4 radiant damage (1/day).	Fizban’s Treasury of Dragons
✓ Pole of Angling	Wondrous item	common		This pole transforms into a complete fishing pole.	Xanathar’s Guide to Everything
✓ Pole of Collapsing	Wondrous item	common		This 10-ft pole can be transformed into a 1-ft-long rod.	Xanathar’s Guide to Everything
✓ Portable Hole	Wondrous item	rare			Dungeon Master’s Guide (SRD)
✓ Pot of Awakening	Wondrous item	common		This pot allows you to grow a shrub which will transform into an awakened shrub after 30 days.	Xanathar’s Guide to Everything
✓ Potion of Animal Friendship	Potion	uncommon		Cast <i>animal friendship</i> for 1 hour.	Dungeon Master’s Guide (SRD)
✓ Potion of Clairvoyance	Potion	rare		Grant the effect of the <i>clairvoyance</i> spell.	Dungeon Master’s Guide (SRD)
✓ Potion of Climbing	Potion	common		Grant a climbing speed equal to your walking speed for 1 hour.	Dungeon Master’s Guide (SRD)
✓ Potion of Diminution	Potion	rare		Grant the effect of the <i>enlarge/reduce</i> spell for 1d4 hours.	Dungeon Master’s Guide (SRD)
✓ Potion of Dragon's Majesty	Potion	legendary		Transform into an adult dragon for 1 hour.	Fizban’s Treasury of Dragons
✓ Potion of Fire Breath	Potion	uncommon		Dexterity saving throw or 4d6 fire damage (3 exhalations).	Dungeon Master’s Guide (BR)
✓ Potion of Flying	Potion	very rare		Grant a flying speed equal to your walking speed for 1 hour.	Dungeon Master’s Guide (SRD)
✓ Potion of Gaseous Form	Potion	rare		Grant the effect of the <i>gaseous form</i> spell for 1 hour.	Dungeon Master’s Guide (SRD)
✓ Potion of Giant Strength	Potion	rarity varies		Change your Strength score for 1 hour, from 21 to 29 depending on the type of giant.	Dungeon Master’s Guide (SRD)
✓ Potion of Growth	Potion	uncommon		Grant the "enlarge" effect of the <i>enlarge/reduce</i> spell for 1d4 hours.	Dungeon Master’s Guide (SRD)
✓ Potion of Healing	Potion	rarity varies		Regain hp, from 2d4+2 to 10d4+20 depending on to the potion's rarity.	Dungeon Master’s Guide (SRD)
✓ Potion of Heroism	Potion	rare		Give 10 temporary hp and you're under the effect of the <i>bless</i> spell for 1 hour.	Dungeon Master’s Guide (SRD)

✓ Potion of Invisibility	Potion	very rare		You become invisible for 1 hour.	Dungeon Master´s Guide (SRD)
✓ Potion of Invulnerability	Potion	rare		Grant resistance to all damage for 1 min.	Dungeon Master´s Guide (BR)
✓ Potion of Longevity	Potion	very rare		Your physical age is reduced by 1d6 + 6 years.	Dungeon Master´s Guide (BR)
✓ Potion of Mind Reading	Potion	rare		Grant the effect of the <i>detect thoughts</i> spell.	Dungeon Master´s Guide (SRD)
✓ Potion of Poison	Potion	uncommon		Deal 3d6 poison damage. Constitution saving throw or be poisoned.	Dungeon Master´s Guide (SRD)
✓ Potion of Resistance	Potion	uncommon		Grant resistance to one type of damage for 1 hour.	Dungeon Master´s Guide (SRD)
✓ Potion of Speed	Potion	very rare		Grant the effect of the <i>haste</i> spell for 1 min.	Dungeon Master´s Guide (SRD)
✓ Potion of Vitality	Potion	very rare		Remove exhaustion and cure any disease or poison. You regain the maximum hp for any Hit Die you spend during 24 h.	Dungeon Master´s Guide (BR)
✓ Potion of Water Breathing	Potion	uncommon		Grant the ability to breathe underwater for 1 hour.	Dungeon Master´s Guide (SRD)
✓ Prehistoric Figurines of Wondrous Power	Wondrous item	rarity by figurine			Glory of the Giants
✓ Prosthetic Limb	Wondrous item	common		Replace a lost limb.	Tasha´s Cauldron of Everything
✓ Protective Verses	Wondrous item	rare	Attunement	The book contains 7 abjuration spells. 3 charges to grant a creature 2d10 hp.	Tasha´s Cauldron of Everything
✓ Psi Crystal	Wondrous item	uncommon	Attunement	Telepathy and bright light and dim light. Range depending on your Intelligence score.	Adventures (Rime of the Frostmaiden)
✓ Quaal's Feather Token	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Quiver of Ehlonna	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓ Reaper's Scream	Weapon	legendary	Attunement	Weapon +2, necrotic damage, +10 hp on critical hit ; Wisdom saving throw or stunned (1/day).	Glory of the Giants
✓ Reveler's Concertina	Wondrous item	rare	Attunement	+2 bonus to the saving throws of your bard spells. Cast <i>Otto's irresistible dance</i> (1/day).	Tasha´s Cauldron of Everything
✓ Rhythm-Maker's Drum	Wondrous item	uncommon (+1) rare (+2...	Attunement	Bonus to spell attack rolls and to the saving throw of your bard spells. Regain one use of Bardic Inspiration (1/day).	Tasha´s Cauldron of Everything
✓ Ring of Amity	Ring	very rare	Attunement	The bonded creature regains hp at the same time ; when the bonded creature hit, it's a critical hit (1/day).	Glory of the Giants
✓ Ring of Animal Influence	Ring	rare		3 charges to cast <i>animal friendship</i> , <i>fear</i> or <i>speak with animals</i> .	Dungeon Master´s Guide (SRD)
✓ Ring of Djinni Summoning	Ring	legendary	Attunement	Summon a friendly djinni for 1 hour (1/day).	Dungeon Master´s Guide (SRD)
✓ Ring of Elemental Command	Ring	legendary	Attunement		Dungeon Master´s Guide (SRD)
✓ Ring of Evasion	Ring	rare	Attunement	3 charges to convert a failed Dexterity saving throw in success.	Dungeon Master´s Guide (SRD)
✓ Ring of Feather Falling	Ring	rare	Attunement	No damage from falling.	Dungeon Master´s Guide (SRD)
✓ Ring of Free Action	Ring	rare	Attunement	Difficult terrain doesn't cost extra movement ; magic can't reduce your speed nor cause you to be paralyzed or restrained.	Dungeon Master´s Guide (SRD)
✓ Ring of Invisibility	Ring	legendary	Attunement	You become invisible until the ring is removed, or you attack or cast a spell.	Dungeon Master´s Guide (SRD)
✓ Ring of Jumping	Ring	uncommon	Attunement	Cast <i>jump</i> but only for yourself	Dungeon Master´s

 Ring of Jumping	Ring	uncommon	Attunement	Cast <i>jump</i> but only for yourself.	Guide (SRD)
 Ring of Mind Shielding	Ring	uncommon	Attunement	Immune to magic that allows other creatures to read your thoughts.	Dungeon Master´s Guide (SRD)
 Ring of Poison Resistance	Ring	rare	Attunement	Resistance to poison.	Dungeon Master´s Guide (BR)
 Ring of Protection	Ring	rare	Attunement	Grant a +1 bonus to AC and saving throws.	Dungeon Master´s Guide (SRD)
 Ring of Puzzler's Wit	Ring	uncommon		3 charges to have advantage on Intelligence checks.	The Book of Many Things
 Ring of Regeneration	Ring	very rare	Attunement	Regain 1d6 hp every 10 minutes. If you lose a body part, the missing part regrows after 1d6+1 days.	Dungeon Master´s Guide (SRD)
 Ring of Resistance	Ring	rare	Attunement	Resistance to one damage type.	Dungeon Master´s Guide (SRD)
 Ring of Shooting Stars	Ring	very rare	Attunement		Dungeon Master´s Guide (SRD)
 Ring of Spell Storing	Ring	rare	Attunement	This ring stores up to 5 levels worth of spells.	Dungeon Master´s Guide (SRD)
 Ring of Spell Turning	Ring	legendary	Attunement	Grant advantage on saving throws against any spell that targets only you.	Dungeon Master´s Guide (SRD)
 Ring of Swimming	Ring	uncommon		Grant a swimming speed of 40 ft.	Dungeon Master´s Guide (SRD)
 Ring of Telekinesis	Ring	very rare	Attunement	Cast <i>telekinesis</i> .	Dungeon Master´s Guide (SRD)
 Ring of the Ram	Ring	rare	Attunement	3 charges to make a ranged attack with a +7 bonus and deal 2d10 force damage.	Dungeon Master´s Guide (SRD)
 Ring of the Winter	Ring	artifact	Attunement		Adventures (Tomb of Annihilation)
 Ring of Three Wishes	Ring	legendary		3 charges to cast the <i>wish</i> spell.	Dungeon Master´s Guide (SRD)
 Ring of Warmth	Ring	uncommon	Attunement	Resistance to cold damage ; unharmed by temperatures as low as -50 degrees Fahrenheit.	Dungeon Master´s Guide (SRD)
 Ring of Water Walking	Ring	uncommon		Allow to stand on and move across any liquid surface.	Dungeon Master´s Guide (SRD)
 Ring of X-ray Vision	Ring	rare	Attunement	Allow to see into and through solid matter for 1 min.	Dungeon Master´s Guide (SRD)
 Robe of Eyes	Wondrous item	rare	Attunement		Dungeon Master´s Guide (SRD)
 Robe of Scintillating Colors	Wondrous item	very rare	Attunement		Dungeon Master´s Guide (SRD)
 Robe of Stars	Wondrous item	very rare	Attunement	+1 bonus to saving throws ; 6 charges to cast <i>magic missile</i> ; enter the Astral Plane.	Dungeon Master´s Guide (SRD)
 Robe of the Archmagi	Wondrous item	legendary	Attunement		Dungeon Master´s Guide (SRD)
 Robe of Useful Items	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
 Rod of Absorption	Rod	very rare	Attunement		Dungeon Master´s Guide (SRD)
 Rod of Alertness	Rod	very rare	Attunement	Advantage on Perception checks and initiative rolls ; cast 4 detection spells ; grant a +1 bonus to AC and saves (1/day).	Dungeon Master´s Guide (SRD)
 Rod of Hellish Flames	Rod	very rare	Attunement	Resistance to fire and necrotic damage ; cast <i>hellish rebuke</i> (1/day) ; max damage (1/day).	The Book of Many Things
 Rod of Lordly Might	Rod	legendary	Attunement		Dungeon Master´s Guide (SRD)
 Rod of Penetration	Rod	legendary	Attunement	Enhance to push/pull/repel/repel/repel	Dungeon Master´s

Rod of Resurrection	Rod	legendary	Attunement	5 charges to cast <i>heal</i> or <i>resurrection</i> .	Guide
✓ Rod of Rulership	Rod	rare	Attunement	Wisdom saving throw or be charmed for 8 h within 120 ft.	Dungeon Master´s Guide (SRD)
✓ Rod of Security	Rod	very rare		Teleport up to 200 willing creatures to an extraplanar paradise. The duration depends of the number of creatures.	Dungeon Master´s Guide (SRD)
✓ Rod of the Pact Keeper	Rod	uncommon (+1) rare (+2...	Attunement	Bonus to attack rolls and saving throws of your spells. Regain one spell slot (1/day).	Dungeon Master´s Guide
✓ Rogue's Mantle	Wondrous item	rare	Attunement	Darkvision (60 ft) ; teleport up to 30 ft in dim light then advantage ; cast <i>antagonize</i> (1/day).	The Book of Many Things
✓ Rope of Climbing	Wondrous item	uncommon			Dungeon Master´s Guide (SRD)
✓ Rope of Entanglement	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓ Rope of Mending	Wondrous item	common		This rope can be cut into pieces and put back together.	Xanathar´s Guide to Everything
✓ Ruby of the War Mage	Wondrous item	common	Attunement	This ruby allows you to use a simple or martial weapon as a spellcasting focus for your spells.	Xanathar´s Guide to Everything
✓ Ruby Weave Gem	Wondrous item	legendary	Attunement	3 charges to ignore material components ; can cast a spell (1/day).	Fizban´s Treasury of Dragons
✓ Ruinous Flail	Weapon	rare	Attunement	Weapon +1 ; Constitution saving throw or poisoned for 1 min (2d4 necrotic damage per round).	The Book of Many Things
✓ Saddle of the Cavalier	Wondrous item	uncommon		This saddle prevents you from falling off your horse against your will.	Dungeon Master´s Guide
✓ Sage's Signet	Ring	rarity varies	Attunement	Cast <i>augury</i> and two additional spells, depending on rarity (1/day).	The Book of Many Things
✓ Sanctum Amulet	Wondrous item	very rare	Attunement	Resistance to necrotic damage ; cast <i>spare the dying</i> ; pass a creature from 0 to 1 hp (1/day).	Glory of the Giants
✓ Sapphire Buckler	Armor	very rare	Attunement	Resistance to psychic and thunder damage ; reaction to deal 2d6 thunder damage ; locate aberrations (1/day).	Fizban´s Treasury of Dragons
✓ Scarab of Protection	Wondrous item	legendary	Attunement		Dungeon Master´s Guide (SRD)
✓ Scimitar of Speed	Weapon	very rare	Attunement	Weapon +2 ; 1 extra attack per round as a bonus action.	Dungeon Master´s Guide (SRD)
✓ Scroll of Protection	Scroll	rare			Dungeon Master´s Guide (BR)
✓ Sending Stones	Wondrous item	uncommon		Cast <i>sending</i> with the bearer of the other stone.	Dungeon Master´s Guide
✓ Sentinel Shield	Armor	uncommon		Grant advantage on initiative rolls and Wisdom (Perception) checks.	Dungeon Master´s Guide
✓ Shadowfell Brand Tattoo	Wondrous item	rare	Attunement	Grant darkvision (60 ft) and advantage on Stealth checks. Halving damage you take (1/day).	Tasha´s Cauldron of Everything
✓ Shadowfell Shard	Wondrous item	rare	Attunement	Disadvantage on checks and saving throws using one ability for 1 turn when you use a Metamagic option on a spell.	Tasha´s Cauldron of Everything
✓ Shield of Expression	Armor	common		This shield shaped in the likeness of a face can alter the face's expression.	Xanathar´s Guide to Everything
✓ Shield of Missile Attraction	Armor	rare	Attunement	Resistance to damage from ranged weapon attacks. Cursed item.	Dungeon Master´s Guide (SRD)
✓ Shield of the Blazing Dreadnought	Armor	legendary	Attunement	Immunity to fire damage, ends a disease or certain condition, Strength saving or 3d6 bludgeoning+3d6 fire damage+prone	Glory of the Giants

(1/day).

✓ Shield of the Tortoise	Armor	uncommon	Attunement	Shield +1. Cursed item.	The Book of Many Things
✓ Shield, +1, +2, or +3	Armor	uncommon (+1) rare (+2...		Shield +1, +2, or +3 (bonus to AC determined by the shield's rarity).	Dungeon Master´s Guide (SRD)
✓ Shrieking Greaves	Wondrous item	rare	Attunement	3 charges to increase speed (+30 ft) and have advantage on Dexterity saving throws for 1 min. Cursed item.	The Book of Many Things
✓ Skull Helm	Wondrous item	very rare	Attunement	Resistance to cold, poison and necrotic damage ; cast <i>spirit of death</i> (1/day).	The Book of Many Things
✓ Sling of Giant Felling	Weapon	uncommon		Constitution saving throw or Giant creature have the prone condition.	The Book of Many Things
✓ Slippers of Spider Climbing	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Smoldering Armor	Armor	common		This armor emits wisps of harmless, odorless smoke.	Xanathar´s Guide to Everything
✓ Sovereign Glue	Wondrous item	legendary			Dungeon Master´s Guide (SRD)
✓ Spell Scroll	Scroll	rarity varies			Dungeon Master´s Guide (SRD)
✓ Spellguard Shield	Armor	very rare	Attunement	Grant advantage on saving throws against spells and magical effects ; spell attacks against you have disadvantage.	Dungeon Master´s Guide (SRD)
✓ Spellwrought Tattoo	Wondrous item	rarity varies		Cast one spell (level depending on rarity), requiring no material components.	Tasha´s Cauldron of Everything
✓ Sphere of Annihilation	Wondrous item	legendary			Dungeon Master´s Guide (SRD)
✓ Spindle of Fate	Wand	legendary	Attunement	6 charges to add PB on init roll, convert a hit/saving throw failure in success (or vice versa), or locate a creature for 1 h.	The Book of Many Things
✓ Staff of Adornment	Staff	common		Make an object float above the staff.	Xanathar´s Guide to Everything
✓ Staff of Birdcalls	Staff	common		10 charges to create a bird sound.	Xanathar´s Guide to Everything
✓ Staff of Charming	Staff	rare	Attunement	10 charges to cast <i>charm person</i> , <i>command</i> , or <i>comprehend languages</i> .	Dungeon Master´s Guide (SRD)
✓ Staff of Fire	Staff	very rare	Attunement	10 charges to cast <i>burning hands</i> , <i>fireball</i> , or <i>wall of fire</i> .	Dungeon Master´s Guide (SRD)
✓ Staff of Flowers	Staff	common		10 charges to cause a flower to sprout.	Xanathar´s Guide to Everything
✓ Staff of Frost	Staff	very rare	Attunement	10 charges to cast <i>cone of cold</i> , <i>fog cloud</i> , <i>ice storm</i> , or <i>wall of ice</i> .	Dungeon Master´s Guide (SRD)
✓ Staff of Healing	Staff	rare	Attunement	10 charges to cast <i>cure wounds</i> , <i>lesser restoration</i> , or <i>mass cure wounds</i> .	Dungeon Master´s Guide (SRD)
✓ Staff of Power	Staff	very rare	Attunement		Dungeon Master´s Guide (SRD)
✓ Staff of Striking	Staff	very rare	Attunement	Weapon +3 ; 10 charges to deal an extra 1d6 force damage.	Dungeon Master´s Guide (SRD)
✓ Staff of Swarming Insects	Staff	rare	Attunement	10 charges to cast <i>giant insect</i> or <i>insect plague</i> , or cause a swarm of harmless flying insects to spread out.	Dungeon Master´s Guide (SRD)
✓ Staff of the Adder	Staff	uncommon	Attunement	This staff can transform into a poisonous snake for 1 minute (1d6 piercing + 3d6 poison).	Dungeon Master´s Guide
✓ Staff of the Forgotten One	Staff	artifact	Attunement		Adventures (Tomb of Annihilation)
✓ Staff of the Magi	Staff	legendary	Attunement		Dungeon Master´s Guide (SRD)

						Guide (SRD)
✓	Staff of the Python	Staff	uncommon	Attunement	This staff can transform into a giant constrictor snake under your control.	Dungeon Master´s Guide (SRD)
✓	Staff of the Rooted Hills	Staff	rare	Attunement	Weapon +1 ; Strength saving throw or restrained ; cast <i>hold person</i> or <i>speak with plants</i> (1/day).	Glory of the Giants
✓	Staff of the Woodlands	Staff	rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Staff of Thunder and Lightning	Staff	very rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Staff of Withering	Staff	rare	Attunement	3 charges to deal +2d10 necrotic damage, then Constitution saving throw or disadvantage for 1 h on Str or Con rolls.	Dungeon Master´s Guide (SRD)
✓	Starshot Crossbow	Weapon	rare	Attunement	3 charges to regain 1d8+PB hp, deal +2d8 fire damage, or have the invisible condition during 1 round.	The Book of Many Things
✓	Stone of Controlling Earth Elementals	Wondrous item	rare			Dungeon Master´s Guide (SRD)
✓	Stone of Golorr	Wondrous item	artifact	Attunement		Adventures (Dragon Heist)
✓	Stone of Good Luck (Luckstone)	Wondrous item	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓	Stonebreaker's Breastplate	Armor	legendary	Attunement	Resistance to bludgeoning, piercing, and slashing damage ; immune to being knocked prone ; cast <i>wall of stone</i> (1/day).	Glory of the Giants
✓	Stonemaker War Pick	Weapon	very rare	Attunement	Weapon +1 ; cast <i>meld into stone</i> (1/day) ; 1d6+1 charges to Constitution saving throw or being petrified.	The Book of Many Things
✓	Sun Blade	Weapon	rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Sun Staff	Staff	rare	Attunement	Weapon +1, +1d8 fire damage ; reroll spell fire/radiant damage dice (1/day) ; bright light (15-ft) and dim light (15-ft).	The Book of Many Things
✓	Sword of Answering	Weapon	legendary	Attunement	Weapon +3 ; advantage on attack rolls ; damage ignores immunity or resistance.	Dungeon Master´s Guide
✓	Sword of Kas	Wondrous item	artifact	Attunement		Dungeon Master´s Guide
✓	Sword of Life Stealing	Weapon	rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Sword of Sharpness	Weapon	very rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Sword of the Planes	Weapon	legendary	Attunement	Weapon +3 ; plan switch during 1 min (1/day).	The Book of Many Things
✓	Sword of Vengeance	Weapon	uncommon	Attunement	Weapon +1. Cursed item.	Dungeon Master´s Guide
✓	Sword of Wounding	Weapon	rare	Attunement		Dungeon Master´s Guide (SRD)
✓	Sword of Zariel	Weapon	artifact	Attunement		Adventures (Descent into Avernus)
✓	Talisman of Pure Good	Wondrous item	legendary	Attunement		Dungeon Master´s Guide (SRD)
✓	Talisman of the Sphere	Wondrous item	legendary	Attunement		Dungeon Master´s Guide (SRD)
✓	Talisman of Ultimate Evil	Wondrous item	legendary	Attunement		Dungeon Master´s Guide (SRD)
✓	Talking Doll	Wondrous item	common	Attunement	This doll can speak up to six sentences when in conditions you specified.	Xanathar´s Guide to Everything
✓	Tankard of Sobriety	Wondrous item	common		This tankard allows you to drink alcohol without getting drunk	Xanathar´s Guide to Everything

	item			without getting drunk.	Everything
✓ Teeth of Dahlver-Nar	Wondrous item	artifact	Attunement		Tasha´s Cauldron of Everything
✓ Telescopic Transporter	Wondrous item	legendary		Intelligence (Arcana) check after 1 hour to teleport up to 9 willing creatures to a distant planet.	The Book of Many Things
✓ Tentacle Rod	Rod	rare	Attunement	3 tentacles +9, reach 15 ft, 1d6 bludgeoning damage, then Constitution saving throw or speed is halved.	Dungeon Master´s Guide (BR)
✓ Thunderbuss	Weapon	very rare		Weapon +1 ; Constitution saving throw or 3d6 thunder damage into a 10-ft-radius sphere (1/day).	Glory of the Giants
✓ Tidecaller Trident	Weapon	very rare	Attunement	Weapon +2, advantage underwater ; 3 charges to cast <i>control water</i> or <i>tsunami</i> .	The Book of Many Things
✓ Tome of Clear Thought	Wondrous item	very rare			Dungeon Master´s Guide (SRD)
✓ Tome of Leadership and Influence	Wondrous item	very rare			Dungeon Master´s Guide (SRD)
✓ Tome of the Stilled Tongue	Wondrous item	legendary	Attunement	Cast a spell from the spellbook without spending a spell slot and without using a verbal or somatic component (1/day).	Dungeon Master´s Guide
✓ Tome of Understanding	Wondrous item	very rare			Dungeon Master´s Guide (SRD)
✓ Topaz Annihilator	Weapon	legendary	Attunement	2d6 necrotic damage at range ; cast <i>disintegrate</i> (1/day).	Fizban´s Treasury of Dragons
✓ Trident of Fish Command	Weapon	uncommon	Attunement		Dungeon Master´s Guide (SRD)
✓ Unbreakable Arrow	Weapon	common		This arrow can´t be broken, except when it is within an <i>antimagic field</i> .	Xanathar´s Guide to Everything
✓ Universal Solvent	Wondrous item	legendary			Dungeon Master´s Guide (SRD)
✓ Veteran's Cane	Wondrous item	common		This cane transforms into a regular longsword once.	Xanathar´s Guide to Everything
✓ Vicious Weapon	Weapon	rare		This weapon deals an extra 7 damage on critical hit.	Dungeon Master´s Guide (SRD)
✓ Voidwalker Armor	Armor	rare	Attunement	Summon a projection of yourself within 30 ft during 1 round (1/day). Cursed item.	The Book of Many Things
✓ Vorpal Sword	Weapon	legendary	Attunement		Dungeon Master´s Guide (SRD)
✓ Walloping Ammunition	Weapon	common		This ammunition requires a Strength saving throw or be knocked prone.	Xanathar´s Guide to Everything
✓ Wand of Binding	Wand	rare	Attunement	7 charges to cast <i>hold monster</i> or <i>hold person</i> , or advantage to avoid being paralyzed or restrained.	Dungeon Master´s Guide (SRD)
✓ Wand of Conducting	Wand	common		3 charges to create orchestral music.	Xanathar´s Guide to Everything
✓ Wand of Enemy Detection	Wand	rare	Attunement	7 charges to know the direction of the nearest hostile creature within 60 ft for 1 min.	Dungeon Master´s Guide (SRD)
✓ Wand of Fear	Wand	rare	Attunement	7 charges to command a creature to flee, or Wisdom saving throw in a cone for not being frightened for 1 minute.	Dungeon Master´s Guide (SRD)
✓ Wand of Fireballs	Wand	rare	Attunement	7 charges to cast the <i>fireball</i> spell.	Dungeon Master´s Guide (SRD)
✓ Wand of Lightning Bolts	Wand	rare	Attunement	7 charges to cast the <i>lightning bolt</i> spell.	Dungeon Master´s Guide (SRD)
✓ Wand of Magic Detection	Wand	uncommon		3 charges to cast the <i>detect magic</i> spell.	Dungeon Master´s Guide (SRD)
✓ Wand of Magic Missiles	Wand	uncommon		7 charges to cast the <i>magic missile</i> spell.	Dungeon Master´s


Wand of Magic Missiles	Wand	uncommon		7 charges to cast the <i>magic missile</i> spell.	Guide (SRD)
✓ Wand of Orcus	Wand	artifact	Attunement		Dungeon Master’s Guide
✓ Wand of Paralysis	Wand	rare	Attunement	7 charges to Constitution saving throw or be paralyzed for 1 min.	Dungeon Master’s Guide (SRD)
✓ Wand of Polymorph	Wand	very rare	Attunement	7 charges to cast the <i>polymorph</i> spell.	Dungeon Master’s Guide (SRD)
✓ Wand of Pyrotechnics	Wand	common		7 charges to create a harmless burst of multicolored light.	Xanathar’s Guide to Everything
✓ Wand of Scowls	Wand	common		3 charges to force a humanoid to scowl for 1 min.	Xanathar’s Guide to Everything
✓ Wand of Secrets	Wand	uncommon		3 charges to detect secret door or trap within 30 ft.	Dungeon Master’s Guide (SRD)
✓ Wand of Smiles	Wand	common		3 charges to force a humanoid to smile for 1 min.	Xanathar’s Guide to Everything
✓ Wand of the War Mage +1, +2, or +3	Wand	uncommon (+1) rare (+2...	Attunement		Dungeon Master’s Guide (SRD)
✓ Wand of Web	Wand	uncommon	Attunement	7 charges to cast the <i>web</i> spell.	Dungeon Master’s Guide (SRD)
✓ Wand of Wonder	Wand	rare	Attunement	7 charges to cast a spell or create an effect determined by a d100.	Dungeon Master’s Guide (SRD)
✓ War Horn of Valor	Wondrous item	rare		Advantage on saving throws against not being frightened ; +1 to AC in a 30-ft radius (1/day).	Glory of the Giants
✓ Warrior's Passkey	Wondrous item	rare	Attunement	Cast <i>knock</i> ; transform in longsword +1, 1d10 force damage.	The Book of Many Things
✓ Wave	Weapon	legendary	Attunement	Weapon +3 ; <i>trident of fish command</i> , <i>weapon of warning</i> ; sentence ; convert to an ocean god.	Dungeon Master’s Guide
✓ Wayfarer's Boots	Wondrous item	rare	Attunement	+10 ft to speed ; advantage on Survival checks ; cast <i>expeditious retreat</i> (1/day).	Glory of the Giants
✓ Weapon +1, +2, or +3	Weapon	uncommon (+1) rare (+2...		Weapon +1, +2, or +3 (bonus to attack and damage rolls determined by the weapon's rarity).	Dungeon Master’s Guide (SRD)
✓ Weapon of Throne's Command	Weapon	very rare	Attunement	Weapon +1, proficiency in Intimidation and Persuasion ; 5 charges to cast 5 different spells.	The Book of Many Things
✓ Weapon of Warning	Weapon	uncommon	Attunement	Grant advantage to initiative rolls and all allies within 30 ft cannot be surprised.	Dungeon Master’s Guide
✓ Well of Many Worlds	Wondrous item	legendary			Dungeon Master’s Guide (SRD)
✓ Whelm	Weapon	legendary	Attunement	Weapon +3 ; flies back ; shock wave ; <i>detect evil and good</i> , <i>locate object</i> ; sentence ; protect dwarves.	Dungeon Master’s Guide
✓ Wind Fan	Wondrous item	uncommon			Dungeon Master’s Guide (SRD)
✓ Winged Ammunition	Weapon	uncommon		Ignore half and three-quarters cover ; without disadvantage at long range.	The Book of Many Things
✓ Winged Boots	Wondrous item	uncommon	Attunement		Dungeon Master’s Guide (SRD)
✓ Wings of Flying	Wondrous item	rare	Attunement	Grant a flying speed of 60 ft for 1 hour.	Dungeon Master’s Guide (SRD)
✓ Wraps of Unarmed Prowess	Wondrous item	rarity varies		Your unarmed strikes are magical ; bonus to attack and damage rolls depending on rarity.	The Book of Many Things
✓ Wyrmeaver Gauntlets	Wondrous item	very rare	Attunement	1d6 force damage ; resistance to one type a damage ; reach 30 ft and Strength saving throw or prone (1/day).	Glory of the Giants

<input checked="" type="checkbox"/> Wyrmskull Throne	Wondrous item	artifact			Adventures (Storm King's Thunder)
<input checked="" type="checkbox"/> Zephyr Armor	Armor	rare	Attunement	Advantage on Acrobatics checks and Dexterity saving throws ; cast <i>wind wall</i> (1/day).	Glory of the Giants

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GENERATE

 472 magic items

