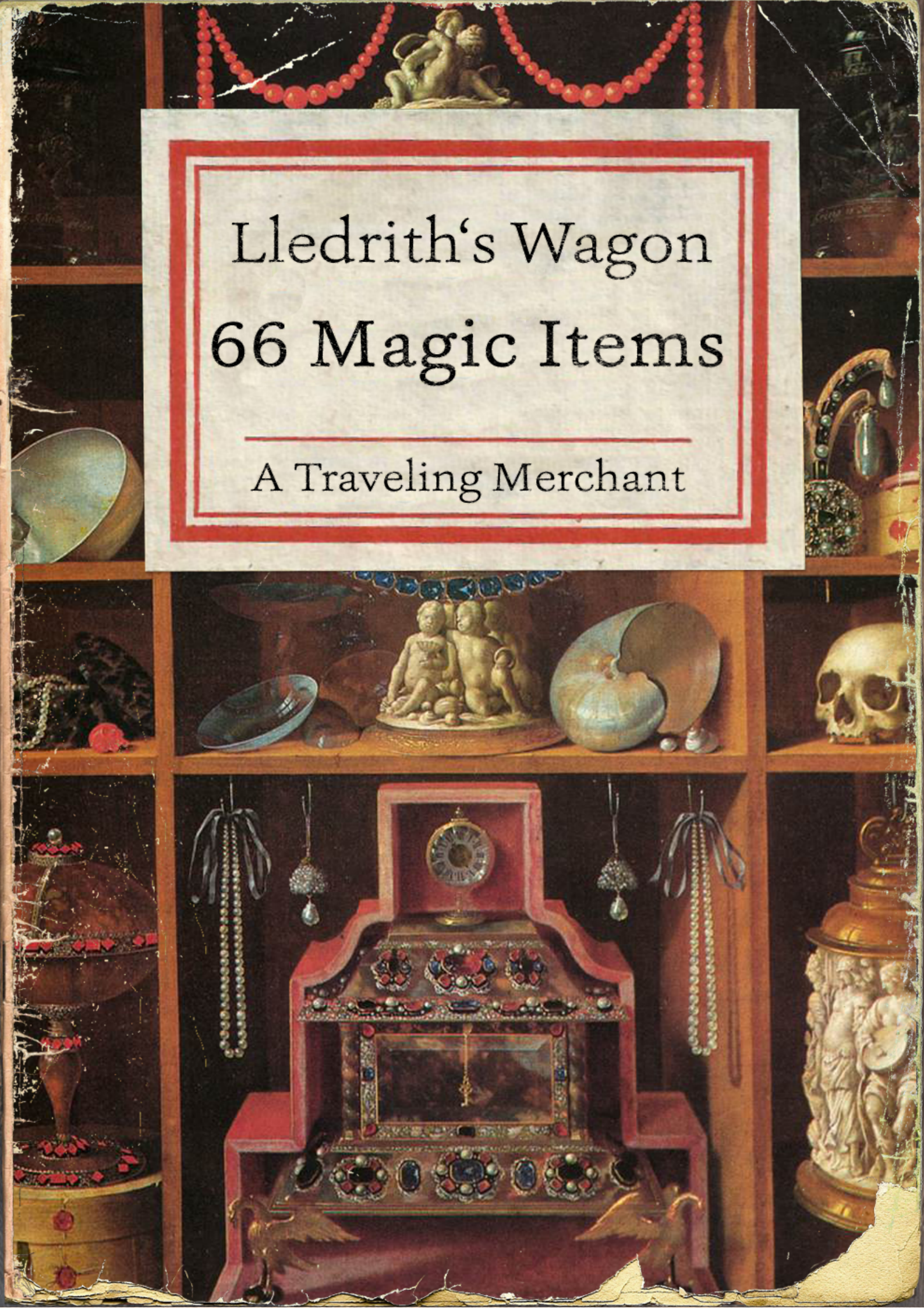




Lledrith's Wagon

66 Magic Items

A Traveling Merchant

Table of Contents

Lledrith's Wagon

A Wagon of Surprises.....	3
Goods & Services.....	3
Rarity & Prices.....	3
Available Stock.....	3
Lledrith's History.....	4
Lledrith's Quests.....	4

Items

Aldfirth's Earring.....	5
Bane of Hirtrix.....	5
Beoralf's Sword.....	5
Bear Claw Mittens.....	6
Bloodhound.....	6
Bone Wand.....	6
Bountiful Knapsack.....	6
Carton of Useful Pills.....	7
Dillow's Blade.....	7
Effelfried's Sickel.....	7
Empathetic Rings.....	8
Eye of the Voyeur.....	8
Fanwen's Arrow.....	8
Fiddlestick's Rust Paste.....	9
Flayer.....	9
Gluttony.....	9
Gold-Ass.....	9
Gorme's Amulett.....	10
Greed.....	10
Hagfinger.....	10
Hanseath's Drinking Horn.....	10
Hedwig's Tap Shoes.....	11
Invisible Dagger.....	11
Juzibell's Shawm.....	11
Krubcek's Ruin.....	11
Kuldahar's Acorn Pendant.....	11
Last Branch of the Yuka Tree.....	12
Lindal's Rope.....	12
Lledrith's Bag.....	12
Lord Bick's Infinite Scroll.....	13
Lust.....	13
Marlow's Experimental Rat.....	13
Marlow's Sock.....	14
Mask of the Night.....	14
Merla's Chestnut.....	14
Mia's Music Box.....	14

Nagranai's Comb.....	15
Nervous Candle.....	15
Numradin.....	15
Phraan's Automatic Portraitor.....	15
Pocket Cabinet.....	16
Poisoner's Dream.....	16
Polyspectral Spectacles.....	16
Pride.....	16
Pyro's Panpies.....	16
Remfrey's End.....	17
Rixir Stinger.....	17
Saddle of Kao La.....	18
Sail of the Sea Hag.....	18
Sentinel.....	18
Shortchange.....	18
Shrieking Mace.....	18
Slobir's Folly.....	19
Solemn's Staff.....	19
Storm in a Bottle.....	19
Sylvian Red.....	19
Talon Standart.....	20
The Hat of Shari La.....	20
Truthseeker's Parchment.....	20
Tyber.....	20
Veil of the Shadow Grove.....	21
Vergadain's Pick.....	21
Wroth.....	21
Wynns Puzzlebox.....	21
Ygritt's Detonating Sphere.....	22
Zhermun's Cup.....	22

LLedrith's Wagon Version 2.1

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Lledrith's Wagon: A Traveling Merchant

By Christian Eichhorn

You hear a low rumble in the distance as a wagon slowly makes its way along a dusty road. The wagon is drawn by an impressive stallion which seems almost too large for a regular horse. Eventually, the wagon draws near and comes to a standstill right beside you. For a second you wonder why, but then you hear an elderly voice asking: "Can I interest you in some of my wares, my dear?"



A Wagon of Surprises

Lledrith's wagon is a peculiar vehicle. A highly intelligent horse that seemingly finds its way on its own and an owner who's afraid to show her face arouse suspicion indeed. A character that succeeds in a **DC 15 Intelligence (Investigation) check** can tell, that the stallion is, in fact, a **giant spider**. Some clever illusion magic hides the true nature of the beast. However, it is quite docile and playful. The back entrance of the wagon is secured with an intricate lock. A character must succeed in a **DC 25 Dexterity (Thieves' Tools) check** to open the lock. The door also features a deadly trap. A friendly warning sign points out, that whoever would be foolish enough to try and enter without being permitted forfeits his or her life. The obvious magic ward in form of a glowing skull can be deactivated with a successful **DC 25 Intelligence (Arcana) check**. If the trap is triggered, the perpetrator is hit by a *disintegrate* spell of 6th level.

The woman inside is hidden behind a wooden screen and a black veil. The characters must exchange items and money via a turntable. The voice that can be heard from the inside of the wagon belongs to an old crone. With a successful **DC 15 Wisdom (Perception) check**, the characters notice that this voice is magically altered to sound much older. If the characters uncovered this fact they might be able to glean further details with a successful **DC 20 Wisdom (History) check**: Judging from the accent and wording one suspects, that this voice belongs to a woman from the Underdark.

Goods & Services

Lledrith mostly trades in curiosities of arcane nature. She also identifies items for a price of 150 gp per item. A sign next to the counter says: "*Bargain! Buy one, identify one for free**."

Lledrith is especially interested in strange and exciting items. For nostalgia's sake, she makes a good price for items from the Underdark. Lledrith also enchants items if someone is interested in such a service. However, she only offers the most basic enchantments for a high price.

Lledrith sells a few cursed items and she explains the item's properties in detail.

**The total value of the item must be at least 1.000 gp.*

Rarity & Prices

To determine a fair price for the items Lledrith sells consult the *Dungeon Master's Guide*. On page 135 it offers some insights into the pricing of magic items. Here is an excerpt of the relevant table:

Rarity	Value
Common	10 – 100 gp
Uncommon	101 – 500 gp
Rare	501 – 5000 gp

The price range is rather vague to reflect the potency and versatility of a magic items. Depending on how the economy in your world works and how rare magic items are you have to determine the proper price.

Available Stock

Lledrith's Wagon is intended as a reoccurring encounter. Each time the characters find Lledrith peddling her wares, she has other stock available. Lledrith might also offer to hold off the sale of specific items if the characters are interested but don't carry enough gold with them. Lledrith might offer some insight into her travel plans in such a case. The store should contain a maximum of 10 affordable items among them a few the characters can't possibly afford. This might inspire them to seek Lledrith's Wagon out again or seek out adventure to earn some much-needed funds!

Lledrith's History

Lledrith is the youngest daughter of the once mighty drow house of T'sath. The family was exiled from Menzoberranzan when Lledrith was still a child. According to the Matriarch, Lledrith's oldest sister angered Lolth greatly and was killed for her insolence. This punishment did not suffice in Lloth's eyes the Matriarch claimed, and the entire family was cast out.

Lledrith assumes that the driving force behind their demise wasn't an affront against Lloth. Her mother had great ambition and challenged the Matriarch at every turn. Lledrith's mother took her own life after the family was exiled, and Lledrith was alone with her father. She noticed that he was quite happy with this turn of events. Granted, he was suffering because of the death of his oldest daughter. However, he seemed to be at peace after they left Menzoberranzan.

She later learned, that her father was a believer in Eilistraee. Lledrith was not all that interested in religion, however. She had only two passions in life. Hunting down magical items, and studying them. One day she took off to follow her dream. However, she soon learned that the surface world is not all that pleasant for a traveling drow. So she ordered the construction of her wagon to remain out sight.

Lledrith's Quests

If the characters are in Lledrith's good graces, she might ask them for their help in some personal matters.

A Letter Home

Lledrith wants to get her father Jelil up to speed on her latest exploits. Jelil lives in the wilderness, about three weeks travel from the location the characters first encounter Lledrith. Maybe the character's way leads them in this direction anyway? She hands them a letter, being very specific not to open it, or else the characters are struck with a curse! In reality, it is a mundane letter of course.

Lledrith's father Jelil is not very trusting. In general, he is a quite pleasant person, however, and plays for the characters on his fiddle. Jelil found a woman for himself and is the proud father of 2 half-elf sons. Jelil hands the characters another letter. He has no other way to contact his daughter, and he hopes that the characters may cross her way again!

A Missing Heirloom

If the characters ever make their way to Menzoberranzan, Lledrith hopes they may uncover the location of a lost family heirloom. It was in the possession of her sister Maya when she was *supposedly* seized and killed. It is a small brooch engraved with the family crest and a secret compartment which holds the ashes of the dynasty's founder. Lledrith believes that the brooch was claimed by the Matriarch and must be in her possession.

Hunt for Treasure

Lledrith is always interested in sending brave adventurers into mortal peril to disentomb strange artifacts. Not only will the adventurers be able to keep the artifact after Lledrith had a good look at it, she will pay them a good sum for their trouble.

Apparatus of Kwalish

The great city of Luskan is harassed by a madman (or woman) who emerges from the sea in a very strange machine. The machine attacks the port, the gates or weak points in the walls. With no success up to this date. But each attack is more thought out than the first and security had to be ramped up accordingly. The additional costs for guards and repairs keep on mounting. Lledrith would love to get her hands on this strange machine. Or have a talk to its creator which would be interesting as well. The characters shall travel to Luskan, wait for the next attack and follow this strange machine to whence it came. Lledrith gifts the characters with 4 *potions of water breathing* to help them in this matter.

Well of Many Worlds

A rumor says, that a tiefling thief gained access to the most secure and secret vault of Candlekeep. He stuffed his *bag of holding* with countless invaluable tomes before he was caught and killed on the spot. It was a great loss for Candlekeep, and no one is sure how the thief managed to penetrate the defenses. Lledrith has a theory though. The tiefling was most likely a planeswalker, and maybe his mode of travel is still hidden inside the vault. The characters shall travel to Candlekeep and attempt to sneak, lie or buy their way into this vault and find the hidden item. Lledrith offers the characters a counterfeit *manual of flesh golems* to help them in this quest.

Items

Aldfirth's Earring

Wondrous item, uncommon (requires attunement)

Special. This earring grants the wearer access to three random cantrips from the wizard spell list. The cantrips vary from person to person but never change for an individual who was attuned to the item at one point in the past.

This golden earring depicts a flame with a small ruby heart. It was created for a young student of the magic arts named Aldfirth. He was of a noble house and destined for greatness, but like all of us he started small in the beginning. To commemorate his acceptance into a prestigious school of magic in Thay, he was awarded with this earring. Due to his innate abilities he had no need for this trinket and gifted it to his best friend and rival Gwendil.

Bane of Hirtrix

Weapon (warhammer), rare (requires attunement)

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

Siege Attack. This weapon deals double damage to objects and structures.

Critical Hit. The target must succeed on a DC 15 Strength saving throw or be knocked prone.

This warhammer's head is actually the hoof of a goristro, an insanely powerful demon whose true name was Hirtrix. It was forged to commemorate the victory over this foul creature and has since served the forces of good to spite its former owner. It has retained some of the demon's powers, making it a formidable tool of destruction. It was famously wielded during the siege of the Foul Tower by Formar, a half-orc paladin. He struck the foundation of the tower with such force, that the lowest three stories crumbled, burying most of the undead defenders and several deadly traps. The necromancer Foulherst was quite enraged that his evil plans for the intruders were thwarted in such a fashion.

Beoralf's Sword

Weapon (longsword), rare (requires attunement)

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

Brutal Critical. You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack made with this weapon.

Beoralf, a barbarian who stemmed from the cold north, traveled far and wide in search of adventure. He unearthed many treasures and slew countless beasts in his time. However, he found that he was quite lonely and needed companions who could tell of his exploits after he died. Unfortunately, his unpolished nature and his lack of hygiene scared most adventurers away. One day he told a traveling wizard of his predicament. The old wizard pitied Beoralf and gave him an enchanted blade. The wizard claimed that it was possessed by a powerful spirit. Alas, the spirit was mute, but Beoralf could tell the spirit about all his exploits in battle. Beoralf was thrilled and wielded the sword for many years, sharing a deep bond with the weapon. He lived to a very high age—for a barbarian—and ultimately died of a natural death. On Beoralf's deathbed, his sword lay beside him. According to legend, the sword vanished shortly after Beoralf's death, while his sons were still fighting over who would inherit the weapon.

Sentience

Alignment: Neutral **Intelligence:** 8 **Wisdom:** 15
Charisma: 13 **Senses:** hearing and vision (120 ft.)

The soul of Beoralf resides in this sword, still lusting for combat and companionship. Beoralf is happy and content as long as the sound of battle rings in his ears. If there is too much talk, he gets antsy and might remind his wielder that the next fight is just beyond the horizon. Beoralf loves to travel and encourages the wielder to seek out parts of the world he has not seen as of yet. If the wielder is battling an exceptionally impressive foe, Beoralf's bloodlust might take possession of the wielder, which sends him into a *Rage*, ignoring the restrictions concerning armor. If the wielder insults Beoralf or casts him aside for too long, he may seek out a more battle-hungry companion.

Bear Claw Mittens

Wondrous item, uncommon (requires attunement)

Special. While you wear these mittens, your unarmed attacks deal 1d4 slashing damage. After a successful unarmed attack, you can use a bonus action to attempt to grapple the target.

Improved Critical. Your unarmed attacks score a critical hit on a roll of a 19 or 20.

These mittens were crafted from the paws of a dire bear which terrorized a small village named Kriv in the Icewind Dale. The villagers eventually managed to kill the beast by luring it onto a frozen sea. The villager who sacrificed himself collapsed the ice just at the right moment to drown the monstrosity and himself. After a few days, the villagers pulled the beast's corpse from the sea, to slaughter and tan it. To their surprise, the monster was still alive! They hacked it to pieces but were still able to craft some valuable clothing from its fur and hide. But the paws, which killed so many villagers, were fashioned into weapons. The mittens helped to defend the village in several tight spots during the years but were lost in a vicious orc raid.

Bloodhound

Wondrous item, uncommon

Special. If this item is covered in blood, it turns into a living dog. The dog proceeds to sniff the ground in a 30 foot radius around the point of its creation. If the blood donor passed through the sniffed area during the last 7 days, the hound follows the trail. Once found, the dog barks 3 times and turns back into a necklace. The necklace also reverts to its inert state if there is no trail or if the owner wills it.

This bronze necklace depicts a glorious mastiff. It was created for a dreaded orcish slave lord named Sloburh. Sloburh took great pleasure in hunting down his runaway slaves but was killed by one of his escaped serfs eventually. Since then, the necklace was used by law enforcers and crooks alike.

Bone Wand

Wand, uncommon (requires attunement)

Consumable. This wand has 1d100 charges.

Once per day. You raise a skeleton from the dead. The skeleton follows your orders until you take an aggressive action against it. You can command a number of skeletons equal to your Charisma modifier.

This wand is made from several fossilized finger bones and was created by a mage named Thalantyr. He enjoyed littering the countryside with legions of skeletons to protect his laboratory in the Cloakwood. After Thalantyr's death, the wand changed owners frequently. Finally, it found its way into the hands of Juzibell, a crafty gnomish entrepreneur. He raised several dozen skeletons and gave them work in his manufacture, much to the detriment of the local economy. He was eventually stopped, executed and subsequently raised from the dead to work off his debt to the community.

Bountiful Knapsack

Wondrous item, uncommon

Once per day. Roll on the table to receive a ration of the following quality:

1d4	Quality
1	Peasant
2	Merchant
3	Noble
4	Royal

This little bag produces a wide range of dishes, although it strongly varies in quality. It was created on the orders of a tax collector from Athkatla named Kolek, who traveled great distances during his work. If the ration's quality was not to his satisfaction, he gave away the meal to people in need, greatly lowering his chances to be beaten up by angry peasants.



Carton of Useful Pills

Wondrous item, uncommon

Consumable. This box contains pills in number and color as specified in the table. A pill counts as consumed after its transformation.

Special. This carton holds a number of pills of various colors. If one of these pills receives a drop of water, it grows and magically transforms into a useful item after 10 seconds. A pill cannot be reverted after it was transformed. The carton includes pills of the specified color, number, and usage:

Color Amount Item

Red	5	A boulder with a diameter of 10 ft.
Green	3	A wooden plank with a length of 15 ft.
Blue	2	A large piece of cloth with a length and width of 10 ft.
Yellow	10	A ration.
Orange	2	A wooden ladder with a length of 20 ft.
White	3	An iron pole with a length of 10 ft.
Black	1	A horse cart without mounts.
Purple	1	A small shack.

A carton much like this was commissioned by an anxious and careful mother. Her only son and heir decided to go on a grand adventure. He claimed he needed to prove that he is his own man and worthy of his family's name. In order not to worry his mother anymore, he at least took the carton with him on his journey, which his mother had commissioned for him. It turned out that his mother was a wise woman indeed. The crushed skull of an ogre warlord, a mad ride on an avalanche, a slowed fall from a burning airship, and an iron pole sticking out of the belly of a gibbering moulder paid testament to this fact. Meanwhile, the mother told her friends about the gift she made to her son and how foolish he was to risk his life in such an endeavor. All of her friends agreed with her and were also highly interested in commissioning such a carton for their pigheaded family members! Eventually, the son returned after many months of adventuring. He hugged his mother and decided that his days of traveling on an empty stomach and of being shot by arrows, fireballs and worse, had come to an end. However, only a few weeks later adventure, the greatest of joys, called him again.

Dillow's Blade

Weapon (shortsword), rare (requires attunement)

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

Twice per Combat. *Feinting Attack*

Feinting Attack. During your turn, you can use a bonus action to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature in this turn.

Once this sword belonged to an infamous thief and conman named Dillow. Dillow taunted unsuspecting nobles until they challenged him to a duel. Only after the fight begun, the combatant would notice that Dillow had an uncanny ability to strike at unexpected locations. Normally he would only fight until first blood was drawn and the noble would pay a hefty sum for his silence. However, Dillow met his master when he came across a seasoned paladin of Torm. The paladin made quick work of Dillow and took the sword into his possession. Dillow lay bleeding in the gutters, already planning his next scheme.

Effelfried's Sickle

Wondrous item, uncommon (requires attunement)

Once per Day. You can cast the following spells: *goodberry* (PHB 246), *speak with plants* (PHB 277)

Tree Stride. During your turn, you can use 10 feet of your movement to step magically into one living tree you touch and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Effelfried was a peaceful soul, who often ventured into the woods to collect rare plants and herbs. For years she took care of a beautiful glade she discovered in her youth. She spent many hours in the shade of the trees, musing about life and the gods. During one otherwise quite normal day, she was approached by a gorgeous woman, who looked rather strange to her eyes. The woman sat down next to her and produced a finely crafted sickle, made from pure wood. The woman laid her fine hands on Effelfried's shoulder and said: "I grew this sickle from my tree, which took me ten years. It is a present for you, my dear friend." After that, the woman walked away and stepped into a tree, like one steps through a door. Effelfried would have thought this to be a dream, but the sickle was more than enough proof for the magical encounter.

Empathetic Rings

Wondrous item, uncommon (requires attunement)

Special. The wearers of these two rings are able to convey simple feelings across any distance and plane of existence.

This pair of silver rings is covered with black runes. The rings were enchanted by a githzerai scholar who created them as a token of friendship and unity between the githzerai and the githyanki. However, the emissary carrying the rings was slain, and they were lost for a century. A planeswalker named Gilt recovered them from a beholder lair and gifted one of the rings to a person he met during his travels. Using these rings, they could share their feelings no matter where Gilt would find himself next. One fateful day Gilt arose from his slumber but did not feel the warmth he was accustomed to. He traveled far and wide to find the ring and his owner. Eventually, he found the ring resting on a gravestone. The gravestone's inscription said: "Dear Gilt, I will explore this one road before you. Join me when you are ready."

Eye of the Voyeur

Wondrous item, uncommon (requires attunement)

Special. When the user closes his eyes, he or she can see in a 360° angle around the item. This magic effect only works as long the user and the item are located on the same plane.

Many legends and anecdotes surround this little trinket. It has the appearance of a common glass eye but it is infused with potent magic. Many bathhouses and entertainment buildings were thrown into chaos when this eye was discovered in some discrete place. Therefore it frequently changed ownership, because you seldom see a perpetrator who demands his precious artifact back. Whether this item was created by a lewd mage or a highly skilled spy is not known. However, in the right hands it can forever change the fate of empires or young maidens.

Fanwen's Arrow

Weapon (arrow), rare (requires attunement)

Enchanted. This arrow counts as a magic weapon.

Special. At the beginning of your turn, you can use a bonus action to return this arrow to your quiver. Each time you hit a creature with a ranged attack using this arrow, the AC of the creature is reduced by 1. This reduction only affects ranged attacks made with this arrow.

This arrow does not differ in any way from any other arrow one can find in the Realms. Aside from its hidden magic properties that is. It was crafted by a simple ranger named Fanwen using her fletcher's tools. It was one of many which were made this day, but its story should be a tragic one. When Fanwen returned from a hunt one fateful day she found her village burned to the ground and most of the villagers slain. Her home and her whole family were gone. The few survivors told her of a raiding party which came over the village like a whirlwind. In a mad pursuit Fanwen tracked the raiders down. During the night, she snuck into the tent of the leader with the intent to kill. Alas, she was captured and was presented to Borgadain. She spat in his face and declared that she would kill him on the spot if she was unbound. Borgadain laughed and knocked her unconscious with a mighty blow. The next day Fanwen awoke with her bow and one arrow lying by her side. She trained hard for many weeks, then months, then years. After she was satisfied, she set out to avenge her family. Eventually, she found the raiding party which put her village to the torch all those years ago. One by one Fanwen took them out with this one arrow.

At last, she stood before the leader and shot the arrow through Borgadain's chest. The leader laughed, gripped the arrow, and ripped it from his body. "This is all you've learned? All those years spent in vain?" To his surprise, the arrow disappeared from Borgadain's hand and reappeared on Fanwen's drawn bow. The second shot found Borgadain's eye, penetrating the brain, finally sending his soul to Kelemvor. It is unknown what became of Fanwen after this day, but the arrow bears testament of her revenge.



Fiddlestick's Rust Paste

Wondrous item, uncommon

Consumable. This item can be used 5 times after which it is consumed.

Special. When this paste is applied to any nonmagical ferrous metal object, it corrodes and degrades the object. Iron, steel, adamantine, and mithral count as ferrous metals.

Fiddlestick was a gnomish trickster who explored any possible way to earn some coin. One of his more successful business ideas was the production of this paste. It is made from ground up rust monster's antennas and exhibits the same characteristics. However, it is not quite as potent as the real deal. The paste was very popular with merchants who were able to quickly ascertain if a metal object was either magical or a counterfeit. Alas, this bonanza found its end after radical animal welfarists laid Fiddlestick's production facilities to waste.

Flayer

Weapon (flail), rare (requires attunement)

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

Special. The wielder has disadvantage on all Dexterity (Stealth) checks.

Critical Hit. A creature that is hit by this weapon must succeed in a DC 15 Constitution saving throw. On a failed save, the creature takes an extra of 1d8 slashing damage and has disadvantage on its next attack.

This weapon was specifically designed to induce as much suffering as possible. The weapon's brutal heads feature little scythes of which some are still adorned with the skin and flesh of its victims. No matter how hard you try, you cannot clean the flail entirely. Small pipes are attached to flail's heads which produce a wailing sound mimicking the screams of the flayed. It was wielded by a cleric of Bane for many years who went by the name of Orthrund. He was a cruel man who flayed his victims for fun, only to heal them after a lengthy torture. All of his victims were driven mad over time, and when they were completely broken Orthrund released them to spread his name far and wide.

Gluttony

Wondrous item, uncommon (requires attunement)

Once per day. This pendant turns into a black meaty bead which nourishes you for as long as you chew on it.

Curse. This item is cursed and becoming attuned to it extends the curse to you. You are unwilling to part with the item and you cannot stop chewing on it, or eat anything else for that matter.

This pendant was created by a mad mage named Pontarch, who produced a myriad of cursed items he sent to his colleagues. He was known as an oddball, and none of the recipients were careless enough to use it without having a good look at it first. This particular item seems to be a black pearl at first glance. In reality, it has a spongy texture and once you start eating you cannot stop, getting fatter and fatter in the process.

Gold-Ass

Wondrous animal, rare

Once per Day (Recharge 6). Gold-Ass produces 10d100 gold pieces over the duration of 1 hour.

This ass was once named King Leoderich. A cruel lord who pressed his subjects for ever more taxes and levies. He used the funds to wage a senseless war against his half-brother Theodon which turned the countryside into a wasteland. Finally, the surviving subjects staged a rebellion and lay siege Leoderich's castle. The people were certain of victory when an army advanced from their rear. The men of Theodon arrived and together both Leoderich and his half-brother crushed the rebellion. As it turned out, Leoderich and Theodon had been working together all along to plunder the lands and subjugate its people.

Leoderich's reign continued until a Harper agent arrived and put him in his place. The cleric besieged Waukeen to deliver justice upon Leoderich, and the cleric's prayers were answered. Waukeen cursed Leoderich and turned him into an ass. Since then, Leoderich plowed the fields by day and by night and had to go through excruciating pain to produce new gold coins as reparation. When the people were satisfied, they cast him out. A warning sign is fixed to the back of this ass. It says: "I am Leoderich an evil man who had to be punished for his deeds. If you are a friend of justice, put this ass to work!"

Gorme's Amulet

Wondrous item, rare (requires attunement)

Once per Day. This item enables you to understand and speak many different languages. To adjust the amulet to the corresponding language you must succeed in a Dexterity check of the following DC:

DC Language

5	Dwarvish, Elvish, Halfling
10	Giant, Orc, Undercommon
15	Draconic, Primordial, Sylvan

This amulet was created by a gnomish inventor and wizard named Gorme. He loved to travel the world but was often stifled by his rudimentary training in the languages. To remedy this fact, he shut himself in for several weeks and emerged with this item. It features dozens of small dials, gears, vents, buttons, levers, and radiators. Because of this, it is very hard to operate, but maybe this was the intention. If you make one small mistake, it will shut down for the day, and a quiet voice whispers "Amateur!"

Greed

Wondrous item, uncommon (requires attunement)

Once per Day. Using an action, you can activate the item. It comes to life as a bird and guides you to the nearest gem or object made from gold in a 1-mile radius. You must possess the found item, no matter what. If there is no item to be found, the bird pecks you!

Curse. This item is cursed and becoming attuned to it extends the curse to you. You are unwilling to part with the item, and you must use it every day.

This pendant resembles a little hummingbird made of pure gold. It was created by a mad mage named Pontarch who produced a myriad of cursed items. He used this particular item himself to uncover lost riches and treasures. He needed the additional funds to pay for his addiction, the creation of ever more cursed items.

Hagfinger

Wondrous item, uncommon (requires attunement)

Once per Day. You can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

This wand was once the finger of a hag, and it retained some of the power the creature had in life. This particular hag was slain by a band of brave adventurers in a bloody struggle. The hag switched a child with her hag spawn and tormented the grieving parents after the spawn turned into a hag itself. She would send body parts of the real child from time to time, namely bones she kept after she gnawed them off. To achieve some modicum of justice the adventurers sold the body parts of the hag afterwards and gave some money to the parents. However, they kept this finger as a reminder that every monster needs a good slaying before it is too late.

Hanseath's Drinking Horn

Wondrous item, uncommon

Special. This horn produces a random drink from the following table every time it is emptied:

1d4 Drink

1	Strong Dwarven Stout
2	Mushroom Lager
3	Elven Wine
4	Gnomish Fire Ale

This drinking horn was blessed by the priests of Hanseath who subsequently drank themselves into a stupor. The official report states that the whole industrial sector of Citadel Adbar came to a halt for one month after the horn was made publicly available in Hanseath's temple. After this incident, the horn was locked away and only brought out for grand festivities. Many dwarves attempted to steal the horn, but all of them failed. However, a clever thief named Ungrimm employed a xorn to circumvent the security measures and vanished with the horn. Since then it was thought to be lost.



Hedwig's Tap Shoes

Wondrous item, uncommon (requires attunement)

Once per Day. You can cast *charm person* (DC 15).

Curse. This item is cursed and becoming attuned to it extends the curse to you. You are unwilling to part with the item, and when you hear music you must dance until the music stops or you fall unconscious.

These shoes were worn by a notorious woman named Hedwig of Dorst who threw the most flamboyant balls in all of Neverwinter. She would dance all night and only the most steadfast of dancers were allowed to join her for the after party. It is also said that she procured some very lucrative trade deals during these soirees. Rumor has it, that Hedwig was never seen wearing other shoes than these, which raised some eyebrows in the women's circles of Neverwinter.

Invisible Dagger

Weapon (dagger), rare (requires attunement)

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

This dagger is invisible and therefore easily misplaced if you are not careful. During its existence, it has seen the guts of many kings, pretenders, and nobles. The most famous user of this blade was Ilyush of the Red River. One can imagine how his honorary title was coined. The only people who ever caught a glimpse of the dagger where the few remains of a whole wedding party. The dagger revealed itself that day because it was crusted with the blood of at least two dozen people.

Juzibell's Shawm

Wondrous item, uncommon (requires attunement)

Once per Day. As an action, you play a calming song on this shawm. All creatures within 30 feet of you must make a Charisma saving throw. The DC of the saving throw is determined by a Charisma (Performance) check you must make. On a failed save, the creature drops its weapon and is pacified until the end of its next turn. A deaf creature automatically succeeds its saving throw.

This instrument was enchanted by a crafty gnome named Juzibell. He often found himself surrounded by torch and pitchfork wielding mobs from whom he had to flee. This shawm saved his neck dozens of times until it didn't, and Juzibell found himself dangling from a gibbet.

Krubcek's Ruin

Wondrous item, uncommon (requires attunement)

Once per Day. You can play a magic infused song on this cracked flute. Roll on the Wild Magic Surge table (PHB 104) to determine the effect.

This magic flute was once owned by a traveling wizard named Terrion until it was stolen from him by a mischievous kobold named Krubcek. When Krubcek discovered that the flute could charm his brethren, he used it to make himself chief of tribe Brightscale. He led his tribe to the Cloud Peaks where he hoped to find untold riches to bring prosperity to his tribe. This decision sealed the terrible fate of tribe Brightscale. Driven insane by an artifact the kobolds unearthed in the ancient cave networks, Krubcek brought upon his tribe a band of adventurers who made short work of the kobolds. Additionally, the flute failed Krubcek in a critical moment, leaving it in the sorry state it is now.

Kuldahar's Acorn Pendant

Wondrous item, uncommon (requires attunement)

Special. The wearer of this pendant gains resistance to necrotic damage. If this seed is planted in fertile earth, a mighty oak sprouts from the ground after 7 days. Any necromantic influence in a 5-mile radius is negated by the fully grown oak.

This silver pendant features an acorn which stems from the Great Oak of Kuldahar. It is infused with the powers of the Great Oak and blessed by a priest of Sylvanus. Many such acorns were sent across the land to spread the beauty of nature and further Sylvanus' influence.



Last Branch of the Yuka Tree

Wondrous item

Once per Day. A yuka fruit grows on this branch. The fruit rots after 8 hours if it is not consumed. A yuka fruit can have a myriad of random effects on the consumer. The effects always last for 8 hours.

Once upon a time, deep inside the deadly jungles of Chult, a magical tree was growing high into the sky. It was known as the grand Yuka Tree. The people of Chult revered it and performed holy rituals on the sacred grounds. The tree and its roots were painted with colorful pictures, and the celebrations went on for several days. An eternal keeper lived high up in the tree's mighty branches who tended to the shrines and the tree itself. Many glory seekers tried to steal one of its enchanted fruits, but only a few survived the perilous journey.

One day, a strange sickness befell the ancient tree. It coincided with the turmoil of the spell plague, but the keeper did not know about this great tragedy. He tried to preserve the tree, but it was rotting away faster than he could apply his skills. In the end, he was only able to save one measly branch. It still retains some of the tree's former power, but the effects are greatly diminished.

2d10 Secret Effects

- 2 You fall into a coma.
- 3 Your gender swaps.
- 4 Your hands switch places with your feet.
- 5 Your skin changes color every minute.
- 6 You turn into a stone statue.
- 7 Your shadow becomes sentient and runs away.
- 8 You grow roots and are stuck to the ground.
- 9 You can breath underwater.
- 10 You can see through objects up to 30 feet away.
- 11 You can understand every language.
- 12 You are healed from every poison or sickness.
- 13 Your skin becomes iron, raising your AC by 5.
- 14 You can use the acid breath weapon of a dragonborn.
- 15 Your speed is doubled.
- 16 You magically see everything up to 2 miles away.
- 17 You regenerate 1d12 hit points per round.
- 18 Your size and melee damage doubles.
- 19 You grow a pair of wings large enough to fly.
- 20 You turn into a copper dragon.

Lledrith's Bag

Wondrous item, uncommon

Special. This item is a modified *bag of holding*. If a creature tries to steal the bag or its content, the creature must succeed in a DC 15 Dexterity saving throw. On a failed save, the creature takes 4d6 piercing damage or half as much on a successful one. The bag makes the fact known, that someone attempted to steal from it. If you try to store a cursed item inside the bag, it spits the item out.

This bag was created by Lledrith to fend off annoying thieves. When a person attempts to steal the bag's content, it attacks the thief with sharp teeth. The bag also screams bloody murder to drive away the thief. The bag worked like a charm. It also had the unexpected upside, that Lledrith would find many fingers inside the bag after a long day. She retrieved many mundane and magical rings in this fashion!

Sentience

Alignment: Neutral **Intelligence:** 12 **Wisdom:** 10
Charisma: 14 **Senses:** hearing and vision (60 ft.)

Lledrith's bag is a grumpy sack who is only happy when he is filled to the brim with mundane or magic items. When his owner finds a treasure, the bags insists on getting a fair share he can store. If the bag is in a bad mood, he may demand a trade if his owner needs a stored item.

Lindal's Rope

Wondrous item, uncommon

Special. You can magically alter the rope's length from a minimum of 3 feet to a maximum of 300 feet. On your command, the rope fastens or unfastens itself, and the rope can move independently for up to 30 feet.

This rope is one of many which were handed out to elven scout units in times of conflict. These scouts had to scale dangerous mountains to keep an eye on aggressive orcs, gnolls, and dwarves. The unit Lindal was a part of was known as the Eagle Eyes. The rope came to famousness after one confirmed kill. Lindal snuck into the camp of an orc tribe and found the tent of the leader. The leader Griflsnig was resting, surrounded by his guards. Lindal sent the rope into the tent, which then smothered the leader during his sleep.

Lord Bick's Infinite Scroll

Wondrous item, uncommon (requires attunement)

Once per Day. This scroll contains a random spell from the wizard spell list of 1st to 3rd level. One day after you cast the spell a new random spell appears on the scroll.

As far as you are concerned, this is a scroll which offers an unlimited number of uses. However, it is not truly infinite. The total number of uses is ten to the thirteenth power, which will last until the star which warms this spinning piece of rock dies in a fiery blast. Lord Bick figured that this would be more than enough and boldly chose to dub the scroll Infinite.

Lust

Wondrous item, uncommon (requires attunement)

Special. You have advantage on Charisma (Persuasion) checks with the opposite sex.

Curse. This item is cursed and becoming attuned to it extends the curse to you. You are unwilling to part with the item, and if you find a brothel, you must stay in the establishment until all your gold is spent.

This is one of the many items Pontarch the Mad Mage created. The amulet is shaped like a heart and made from pure silver. Most of its owners never realize that they are struck by a curse and may live very happy lives indeed. Some people say that this amulet alone is responsible for the preservation of the dwarven race and not Moradin's thunder blessing! The last known owner was Lord Bertram the Lusty. He abandoned his family's castle and created a traveling court, visiting all the brothels of his realm.



Marlow's Experimental Rat

Wondrous animal, uncommon

Special. This rat has developed some higher cognitive functions during the years. It understands Common and fulfills rudimentary tasks for its owner.

This rat is known as Sabine and it is almost 20 years old which is an unheard-of age for a rat. The spells and potions Marlow tested on this rat must have had a strange cumulative effect on Sabine. The rat is very loyal but has a great fear of alchemists and mages. Many years of experiments have left deep scars in Sabine's mind. Sabine is quite the diva and spends many hours grooming herself. Her favorite food is bacon, and she demands a sliver of it for every task that is assigned to her.

SABINE

Tiny beast, unaligned

Armor Class 12
Hit Points 9
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	9 (-1)	7 (-2)	12 (+1)	14 (+2)

Senses darkvision 30 ft., passive Perception 11
Skills Stealth +4
Languages understands Common
Challenge 0 (10 XP)

Keen Smell. Sabine has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. Sabine's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no components:

1/day each: *infestation*, *mage hand*, *minor illusion*

ACTIONS

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

Marlow's Sock

Wondrous item, uncommon

Once per Day (Recharge 6). This sock turns a kettle's content filled with water into 1 *common potion of healing* (DMG 187) if you boil for 1 hour.

This sentient grumpy sock was once owned by a clumsy mage and alchemist named Marlow. Originally it was just a common sock until an experiment of Marlow went awry. A spill of an especially potent magic draft covered the floor of his laboratory. Marlow walked into the puddle unsuspectingly, and his left shoe turned to dust. Not his sock, however. Due to luck or godly intervention, the sock saved Marlow's foot and awoke to a strange world. Since then the sock was boiled countless times, and still oozes some of the original magical substance it was covered in. Marlow's sock is understandably not happy about this state of affairs and complains about the inhumane treatment a lot.

Mask of the Night

Wondrous item, rare (requires attunement)

Blindsight. The wearer has blindsight for up to 30 feet.

Remnants of the Shadow Weave. When a spell is cast within 30 feet of you, you may roll a d20. On a 19 or a 20 you can copy that spell and cast it using your reaction. Choose a new target for that spell. Charisma is your spellcasting ability for the copied spells.

This mask is made of white porcelain and is covered in paintings of black and gray flowers. Over the course of a day, the flowers grow and wither, sprouting on different parts of the canvas. The mask was intended as an offering to Shar, but when the high priest presented the item on the altar, he was engulfed by a black mist and slowly suffocated. The former high priest was buried in a nameless grave for no one could determine the cause of Shar's anger. The mask itself vanished during the commotion and was lost ever since.

Merla's Chestnut

Wondrous item, uncommon

Special. In this chestnut, you can store an object that weighs a maximum of 100 pounds. When you press both halves of the chestnut on an object of fitting weight, the object is sucked inside, and the chestnut's pieces join together. During the process of transformation, the item is not damaged in any way. Only the person who stored the item can retrieve it by opening the chestnut.

This little trinket was created by Merla, a halfling wizard from Silverymoon, to help a friend in need. With the help of this magic chestnut, Merla smuggled food into a prison, where her friend Bilam was unjustly incarcerated. She would hide a banquet for him in the chestnut, thereby saving his life. It would have been easier to smuggle her friend out of prison of course, but that would have been against the law, wouldn't it? Additionally, she could not bring herself to experiment on living creatures, to see if a person could be stored inside the chestnut.

Mia's Music Box

Wondrous item, uncommon (requires attunement)

Once per day. Using an action, you can summon **Mia's Doll** for 10 minutes by playing the song of this music box. It acts independently but listen to the summoner's commands. If the doll is destroyed, it takes 7 days for the music box to recover.

This item once belonged to a little girl named Mia. Mia has always been a strange girl but her parents did not think much of it. The proble intensified when Mia came into the possession of this music box. Mia claimed that she had found her first friend but that her friend would only come to visit when she played the song of her little music box. Mia's parents began to worry and asked if Mia could introduce her friend to them. After Mia played the song, the ground broke open, and a nightmarish creature emerged. It was an undead girl wearing a torn white dress with a deranged smile on her face. The parents ran away screaming, and Mia laughed at her foolish parents. After all, it was just a doll. Her parents never asked if they could meet her friend again. One time they tried to take the music box from Mia. But the results were... disturbing.

Nagranai's Comb

Wondrous item, uncommon (requires attunement)

Attunement. To attune to this item you must comb your hair for 7 straight days. Your hair grows 3 feet during this time.

Once per Day. Using your bonus action, you comb your hair. After that your hair protects you for 1 hour during which you gain half-cover against ranged attacks, and your AC is raised by 1.

Nagranai was a street-urchin who grew up in the slums of Waterdeep. A peculiar thing about Nagranai was the comb he carried with him at all times. At least once every hour he spent several minutes grooming his hair, applying various ointments and perfumes. After years of intensive care, he had a beautiful mane to his name. Rumors suggested that Nagranai had an uncanny ability to survive close encounters when a shady deal went south. Some people claimed that his hair had a life of its own and protected Nagranai. However, those people were just drunkards and scallywags, who would believe them? The stories turned out to be true when Nagranai was surrounded and shot by a dozen of Waterdeep's finest guards. Most of the bolts were stopped by the hair which formed a protective shield around Nagranai. Alas, a few bolts found their target and Nagranai died a senseless death in the streets of Waterdeep.

Nervous Candle

Wondrous item, uncommon

Special. Using your action, you can light the candle. It burns as long as no creature or construct enters the protected area. The protected area is a 100-foot-radius sphere projected around the candle. If a creature or construct enters the protected area after the candle was lit, the candle dies out and makes an audible sound: "Huch!"

This odd candle was contrived by a gnomish tinkerer named Ella Jansen. She hailed from Athkatla, and she built many strange contraptions during her lifetime. This one, in particular, was created to bring a margin of safety during her many illegal transactions. After all buyers of some illicit good were gathered, she would light the candle, and the bartering began. The candle may also be used in the wilderness or during a storm, of course. Its magic properties guarantee that it only goes out if a potential enemy draws near or the owner snuffs it out.

Numradin

Armor (shield), rare (requires attunement)

Adamantine. This shield is reinforced with adamantine. While you're wearing it, any critical hit against you becomes a normal hit.

Twice per Combat. When a creature damages you with an attack, you can use your reaction to roll a d8. The damage is reduced by the number you rolled + your Charisma modifier.

This is the shield of the dwarven warlord Fellgrimm Dragonbane, who regularly let himself get catapulted into battle by siege engines. He argued it was the only way to ensure that he was right in the thick of it. His legendary steadfastness partly resulted from the abilities of his trusty shield. It protects its wearer as if it had a mind of its own, giving him the chance to concentrate on offensive actions. Fellgrimm's legend came to an abrupt end when a drunk siege engine operator got the alignment wrong and shot Fellgrimm into a deep crevice. His body was recovered, but this shield remained lost. It is said that an orcish warlord carried it many years later, but he was instantly killed when the shield let a fatal attack pass.

Phraan's Automatic Portraitor

Wondrous item, uncommon

Once per Day. A drop of blood on this metal plate produces an etched likeness of the donor. The picture vanishes after a full day has passed.

This metal plate was created by a sorcerer named Naito Phraan. He claims to have created it for a specific purpose. It is much more likely, however, that he created it by accident during an experiment which went awry. Naito was the child of an elven princess born from a short but intensive love affair. Because of the possible ramifications, the princess gave the baby into the care of the father. Naito eventually found his mother in his later years when she was still looking like a beautiful young woman. He couldn't stomach to appear before his mother like an old man and offered his services as a retainer, hiding his true identity. The princess accepted, and Naito served dutifully for many years. After his death, the princess buried her child in the family's graveyard.

Pocket Cabinet

Wondrous item, uncommon

Special. This cabinet is 3 ft. wide, 1 ft. deep, 6 ft. high and weighs 200 pounds. You can reduce the cabinet's size and weight by up to 95% so the cabinet fits in any pocket. Items stored inside the cabinet are shrunk or enlarged alongside it. If an item is enlarged or shrunk beyond its original size, it reverts to its original size after it is removed from the cabinet.

This cabinet was created by a traveling mage named Humboldt who was sick and tired of paying for expensive carriers. While Humboldt was resting at an inn, he unceremoniously enchanted a cabinet to serve as a makeshift storage device. Most of Humboldt's colleagues were not impressed by his enchantment. However, when Humboldt met a zoologist during one of his excursions into the jungles of Chult, he was showered with praise. The gnome Bodwin brought to his attention that this cabinet was perfect to study specimen of tiny insects and spiders. Bodwin placed many of his catches inside the cabinet while it was greatly reduced in size. After the cabinet reverted to its original size, Bodwin could make out details in the creatures he never noticed before. A few days later Humboldt tragically died from several dozen snake bites. The cabinet was not sent back alongside the corpse, and Bodwin kept it in his possession despite his guilty conscience.

Poisoner's Dream

Wondrous item, rare (requires attunement)

Once per Day. This ring produces a random poison from the following table. The poison can be discreetly dispensed from the bottom of the ring.

No.	Type
1	Assassin's blood
2	Truth serum
3	Pale tincture
4	Midnight tears

This ring is engraved with dozens of tiny spiders and was most certainly created by a drow in the service of Lloth. Only the gods know how many people fell victim to its foul magic. However, in most cases they would have deserved it in any way.

Polyspectral Spectacles

Wondrous item, rare (requires attunement)

Special. The wearer sees through any illusion.

These spectacles were devised and built by a crazed dwarven inventor who claimed to be tormented by Snorks. They would come to him by night to cut his beard or to hide his underwear. After he finished the spectacles, he threw them away after a day. He could not see the Snorks, so clearly the item did not work properly. The spectacles were subsequently retrieved from the trash by a street urchin, who sold the strange looking thing on the market for a good price. The buyer was a wizard who immediately realized the potential of this item. He improved upon the design and claimed it as his own, never realizing that the creator was his archrival Rulgur the slightly Mad.

Pride

Wondrous item, uncommon (requires attunement)

Special. You have advantage on Charisma (Performance) checks.

Curse. This item is cursed and becoming attuned to it extends the curse to you. You are unwilling to part with the item, and you receive a malus of 4 to your Wisdom ability score.

This flamboyant hat was worn by a handful of very famous entertainers over the years. All of them knew very well which curse lay on it, but used it never the less. The induced overconfidence results in a self-assured demeanor, but too much pride makes one careless and cursory!

Pyro's Panpipes

Wondrous item, uncommon (requires attunement)

Once per Day. You can play an encouraging song on this instrument. Up to 5 creatures of your choice within 30 feet of you gain the following benefits: 1d6 temporary hit points, resistance to psychic damage for 1 minute, immunity to fear for 1 minute and advantage on Charisma saving throws for 1 turn.

This instrument belonged to a satyr named Pyro. He was a common satyr once, frolicking in the Feywild. One day his mate was captured by trophy hunters, and brought to the prime material plane. Pyro set out to hunt down the abductors, but it is not known if he succeeded.

Remfrey's End

Weapon (greatsword), rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon and it deals an extra 1d6 radiant damage.

This greatsword was once a terrible, accursed weapon. The wielder could lose his mind to a terrible berserker rage, killing everything in sight. One fateful day in the year 1384 DR a paladin of Tyr named Remfrey Tryborn came into its possession. He and his family traveled along the Trade Way to visit the wife's dying mother. On their way, they were attacked by a band of robbers, whose leader was wielding the cursed sword. Remfrey beheaded him with one swing of his blade. Unfortunately, he attacked with such a might, that his blade struck a tree and was stuck. Instead, he armed himself with the weapon of the former leader and fell upon the remaining attackers like a devil. After he came to his senses, the attackers and his whole family were slain by his own hands. Upon realizing what had transpired, Remfrey thrust himself into the blade, taking his own life. To punish Remfrey for his weak mind, Tyr trapped his soul in the weapon, breaking the curse in the process. Not until Remfrey saved a thousand lives would he be allowed to join his comrades in Celestia.

Sentience

Alignment: Lawful Good **Intelligence:** 13 **Wisdom:** 16 **Charisma:** 12 **Senses:** hearing and vision (120 ft.)

Naturally, Remfrey wants to redeem himself in the eyes of Tyr. He may overlook unlawful acts of his wielder if they further a good cause or are done to save the lives of the innocent. However, he makes his discontent known. Remfrey pushes his wielder to the limit. Every second idly wasted could mean the death of many people. Remfrey keeps close track of how many people he saved during his adventures. The count now stands at 89. Remfrey is of noble birth, but not at all arrogant. He served dutifully and made many friends during his time. He highly values camaraderie and forsakes his wielder if he betrays his friends or wards.

Rixir Stinger

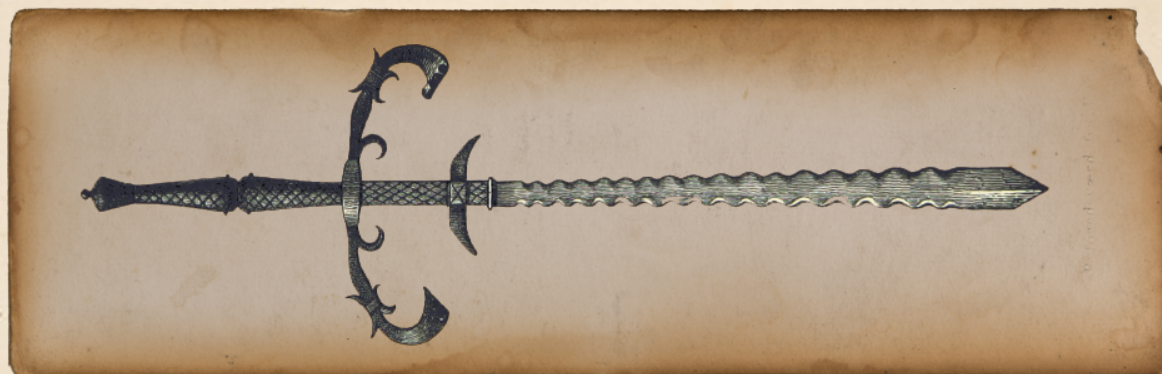
Wondrous item, uncommon

Consumable. This box contains three rixir stingers and has therefore three applications.

Special. Using your bonus action, you can inject yourself with the rixir venom contained inside a stinger. For the duration of 1d4 hours, you gain resistance to nonmagical bludgeoning, piercing and slashing damage. Furthermore, you can roll one of your melee weapon's damage dice one additional time and add it to the damage on a successful hit. You also gain advantage on all Dexterity and Strength saving throws. During the duration, you suffer from the berserker condition.

Berserk. While berserk, you must use your action each round to attack the creature nearest to you, with all possible attacks. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

This little wooden box contains three stingers of a creature which roams the deserts of Calimshan. It is known as a rixir, is approximately 3 feet long, and resembles a hybrid of scorpion and spider. The stinger of a rixir contains a venom which enrages and strengthens its victim. This might seem strange to the uneducated masses, but a true scholar knows the purpose behind this exceptional weapon. The rixir is an arachnoid scavenger which preys on large herd animals with an insidious strategy. It ambuscades a single animal, for example at a watering place, and injects its venom. The animal goes on a rampage, killing several of its brethren before the rage ends. More often than not the animal itself will die from the wounds it received during the rampage. After the dust has settled, the rixir emerges from its hiding place and gorge itself on the carrion. Any remains it cannot consume on the spot, the rixir drags into its lair. It covers the cadaver in a special secretion which digests and preserves the flesh in a nutritious pulp.



Saddle of Kao La

Wondrous item, uncommon

Special. This saddle fits every possible mount. It is impossible to be demounted against your will. You have advantage on Wisdom (Animal Handling) checks while sitting in the saddle.

This finely crafted saddle features battle scenes which are engraved with golden thread. It was gifted to emperor Kao La, and he used it during many battles with great success. Eventually, a stray arrow found his heart and the horse and saddle were lost. It resurfaced years later, used by nomad hordes which brought death and destruction over the east.

Sail of the Sea Hag

Wondrous item, uncommon

Special. Once unfurled, this sail has always wind blowing into it, no matter where you are or how the weather conditions are.

The Sea Hag was a pirate vessel operating in the waters of Neverwinter. The ship's captain was known as Hank the Shank who was a real piece of work. His exploits could fill several books, but his most notable feat was the conjuration of Umberlee's power to escape a force of a dozen military ships which set out to bring Hank to justice. First, he ordered his crew to bind him to the topmast. Then he prayed and cursed at Umberlee until she sent a terrible storm his way. The pursuers were sunk, and only the badly damaged Sea Hag managed to escape. One of the Sea Hag's sails was ripped away during the storm and spent hours in the raging sky. After the storm finally subsided the crew fished the missing the sail out of the water and returned it to its place. Much to their surprise, the ship never experienced a slack again.

Sentinel

Wondrous item, uncommon (requires attunement)

Special. The pendant glows in a blue color if orcs or goblins are within 1,000 feet of it.

This metal pendant is actually the tip of a broken sword, which was fashioned into a makeshift amulet. You can only guess at the properties of the original sword, but the creator must have had a burning hatred for orcs and goblins.

Shortchange

Wondrous item, uncommon (requires attunement)

Special. The user can hear everything in a radius of 30 feet around the coin, if he covers his ears. This magic effect only works if the user and the coin are on the same plane.

This gold coin was used in many a transaction which proved fatal for one of the parties. It is not known who came up with this idea, but this coin is certainly not the first of its kind. This particular coin was used to thwart the evil machinations of Lem the Lesser, a magistrate from Waterdeep. He regularly took bribes from people he had leverage on. An incorruptible law enforcer was approached by such a person and came up with an easy plan. The man would bribe Lem the Lesser with a pouch full of coin, which also contained this gold piece. The dutiful law enforcer named Iri then waited for Lem to incriminate himself. It didn't work on the first try, however. Iri had to track down the coin two times, to different brothels in town. All the while listening in to the groans of satisfied costumers, while trying to pinpoint the exact location.

Shrieking Mace

Weapon (mace), rare (requires attunement)

Enchanted. This magic weapon deals an extra 1 psychic damage.

Special. Whenever the wielder would be surprised during combat, the weapon gives off a loud shriek, warning the wielder of an impending threat.

This weapon was wielded by Hugo Flatfoot, a halfling adventurer. He was the bravest halfling in town and never experienced true terror in his life. So he decided to set out for adventure to get properly scared. To make fun of him, his friends commissioned the production of this mace. If he wouldn't be successful, at least his weapon would be terrified! Hugo traveled for several years and only grew braver during this time, never experiencing fear or fright. Only after he returned home and sat down to do his business would he succeed. While Hugo sat on his throne, the mace shrieked, and much to his surprise a 20-foot long crocodile broke through the floor. His friends wanted to play a little prank on him, thinking he would return after a week or two. But the small baby crocodile they placed in his loo grew and grew.

Slobir's Folly

Armor (leather), rare (requires attunement)

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

Once per Day. The wearer of this armor can turn himself into a cow for up to 12 hours after speaking its command word 'folly'.

One day the archmage Slobir was terribly bored, so he decided to explore the life of a cow. He called his carriage and drove out into the countryside. Once arrived he turned himself into a strapping cow and joined the other bovines on an inviting meadow. He enjoyed the verdant grass, and the sun warmed his back. When he tried to revert to his former self, he noticed that the spell had become permanent! He took off to find help in a nearby village. Upon arrival, a friendly man took care of him and guided him to his home. Unfortunately for Slobir, it was the local tanner who made quick work of him. Slobir's strong and flexible hide was turned into leather, which was used to create this armor. Due to some magic effect, which will be disregarded here, the armor retained the magic of the original polymorph spell, making this armor quite useful if you need to assume a new identity quickly.

Solemn's Staff

Weapon (quarterstaff and blowgun), rare (requires attunement)

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

This interesting item was the weapon of choice of a tiefling monk named Solemn. It took him many years to find a weaponsmith skilled enough to build the staff according to his specifications. The weapon is a hollowed out quarterstaff one can also use as a blowgun. Solemn felled many enemies which were surprised to find that distance was not the correct defense against this monk. What became of Solemn is unknown. But his staff was used by many monks after him, but none of them found out about the hidden function.

Storm in a Bottle

Wondrous item, uncommon

Special. When this bottle is thrown on the ground, it breaks, and a ferocious storm is set free. The storm rages for 7 days, and during its course, the area is heavily obscured. The storm rages in a sphere with a diameter of 10 miles centered on the point of its release.

Byrmir Stormchaser was a cloud giant with an interesting profession. He traveled the world with his flying castle in search of the most ferocious storms and gales. He took great pleasure in subjugating these storms and captured them with a self-taught spell. He had quite a large collection, and every bottle was elaborately labeled with every crucial information. When and where did the storm occur and how much of a resistance did the storm put up. Byrmir also named every storm he conquered. Despite his recklessness, he never succumbed to any storm he challenged. On his deathbed, he cursed the gods for they had not presented him with a real challenge during the course of his life. After his death, his collection was sold in a grand auction. This auction was destined to become the stuff of legends. A large part of Byrmir's collection was destroyed in one fell swoop, and dozens of storms were released on the venue. The ensuing cataclysm lasted for three years and rendered the region uninhabitable. Only a few bottled storms survived this incident, and this is one of them. The label reads: "1233 DR, 200 miles east of Myth Dranor, strong to very strong resistance, Elena."

Sylvian Red

Wondrous item, uncommon

Special. If this bottle is filled with the blood of a person, the blood turns into wine after 1 minute. Whoever drinks the content of this bottle turns into a perfect likeness of the blood donor. This effect lasts for 24 hours but can be ended prematurely with *dispel* magic. The bottle can hold 1 pint (0.5 liter). However, for the magic to work you only need one tenth of that.

The origin of this bottle is shrouded in mystery. The location of the winery, if it ever existed, is unknown. No story which involves this bottle concludes with a happy end. Scholars argue it may have been created by a deranged person who just wanted to taste a human turned into a fine wine. Or perhaps by a vampire with a sense of humor. The original label reads: "Proprietor Grown, 1156 DR, Sylvian Red, for aficionados with a special taste."

Talon Standard

Wondrous item, uncommon (requires attunement)

Special. The wearer is immune to fear and up to 3 levels of exhaustion.

This cloak was formerly the standard of a famous mercenary company dubbed the Talons. They almost died to the last man, defending a small town from an incursion of orcs. Hundreds of men and women were killed during the first hours of combat. Only three defenders remained in the end, standing between the orcs and the temple of Tyr, where most of the townsfolk found shelter. The bearer rammed his standard into the ground, to take up the shield of a fallen brother. He, the captain and the adjutant fought on for hours, standing on a mountain of fallen Orcs. The battle culminated in a duel between the last remaining man -the standard bearer Marcus- and the leader of the orcs. The duel went on for hours, then days. After seven days and seven nights, the combatants took a minute of respite, both of them barely conscious. They prepared for the final assault. Their weapons clashed with a mighty thunder and both ax and sword sundered into a thousand pieces. Marcus and the Bocaj broke out in laughter. They shook hands and went to the nearest tavern, to drink, feast and rest. After the battle, the standard was retrieved and blessed by the clerics of Tyr.

The Hat of Shari La

Wondrous item, uncommon

Special. You gain resistance to acid damage and you have advantage on Dexterity (Tinker's Tools) checks.

This ridiculous looking hat was worn by an inventor named Shari La. He was ridiculed for his strange garb, but his lord made sure he was well accommodated and protected. Aside from more or less useless inventions like the Shuru-Drum and the Leedor he supplied his lord with weapons of war. These inventions were critical to the success of the kingdom and forged a path to victory in a protracted war. Horrors like the Ulidon struck fear in the hearts of the enemies and killed dozens of soldiers in one fell swoop. The Kruxila-Extractor was another invention of his. It was dismantled after the many years of war, and all records of it were destroyed. The hat itself features many compartments for supplies and tools which allows the wearer to focus on his work. Many tools are springloaded and retract after they are used, so they don't get lost. Additionally, an eye shield was installed to guard against spills and minor explosions.

Truthseeker's Parchment

Wondrous item, uncommon

Special. This piece of parchment shrivels and burns if someone writes a lie upon it.

High Inquisitor Lucan 'Truthseeker' Dalanthan was a famous paladin of Torm who rooted out corruption in the highest circles of nobility. He held the truth in such high regard that he never spoke an untrue word in his life or Torm may smite him. After his death, a stack of paper was discovered in his possession which proved to be quite a valuable find. Any untrue confession or statement written on these papers would cause the parchment to burn, revealing the truth. Many Inquisitors after him made use of these parchments, but because no one knew who created them or how to re-engineer them they were used very scarcely.

Tyber

Weapon (dagger), rare (requires attunement)

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

Once per Day. You can cast *mage hand* (PHB 256).

Tyber was a student in the college of Ulcaster until he gravely insulted one of his tutors. As punishment, he turned Tyber into a dagger. Unfortunately, the wizard forgot about poor Tyber, and the enchantment became permanent. He used the dagger for many demeaning tasks. Cutting apples and cleaning teeth were Tyber's duties for many months.

As the only child of two peasants who worked the fields near Baldur's Gate, Tyber was of humble origins. His talents were first discovered by a traveling wizard who saw Tyber conjuring simple flames. Once Tyber was of age, he set out to learn more about these strange powers.

Sentience

Alignment: Lawful Neutral **Intelligence:** 16

Wisdom: 10 **Charisma:** 8 **Senses:** hearing and vision (60 ft.)

Tyber is desperate for intelligent conversation and is always happy to chime in on discussions to correct people. Tyber hates being used in combat. He claims it rattles his delicate soul and the view of the innards of an orc is quite unpleasant. Tyber's goal is to be reverted back to his original form via *dispel magic*. Tyber is proficient in Intelligence (Arcana) checks and might offer his assistance if he likes his owner.

Veil of the Shadow Grove

Wondrous item, rare (requires attunement)

Special. You have advantage on Dexterity (Stealth) checks in dim light or darkness.

Once per Day. You can cast *darkness* (PHB 230).

This veil was a gift of Mask to Jerren Tar, a man who could only cast one spell: Minor illusion. Nevertheless, his exploits are the stuff of legend. Jerren would hide in plain sight by forming the illusion of a barrel around him. Once, he hid in a merchant's shop by creating the illusion of a wall. Another time he created the illusion of a wishing well on the most frequented plaza in town, just holding open his satchel as the coins poured in. False manhole covers, illusory insults to start bar fights, the sale of illusory paintings, and convincing the visitors of a market square that an invisible hoard of tigers had escaped are other examples for his vast imagination.

Vergadain's Pick

Weapon (war pick), rare (requires attunement)

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

Killing Blow. If you kill a creature with this weapon, two gold pieces appear on the eyes of the corpse and a booming voice proclaims: *The ferry cost is paid in full!*

Vergadain's Blessing. You have advantage on Intelligence (History) checks related to the origin and worth of a trade good.

This war pick looks rather unsuspecting, but an inscription on the pick's head hints at its hidden powers. The dwarven runes that were etched into the metal say: "Those who trade shall always have my favor!" The true origin of this war pick is shrouded in mystery. Its first confirmed wielder was Tholgrim Richvein, a dubious dwarf who sold countless counterfeit gems to unsuspecting elven merchants over the years. He became rich and powerful and acquired quite a few enemies during those times. But the more assassins his enemies sent against him, the richer he got!

Wroth

Wondrous item, uncommon (requires attunement)

Special. You deal an extra 1d6 bludgeoning damage with a successful melee attack.

Critical Hit. If you score a critical hit while being attuned to this item, you go *berserk*.

Berserk. While you are berserk, you must use your action each round to attack the creature nearest to you, with all possible attacks. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Curse. This item is cursed and becoming attuned to it extends the curse to you. You are unwilling to part with the item, and if you are challenged to a duel, you must accept.

This ring is adorned with the face of an unspeakably ugly goliath. Once, the ring was the prized possession of a northern tribe where it was treated as a gift from the gods. A traveling wizard told the tribe's shamans that this item is actually cursed and was most likely created by Pontarch the Mad Mage. Naturally, the wizard was massacred for his insolence. The tribe's champion Jurndgar took the ring along with him when he went on a spirit quest. Jurndgar never returned, and it is said the tribe is still looking for Jurndgar's remains to retrieve the holy artifact.

Wynn's Puzzlebox

Wondrous item, uncommon

Special. This puzzle has a DC of 1d20+4. If you succeed in an Intelligence check, the box transforms into a non-magical item of your choice. The item may not be larger or heavier than a common cow. The puzzle reverts to its original state after 24 hours, and a new DC is set.

This item was created by a particular oblivious magician named Wynn. Because of the apparent absence of every item she needed at that moment, she placed these puzzle boxes around her house. Whenever Wynn was in need of a teakettle or a brush, she solved the puzzle and wished for the desired item. A traveling friend of hers saw the potential in this contraption and sold them along his way up and down the Sword Coast.

Ygritt's Detonating Sphere

Wondrous item, uncommon

Special (1 Charge). Using an action, you throw this item to a point within 60 feet. The sphere explodes on impact and affects a 10-foot-radius hemisphere centered on that point. Each affected creature must make a DC 13 Dexterity saving throw, taking 18 (4d8) force damage on a failed save, or half as much damage on a successful one. The ground is torn asunder and liquified, turning the affected area into difficult terrain.

Recharge. You must boil this item for 8 hours to recharge it. The maximum number of charges is 1.

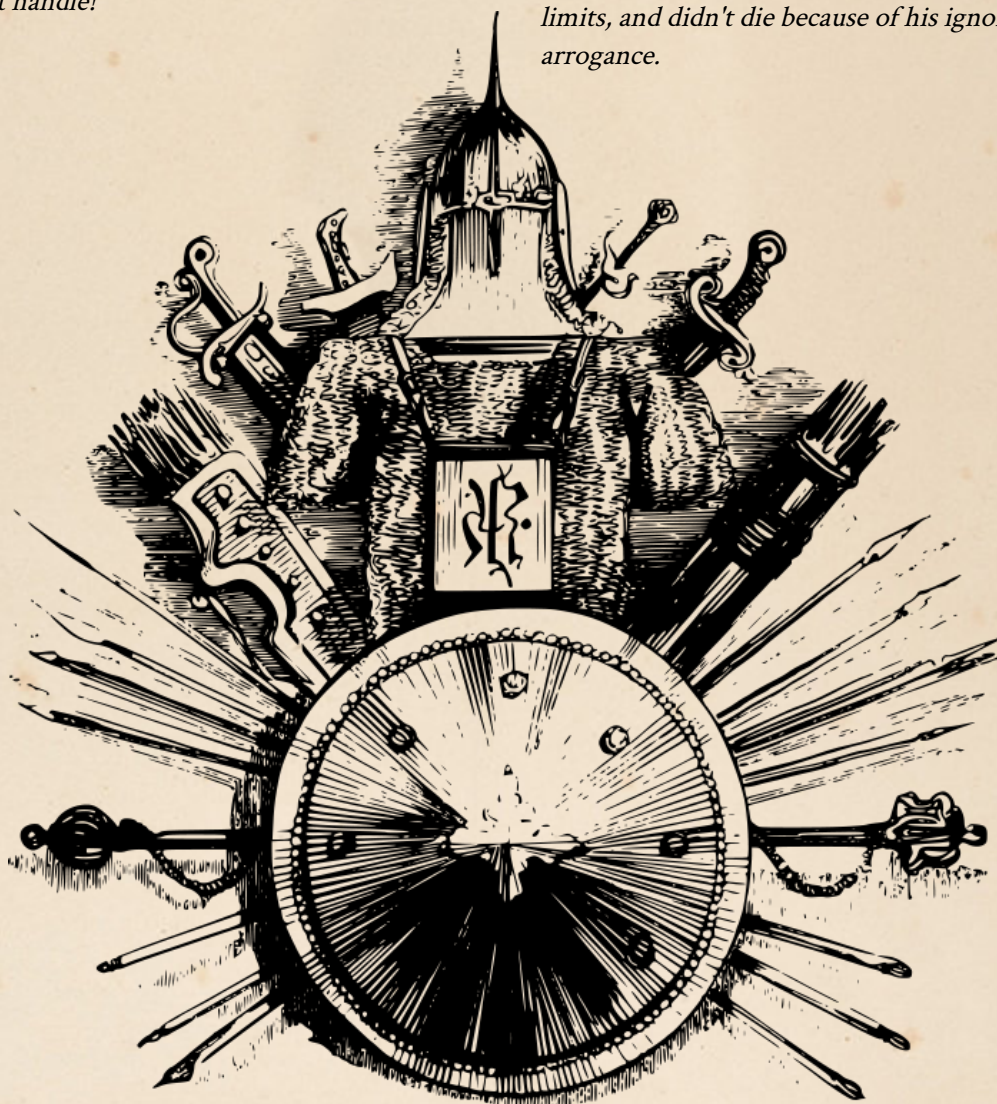
This small silver sphere was created by Ygritt, an uthgardt barbarian and sorceress. She wanted to defend her homeland against encroaching settlers and bands of intrusive adventurers. When enemies were traveling through the North's many ravines, Ygritt dropped dozens of these spheres on their unsuspecting heads. Ygritt was often asked what's for dinner when the tribespeople saw her steaming cauldron. She always laughed and answered: "A meal your meek stomach won't handle!"

Zhermun's Cup

Wondrous item, common

Special. This cup can hold half a pint of a liquid of your choice. You can change the liquid's temperature to -5°C (23°F) or to 80°C (176°F).

This cup was created by a young student of magic named Zhermun. He had no real potential but an influential father. This secured Zhermun a place in the most prestigious mage school of Waterdeep. Most of the tutors grudgingly accepted that they had to put up with this imbecile. Only one instructor had the guts to truly teach Zhermun the lessons he desperately needed. The tutor humiliated Zhermun time and time again in front of the class. This particular cup was Zhermun's attempt of the most simple enchantment a mage should master. The tutor asked Zhermun to kindly take a sip from the water he poured into the cup. During his first attempt, Zhermun burned his tongue and during the second attempt, a solid block of ice bloodied his nose. Surprisingly this story ends with Zhermun thanking his tutors many years later for his courage to show Zhermun his shortcomings. Zhermun would never become a great mage, but knew his limits, and didn't die because of his ignorance or arrogance.



Appendix A

LLEDRITH T'SATH

Medium humanoid (elf), neutral

Armor Class 16 (mithril breastplate)
Hit Points 130 (20d12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Cha +6
Skills Arcana +6, History +6, Perception +5, Stealth +5
Senses darkvision 120 ft., passive Perception 15
Languages Common, Dwarvish, Elvish, Undercommon, Infernal
Challenge 6 (2,300)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Lledrith's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Sunlight Sensitivity. While in sunlight, Lledrith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Lledrith makes three melee attacks: two with her shortsword and one with her dagger.

Shortsword (+1). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage plus 10 (1d10 + 4) fire damage.

Dagger (+1). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) slashing damage. A creature that is hit has to succeed in a DC 15 Constitution saving throw. On a failed save, the creature is paralyzed until the end of its next turn.

MIA'S DOLL

Small construct, unaligned

Armor Class 8
Hit Points 28 (8d6)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	3 (-4)	8 (-1)	2 (-4)

Damage Vulnerabilities bludgeoning
Senses passive Perception 9
Languages understands the languages of its summoner but can't speak

Magic Resistance. Mia's doll has advantage on saving throws against spells and other magical effects.

ACTIONS

Frighten. Each creature within 60 feet of Mia's doll that can see her must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if Mia's doll is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the doll's frighten ability for the next 24 hours.

Credits & Afterword

I hope you enjoyed *Lledrith's Wagon*! If you find any errors, or if you want to relay some feedback, don't hesitate to contact me via [e-mail](#) or on [Twitter](#)!

About the Author

Christian Eichhorn is the author of several bestsellers listed right over there in the right column. He started playing ttRPGs only 2 years ago but grew up with classics like *Fallout*, *Fallout 2*, *Icewind Dale*, *Baldur's Gate II*, *Planescape: Torment*, *Diablo*, and *Morrowind*. Since nothing captured the spirit of these experiences in more than a decade, Christian set out to write his own.

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The Tower Golem. Azaketh, a sly and industrious devil, prepares his revenge against his bitter enemy Zirkex. Naturally, the mortals affected by his schemes are mere pawns to further his goals. It is up to the heroes to stop Azaketh in his tracks before he takes control of a powerful weapon – Logrimm's Tower Golem.

Eberron: Sharn's Bounty Hunters. Sharn's Bounty Hunters is a collection of 10 NPCs that characters can hunt to progress through the ranks of the guild. Each new rank brings boons to the characters and in the end they might discover the secret behind the guild. Some people see the guild as a simple collection of unwashed mercenaries. Others realize its real value: An efficient refuse removal service that prevents illness and disease in the creature that is Sharn.

