

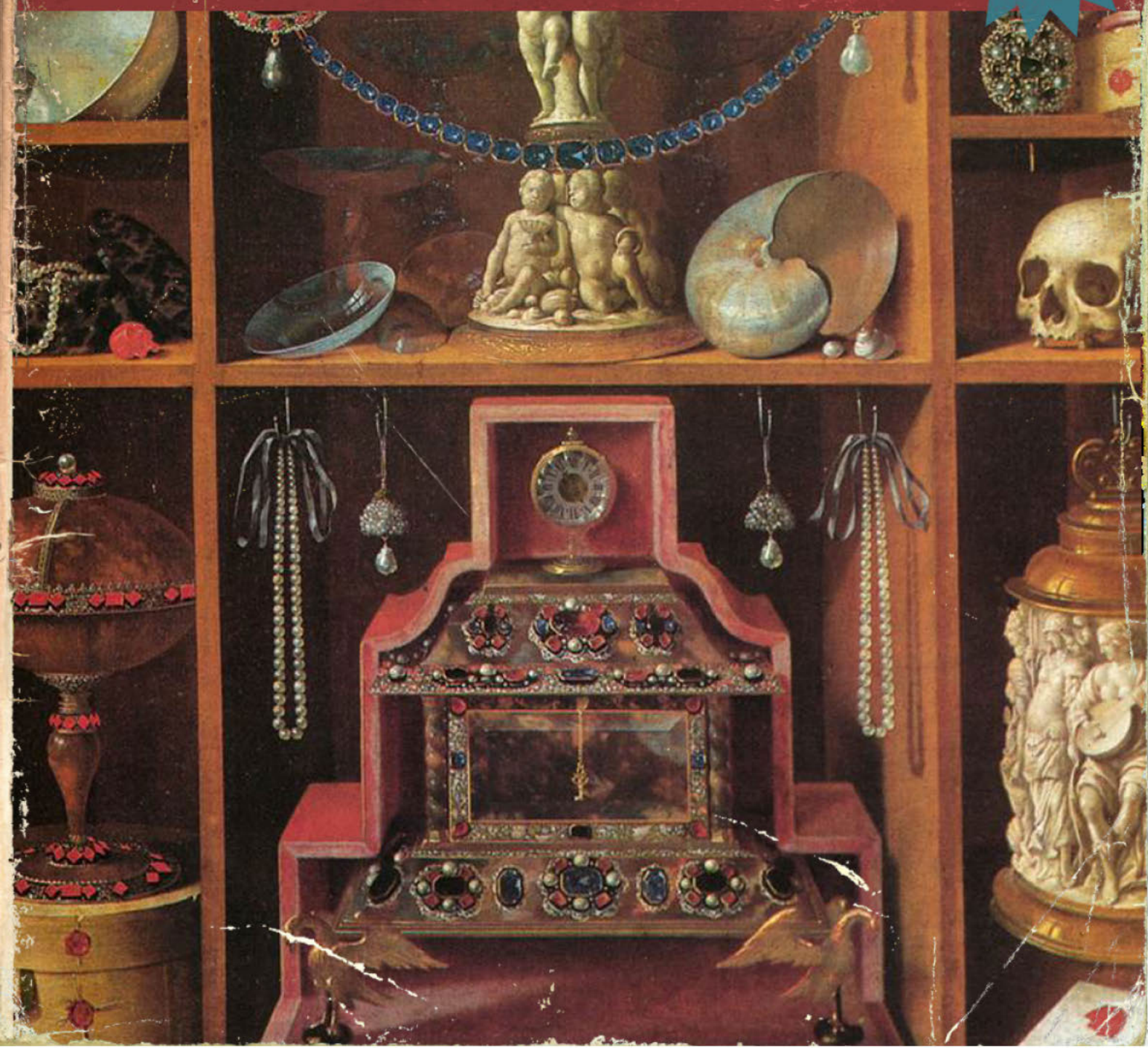
===== STRANGE ADVENTURES FROM THE MULTIVERSE =====

LLEDRITH'S WAGON

MAGIC ITEM STORE

50 ITEMS INSIDE!

+5



MAGIC ITEM STORE - LLEDRITH'S WAGON

You can 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 WITH SURPRISES

Lledrith's wagon is a peculiar vehicle. For one the wagon has no driver. The horse seemingly finds its way on its own. And especially this horse arouses suspicion. With a successful DC 15 Investigation check the characters can tell, that this stallion is, in fact, a Giant Spiders in disguise. However, it is quite docile and likes to play catch. The back entrance of the wagon is secured with an intricate lock (DC 25). It is also trapped (DC 25). But a friendly warning sign points out, that whoever would be foolish enough to try and enter without being permitted will forfeit his life. If someone triggers the hidden mechanism, he will be hit by a deadly *Disintegrate* spell of 6th level.

The woman inside is hidden behind a wooden screen and a black veil. The characters can only exchange items and money via a turntable which is installed on one side of the wagon. The voice that can be heard from the inside of the wagon belongs to an old crone. There is something strange about it though. With a successful DC 15 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 25 Investigation check: Judging from the accent and wording one can suspect, that this voice belongs to a woman from the Underdark.

LLEDRITH T'SATH

Lledrith is the youngest daughter of a Drow family which was exiled from the Underdark when Lledrith was still very young. The fault lay with her older sister apparently. According to the Matriarch, her sister angered Lloth greatly and was killed on the spot for her insolence. But this wasn't enough punishment, and the rest of the family was cast out.

Lledrith assumes that the driving force behind their demise was politics. Her mother had great ambition and challenged the establishment at every turn. Eventually, this must have backfired. Her mother took her own life soon after, and Lledrith was alone with her father. She noticed that he was quite happy with this turn of events. Granted, he was suffering greatly because of the death of his oldest daughter. But he seemed strangely at peace after they left Menzoberranzan.

She later learned, that her father was a believer in Eilistraee. He tried to convince his last daughter, that the Drow need to embrace Eilistraee's teachings if they want to prosper. Lledrith was not all that interested in religion, however. She had only two passions in life. Hunting down magical items, and studying them! Some years before she was actually ready, she took off to follow her dream. However, she soon learned that the surface world is not all that pleasant for a Drow. So she began to travel out of sight and fashioned this strange wagon for herself.

CURSED ITEMS

The curse of an item only extends to you, when you attune to it. As long as you remain cursed, you are unwilling to part with the item in question. You want to keep it within reach at all times. If someone tries to forcibly take it from you, you have to attack this person if you fail a Wisdom saving throw (DC 15). If you realize that the item was stolen at some point, you will want to find it again, no matter what the cost.

GOODS & SERVICES

Lledrith mostly trades in curiosities of arcane nature. She will also identify items for the characters. A sign next to the counter says: *'Bargain! Buy one, identify one for free!'*

She is also interested in buying strange and exciting items. She will make an especially good price for every item from the Underdark, for nostalgia's sake. Lledrith can also enchant items for the characters. But only with the most basic enchantments and for a high price.

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

POSSIBLE SIDEQUESTS

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. Her father lives in the wilderness, which is about three weeks travel from here. But maybe the characters way leads them in this direction anyway? She hands them a letter, being very specific not to open it, or else be cursed! In reality, it is a mundane letter of course.

Once the characters arrive at the fathers home, he is not very trusting. But in general, he is quite pleasant and plays for the characters on his fiddle if they are interested. He met a nice woman some years back and already has two children with her. He will hand 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

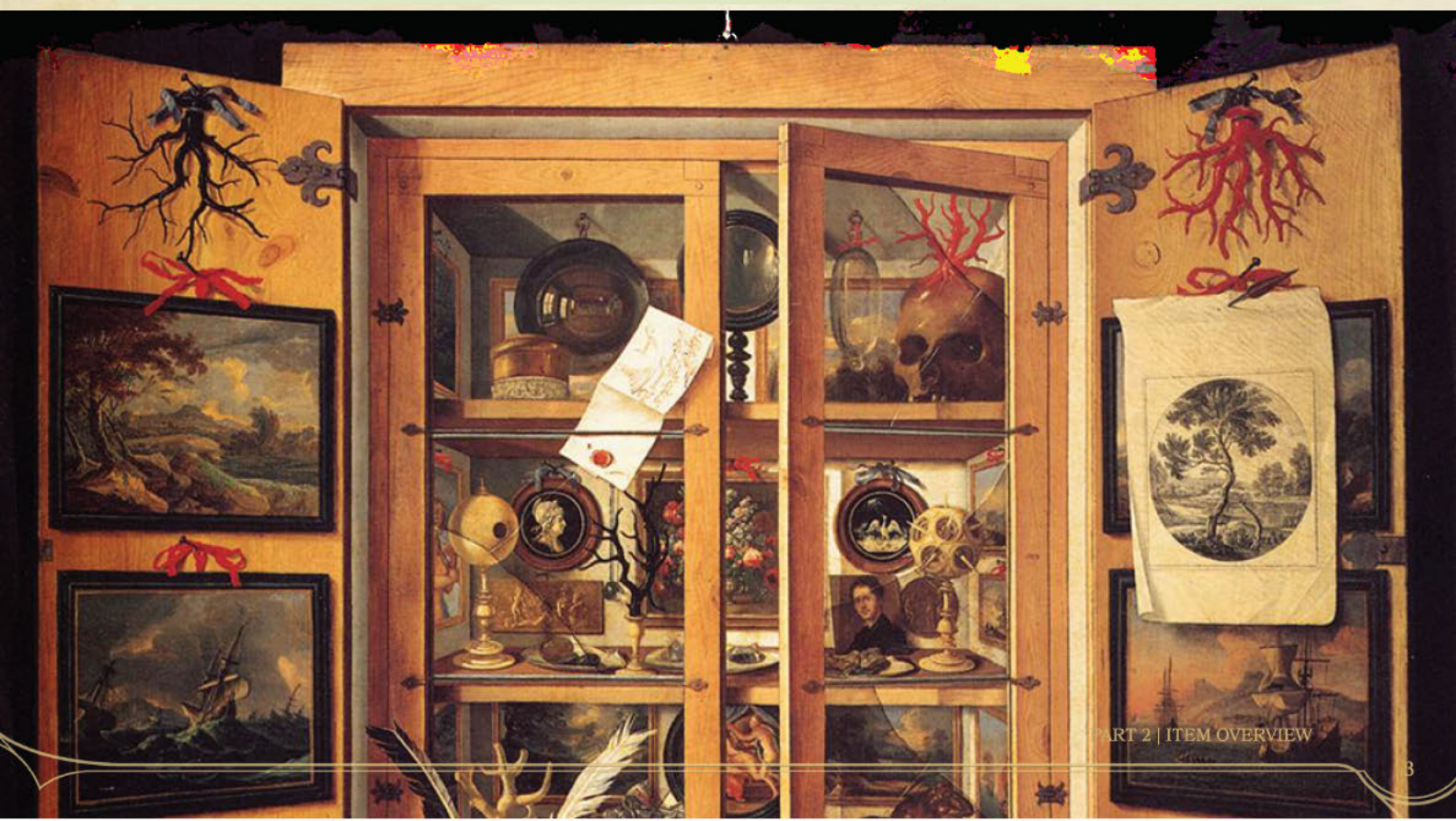
If the characters ever make their way to Menzoberranzan, Lledrith hopes they may uncover the location of a lost family heirloom. It was in the possession of her sister Maya when she was *supposedly* seized and killed. It is a small brooch engraved with the family crest and a secret compartment which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

ITEM LIST

#	Name	Rarity
1	Acorn Pendant	Uncommon
2	Aldfirth's Earring	Rare
3	Bane of Hirtrix	Very Rare
4	Bear Claw Mittens	Rare
5	Beoralf's Sword (Sentient)	Very Rare
6	Bloodhound	Uncommon
7	Bone Wand	Uncommon
8	Bountiful Knapsack	Rare
9	Chestnut	Rare
10	Dillow's Blade	Rare
11	Effelfried's Sickle	Rare
12	Empathetic Rings	Rare
13	Eye of the Voyeur	Uncommon
14	Flayer	Rare
15	Gluttony (Cursed)	Rare
16	Gorme's Amulett	Rare
17	Greed (Cursed)	Rare
18	Hagfinger	Rare
19	Hanseath's Drinking Horn	Rare
20	Hedwig's Tap Shoes (Cursed)	Rare
21	Invisible Dagger	Rare
22	Juzibell's Shawm	Rare
23	Krubcek's Ruin	Uncommon
24	Lindal's Rope	Uncommon
25	Lord Bick's Infinite Scroll	Rare

#	Name	Rarity
26	Lust (Cursed)	Rare
27	Marlow's Sock	Uncommon
28	Mask of the Night	Rare
29	Nervous Candle	Uncommon
30	Numradin	Rare
31	Phraan's Portraitor	Uncommon
32	Poisoners Dream	Rare
33	Polyspectral Spectacles	Rare
34	Pride (Cursed)	Rare
35	Pyro's Panpipes	Uncommon
36	Remfrey's End (Sentient)	Very Rare
37	Saddle of Kao La	Uncommon
38	Sail of the Sea Hag	Uncommon
39	Sentinel	Uncommon
40	Shortchange	Uncommon
41	Slobir's Folly	Rare
42	Solemn's Staff	Rare
43	Sylvian Red	Uncommon
44	Talon Standart	Rare
45	Truthseeker's Parchment	Uncommon
46	Tyber (Sentient)	Very Rare
47	Veil of the shadow Grove	Very Rare
48	Vergadain's Pick	Rare
49	Wroth (Cursed)	Rare
50	Wynn's Puzzlebox	Uncommon

Note: To estimate the value of these items I recommend **Sane Magic Item Prices** by Saidoro.



ACORN PENDANT

Wondrous item

Special: Once this seed is planted in the ground, a mighty oak will be fully grown after a week.

HISTORY

This is 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 all over the land to spread the beauty of nature and further Sylvanus' influence.

ALDFIRTH'S EARRING

Wondrous Item (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 again for an individual.

HISTORY

This earring was worn by a young student of the magic arts named Aldfirth. He was of a noble house and destined for greatness, but everyone starts small in the beginning. To commemorate his acceptance into a prestigious school of magic in Thay, he was awarded this earring. It surely gave him an edge, but because of his great talent this wasn't necessary at all.

BANE OF HIRTRIX

Warhammer +1 (requires attunement)

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.

HISTORY

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.

BEAR CLAW MITTENS

Wondrous Item (requires attunement)

Special: While you wear these mittens, your unarmed attacks will 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 19 or 20.

HISTORY

These mittens were crafted from the paws of a dire bear, which terrorized a village in the Icewind Dale. The villagers eventually managed to bring the beast down, by luring it onto a frozen sea. They collapsed the ice just at the right moment to drown the monstrosity. After a few days, they pulled the corpse from the sea, to slaughter and tan it. Much to their surprise, the monster was still breathing! 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 made into weapons. They helped to defend the village in several tight spots during the years until they were lost during a raid.

BEORALF'S SWORD (SENTIENT)

Longsword +1 (requires attunement)

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

HISTORY

Beoralf was a barbarian who stemmed from the cold north and traveled in search of adventure. He sought treasures and glory, but soon all he wanted were companions to share the excitement of battle. Unfortunately, his coarse remarks and rudimentary hygiene repelled most potential candidates. One day he expressed his thoughts to a mage he met during his travels. The mage took pity on him and sold him an enchanted sword. The mage claimed it was possessed by a powerful spirit. Alas, the spirit was mute, but Beoralf could tell the spirit about all his exploits in battle. He 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 his deathbed lie next to him his trusty sword. According to legend, the sword vanished shortly after his 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 lusty 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.

BLOODHOUND

Wondrous item

Special: This little necklace depicts a Mastiff. Once covered in blood, it turns into a living dog. The dog will proceed to sniff the ground in a 30 ft. radius around you. If there is no trail, the dog will return to its inert state. If the blood donor was in the checked area during the last seven days, the hound will follow the trail. Once found, the dog will try to bite his prey. If he succeeds, he will turn back into a necklace. The necklace will also revert if the owner wills it.

HISTORY

This necklace was created for a dreaded orcish slave lord named Sloburh, who took pleasure in hunting down his runaway slaves. But eventually, he was killed by one of his escaped serfs during a glorious hunt. Since then the necklace was used by different law enforcer or crooks, who needed to find someone badly.

BONE WAND

Wondrous Item, 1d100 charges

Once per day: You can raise a Skeleton. The Skeleton will follow your orders until you take an aggressive action against it.

HISTORY

This wand was created by an archmage named Thalantyr, who seemingly enjoyed littering the countryside with Skeletons. After his death, it changed owners frequently until it found itself in 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.

BOUNTIFUL KNAPSACK

Wondrous item

Once per Day: You can produce a ration from this bag of the following quality:

1d4	Quality
1	Peasant
2	Merchant
3	Noble
4	Royal

HISTORY

This little bag can produce a wide range of dishes, although it strongly varies in quality. It was created on the orders of a tax collector from Athkatla named Kolck, who had to travel great distances during his work. If he was not satisfied with the quality, he often gave away the meal, greatly lowering his chances to be beaten up by angry peasants.

CHESTNUT

Wondrous item

Special: This chestnut can hold one item of up to 100 lb. 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.

HISTORY

If you open this chestnut and press both pieces on an object of fitting weight, it will be sucked in, and the pieces will click together. This little trinket was created by Merla, who was a halfling wizard. She needed it to help a friend of hers. Merla had to smuggle food into a prison, where her friend was unjustly held against his will. 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.

DILLOW'S BLADE

Shortsword +1 (requires attunement)

Twice per Combat: Feinting Attack

Feinting Attack: You can use a bonus action during your turn to faint, 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.

HISTORY

This sword once belonged to an infamous thief and conman named Dillow, who taunted unsuspecting nobles until they would duel him. Only after the duel begun, the combatant would notice that Dillow had an uncanny ability to strike at unexpected locations. Normally he would only fight till first blood and receive a hefty sum for his silence. But on one fateful morning, Dillow met his master when he came across a seasoned paladin of Torm. He made quick work of Dillow and took the sword in his possession. Dillow lay bleeding in the gutters, already planning his next scheme.

EFFELFRIED'S SICKLE

Wondrous item

Once per Day: Goodberry, Speak with Plants

HISTORY

Effelfried was a peaceful soul, who often ventured into the woods to collect rare plants and food. She also took care of an especially beautiful glade she discovered in her youth. She would spend 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. She laid her fine hands on top of 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, she walked away and stepped into a tree, like you would step through a door. Effelfried would have thought this to be a dream, but the sickle was more than enough proof for their encounter.

EMPATHETIC RINGS

Wondrous Item (requires attunement)

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

HISTORY

This ring was gifted by a planeswalker named Gilt to a person he met during his travels. Using these rings, they could share their feelings. Until one fateful day when Gilt arose from his slumber and did not feel the warmth, he was accustomed to. He traveled to find the ring and his owner and was successful. He found the ring resting on a gravestone. The inscription on the gravestone said 'Dear Gilt, I will explore this one road ahead of you.'

EYE OF THE VOYEUR

Wondrous item (requires attunement)

Special: The user can see everything in a 360° angle around the eye if he closes his own eyes. This magical effect only works, if the user and eye are on the same plane.

HISTORY

Many legends and anecdotes surround this little trinket. It has the appearance of a common glass eye and only differs in the potent magic which is infused into this item. 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. If this eye was created by a lewd mage or a highly skilled spy is not known. Only that in the right hands it can change the fate of empires or young maidens.

FLAYER

Flail +1

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

Critical Hit: The target has to succeed in a DC 15 Constitution saving throw or receives an additional 1d8 slashing damage and has disadvantage on its next attack.

HISTORY

This Weapon is dubbed the Flayer because it is specifically designed to induce as much suffering as possible. Its three brutal looking heads feature little scythes, of which some are still adorned by the skin and flesh of its victims. No matter how hard you try, you cannot clean it entirely. It also features little pipes, which produce a wailing sound when attacking and seemingly at random from time to time. It was wielded by a cleric of Bane for a long time, who added many of the sickening features it has today.

GLUTTONY (CURSED)

Wondrous Item (requires attunement)

Once per day: This pendant can turn into a black meaty bead which nourishes you as long as you chew on it. Alas, you cannot stop chewing on it, or eat anything else for that matter.

HISTORY

This pendant was created by a mad mage named Pontarch, who produced a myriad of cursed items he sent out to all his colleagues. He was known as an oddball, and none of the recipients was 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.

GORME'S AMULET

Wondrous Item (requires attunement)

Once per Day: If you succeed in the corresponding Dexterity check, you can successfully operate the amulet and are able to speak and understand one of the following languages:

DC Language

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

HISTORY

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 will whisper: 'Amateur.'

GREED (CURSED)

Wondrous Item (requires attunement)

Once per day: On will, this pendant can come to live and guide you to the nearest gem or object made from gold in a 100 ft. radius. You will want to possess it, no matter what. If there is none, the bird will peck you!

HISTORY

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 sent out to all his colleagues. He was known as an oddball, and none of the recipients was careless enough to use it without having a good look at it first.

HAGFINGER

Wondrous Item (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.

HISTORY

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 adventurers after it gave a Hag spawn to a pair of grieving parents and tormented them after the child turned into a Hag itself.

HANSEATH'S DRINKING HORN

Wondrous Item

Special: This horn will produce a random drink from the following table, everytime it is emptied and raised again:

1d4 Drink

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

HISTORY

This drinking horn was blessed by the priests of Hanscath, which subsequently drank themselves into a stupor. The official report says that the whole industrial sector of Citadel Adbar came to a halt for one month after the horn was publicly available in the temple. After that initial launch, the horn was locked away and only brought out for festivities. There were many attempted thefts, but almost all of them could be prevented. The last the priests saw of the horn was an excited Xorn, who clutched the horn in its paws and vanished into the stonework.

HEDWIG'S TAP SHOES (CURSED)

Wondrous item (requires attunement)

Once per Day: Charm Person (DC 15)

Special: If the user hears music, he has to dance until the music stops or he falls unconscious.

HISTORY

These shoes were once 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 would be allowed to join her for the afterparty. It is also said that she procured some very lucrative trade deals during most of these soirees. Considering the nature of these shoes, there is no doubt in your mind how these came about. Rumor holds it that she was never seen wearing other shoes than these, which raised some eyebrows in the women's circles of Neverwinter. To say the least.

INVISIBLE DAGGER

Dagger +1 (requires attunement)

HISTORY

This dagger is invisible and therefore easily misplaced if you are not careful. But it's also as easy to conceal the weapon in plain sight. 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 were the remains of a whole wedding party, which fell victim to Ilyush. The dagger revealed itself that day because it was crusted with the blood of at least two dozen people.

JUZIBELL'S SHAWM

Wondrous Item (requires attunement)

Special: Everyone who hears a song played on this instrument has disadvantage on his attack rolls if he fails a Charisma saving throw. The DC is determined by a Performance (Charisma) check.

HISTORY

This instrument was once played by one infamous Gnome named Juzibell. If he lost the Shawm or wagered it, is not known. Most likely he succumbed to one of his schemes in the end. Although one can never be sure!

KRUBCEK'S RUIN

Wondrous item (requires attunement)

Once per Day: You can play a magical infused song on this flute. Roll on the Wild Magic Surge table (Players Handbook page 104) to determine the effect.

HISTORY

This magical flute was once owned by Terrion, a traveling wizard. Until it was stolen from him by a mischievous Kobold named Krubcek. He managed to subjugate his tribe using this item and led them to ruin. The flute failed him in a critical moment, leaving it in the sorry state it is now.

LINDAL'S ROPE

Wondrous Item

Special: This rope can stretch from 3 ft. up to 300 ft. You can order the rope to move like a snake for up to 30 ft. and bind itself to something.

HISTORY

This rope is just one of many which were handed out to elven spy units in times of conflict. These units had to scale many mountains to keep an eye on aggressive Orcs, Gnolls, and Dwarves. The unit Lindal was a part of was known as the Eagle Eyes. Not all that imaginative but fitting. The rope came to famousness after one important confirmed kill. Lindal snuck into the camp of an Orc tribe and found the tent of the leader. He 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 (requires attunement)

Special: This scroll contains a random arcane spell of 1st to 3rd level. After it is used and a day passes, a new random spell appears on the scroll.

HISTORY

As far as you are concerned, this is a scroll which offers an unlimited number of uses. In fact, 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 (CURSED)

Wondrous item (requires attunement)

Special: The wearer has advantage on all Persuasion (Charisma) checks and has to make a pass at every possible sexual partner at least once. If the wearer comes about a brothel, he has to stay in the establishment until all his gold is spent.

HISTORY

It is theorized that this is one of the many items Pontarch created. But 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 Moradins thunder blessing! The item itself depicts a rather phallic motif, hinting at its hidden powers.

MARLOW'S SOCK (SENTIENT)

Wondrous item

Once per Day: This sock turns water into one common Potion of Healing if you cook it for at least one hour in a kettle.

HISTORY

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 did go awry. A spill of an especially potent magical draft covered the floor of his laboratory. Unsuspectingly Marlow walked into the puddle, and his left shoe immediately turned to dust. But 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 (requires attunement)

Special: The wearer has blindsight for up to 30 ft.

HISTORY

This mask is made from white porcelain and is covered in paintings of black and grey flowers. Over the course of a day, you can watch them grow and wither, slowly winding themselves on the canvas. This mask was created as an offering to Shar but was ultimately not accepted. Because it was not clear why Shar scorned the item the creator was killed on the spot to prevent further insults to Shar. It turned out later that the cleric who brought forth the offering was a traitor and sabotaged the offering deliberately. A formal apology was offered to the creator posthumous.

NERVOUS CANDLE

Wondrous item

Special: This candle will burn as long as no one enters a circle with a radius of 100 feet around it. If someone enters the circle after the candle is lit, the candle dies out and makes an audible sound: 'Huch!'

HISTORY

This odd candle was contrived by a gnomish tinkerer named Ella Jansen. She hailed from Athkatla and build many strange contraptions during her lifetime. This one, in particular, was created to bring a margin of safety during the many illegal transactions of hers. After all possible buyers of some illicit goods were gathered, she would light the candle, and the bartering could begin. It may also be used in the wilderness or during a storm, of course, because of its magical properties it will only die out if the user wills it or a potential enemy draws near.

NUMRADIN

Shield (requires attunement)

Special: The wielder does not take additional damage due to being critically hit by a ranged or a melee weapon.

HISTORY

This is the shield of the dwarven warlord Fellgrimm Dragonbane, who regularly let himself get catapulted into battle by siege engines, to be right in the middle of the fight. His legendary steadfastness was in part based on this shield. It protects its wearer as if it had a mind of its own, giving him the possibility 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.

PHRAAN'S AUTOMATIC PORTRAITOR

Wondrous item

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

HISTORY

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

POISONERS DREAM

Wondrous item (requires attunement)

Once per Day: This ring produces a poison from the following table. It can then be dispensed discreetly from the bottom of the ring.

Type

- | | |
|---|------------------|
| 1 | Assassin's blood |
| 2 | Truth serum |
| 3 | Pale tincture |
| 4 | Midnight tears |

HISTORY

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

POLYSPECTRAL SPECTACLES

Wondrous item (requires attunement)

Special: The wearer can see through any illusions.

HISTORY

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 (CURSED)

Wondrous item (requires attunement)

Special: The wearer has advantage on all Performance (Charisma) checks but receives a malus of 4 on his Wisdom ability score.

HISTORY

This flamboyant hat was worn by some 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 (requires attunement)

Once per Day: Friends

HISTORY

This instrument once belonged to a Satyr named Pyro. He was a common Satyr once, frolicking in the Feywild. Until his mate was captured by trophy hunters and brought to the prime material plane. Since then he was on the hunt for his partner. It is not known if he succeeded in the end. In the hands of a fey, these pan pipes are a powerful tool. But in your hands, the enchantment seems to be not as potent.

REMFREY'S END (SENTIENT)

Greatsword +1 (requires attunement)

Hit: This Weapon deals an additional 1d6 radiant damage.

HISTORY

This greatsword was once a terrible and cursed weapon. From time to time the wielder would lose his mind to a terrible berserker rage, killing everything standing around him. Until one fateful day in the year 1384 DR that is. A Paladin of Tyr named Remfrey Tryborn and his family were traveling to visit his wife's dying mother. On their way, they were attacked by a band of robbers, whose leader was wielding this 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. He picked up the weapon of the former leader instead and fell upon the remaining attackers like a devil, his vision slowly fading to red. After he came to his senses, the attackers were slain. But also was his whole family, by his own hands. Their corpses lay before him, still looking like they begged him for their lives. Upon realizing this, Remfrey thrust himself into the blade, taking his own life. But Tyr wasn't done with Remfrey yet. To punish him 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 take his place beside Tyr 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 rescue the lives of the innocent. But he will make his discontent known. Remfrey will always push his wielder to the limit. Every second idly wasted could mean the death of many people. Remfrey will keep close track of how many people he saved during his time. The count now stands at 89. Otherwise, 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 will forsake his wielder if he betrays his friends or his wards.

SADDLE OF KAO LA

Wondrous item

Special: This saddle fits every possible mount. It is impossible to be demounted against your own will. The rider has advantage on all Animal Handling (Wisdom) checks.

HISTORY

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

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

HISTORY

The Sea Hag was a pirate vessel, operating in the waters of Neverwinter. Its 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 conjuring of Umberlee's power, to escape a force of a dozen military ships, which set out to finally bring Hank to justice. He ordered his crew to bind him to the topmast. From there he prayed and cursed at Umberlee until she sent a terrible storm his way. All the pursuers were sunk, only the Sea Hag managed to escape, but was also badly damaged. The forces unleashed during this storm were permanently imbued in the sail of the Sea Hag, which was ripped away and spend hours in the air, being torn around and struck by lightning. After the storm ended the crew managed to recapture the sail with great luck and used it to terrorize these waters for the following decade.

SENTINEL

Wondrous item (requires attunement)

Special: The pendant begins to glow in a blue color if Orcs or Goblins are in a range of 1000 ft.

HISTORY

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 (requires attunement)

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

HISTORY

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.

SLOBIR'S FOLLY

Leather Armor +1 (requires attunement)

Once per Day: The wearer of this armor can turn himself into a cow for up to 12 hours.

HISTORY

One day the Archmage Slobir was terribly bored, and 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 immediately 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 magical effect, which will be disregarded here, the armor retained some of the magic of the original spell, making this armor quite useful if you need to assume a new identity quickly.

SOLEMN'S STAFF

Quarterstaff +1 and Blowgun +1 (requires attunement)

HISTORY

This interesting item was the weapon of choice of a Tiefling Monk named Solemn. He devised this weapon himself. But it took him many years to find a weaponsmith skilled enough to build it. The weapon itself is a hollowed out quarterstaff one can also use as a blowgun. He felled many enemies, which were surprised to find out that distance was not the correct defense. What became of Solemn is not known. But his staff was used by many Monks after him, and none of them found out about the hidden function.

SYLVIAN RED

Wondrous item

Special: If this bottle is filled with the blood of a person, the blood will turn into wine after a few minutes. Whoever drinks the content of this bottle, will turn into the blood donor. This effect lasts for 24 hours.

HISTORY

The origin of this bottle is shrouded in mystery. The location of the winery, if it ever existed, 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 (requires attunement)

Special: The wearer is immune to fear and three levels of exhaustion.

HISTORY

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 to 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. During this time, the remaining Orc army was slain by a relief force, but the duel continued. 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 Orc 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. Since then it was lent to those who needed to ride out to rescue people from certain doom.

TRUTHSEEKER'S PARCHMENT

Wondrous item

Special: This piece of parchment will shrivel and burn up if someone writes down a lie upon it.

HISTORY

High Inquisitor Lucan 'Truthseeker' Dalanthan was a famous Paladin of Torm, who rooted out corruption in the highest circles of nobility as well as in the gutters. 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. 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

Dagger +1 (requires attunement)

Once per Day: Mage Hand

HISTORY

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. He used the dagger for many demeaning tasks. Like cutting apples and cleaning his teeth. Unfortunately, the wizard forgot about poor Tyber, and the enchantment became permanent.

Tyber was of humble origins. He was the only child of two peasants who worked in the fields near Baldurs Gate. 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. Tybers goal is to be reverted back to his original form via *Dispel Magic*. Tyber is proficient in Arcana and might offer his assistance if he likes his owner.

VEIL OF THE SHADOW GROVE

Wondrous item (requires attunement)

Special: The wearer has advantage on all Stealth (Dexterity) checks.

Once per Day: Darkness

HISTORY

This veil was a gift of Mask to one of his most inventive followers. His name was Jerren Tar, and he had some minor magical talent. But it was fairly weak, and the only real magic he could use was a minor illusion spell. But he was creative, and even Mask was impressed by his exploits. Jerren would hide in plain sight, forming the illusion of a barrel around him. Once he hid in a traders shop by creating the illusion of a wall in front of him. 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 began pouring in. Another time he was pursued by the militia. So he simply created the illusion of solid ground above an open manhole. He would incite violence by creating illusory insults behind the backs of people, robbing them blind during the resulting fight. One time he would sell the illusions of paintings which were prominently featured on a wall, just out of reach. For safety reasons of course. Another time he convinced a whole market square that an invisible hoard of tigers had escaped, mimicking the sound of their distinctive roar. During the ensuing mass panic, he stole more money and jewelry that he could carry. And there is also the story of how he managed to disguise a whole load of smuggled goods as a pile of a dung when his cart broke down and the guards came to investigate. And this is only a small excerpt of his exploits! The history of this item pales, by comparison.

VERGADAIN'S PICK

War Pick +1 (requires attunement)

Special: Everytime the weapon strikes an enemy, you hear the laughter of a Dwarf and a gold piece falls to the ground. If you kill a person with the pick, two gold pieces will appear on its eyes. A booming voice will say, *The ferry cost is paid in full!*

HISTORY

The origin of this pick is shrouded in mystery. Most likely it was imbued with the power of Vergadain who wanted to save a favorite of his. The story goes that a rather dubious Dwarf named Tholgrim 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. A hand full of jealous dwarves thought that this luck had to come to an end eventually and maybe they should hasten the process a bit. They lay in ambush and tried to strike Tholgrim down. He only had his trusty war pick with him and fought all he could. All seemed lost, but right in the direst moment, another Dwarf showed up. He was riding a grim looking pony, and the both of them managed to route the attackers. After the battle, the formerly mounted Dwarf picked up Tholgrim and his weapon. He weighed it in his hands before returning it. He said: 'My dear friend, those who trade shall always have my favor!' He then rode away never to be seen again by Tholgrim.

WROTH (CURSED)

Wondrous item (requires attunement)

Special: The wearer deals an extra 1d6 bludgeoning damage with a successful melee attack.

Critical Hit: The wearer goes *Berserk*.

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.

HISTORY

This ring is adorned with the face of an enraged Goliath. It is unspeakably ugly, and no sane person would wear it for fashion's sake. It was in possession of a northern tribe for a while where it was treated as a gift from the gods. A traveling wizard told them that this item is actually cursed before he was massacred. The tribe continued to revere the ring. It was later given to one of the warriors on a spirit quest. He took it south with him, never to return. He was killed in the first tavern he set foot in after he arrived in Luskan.

WYNN'S PUZZLEBOX

Wondrous item

Special: This puzzle has a DC of 1d20+4. If the user succeeds in an *Intelligence* check the box changes into a non-magical item of 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.

HISTORY

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

GOLD-ASS

Wondrous animal

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

HISTORY

This ass was once named Leoderich. He was a cruel lord who pressed his subjects for ever more taxes and levies to wage a senseless war against his half-brother Theodon. This continued until the whole populace was impoverished and there were not enough people left to tend to the fields. The people staged a rebellion and besieged the capital where Leoderich's castle was located. They were certain of victory until an army advanced from their rear. Those were the men of Theodon. Together both Leoderich and Theodon crushed the rebellion with their combined forces. As it turned out Leoderich and Theodon had been working together to plunder the lands and subjugate its people. The reign of Leoderich continued until the Harpers managed to thwart his evil plan. Instead of killing him the mage turned Leoderich into an ass. The cleric besieged his god to deliver justice upon Leoderich, and the cleric's prayers were heard. Waukeen cursed the ass to produce golden coins with his own likeness as reparations. Since then he had to plow the fields by day and by night he had to go through excruciating pain to produce the gold coins necessary. When the people felt 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!'

LLEDRITH'S BAG (SENTIENT)

Wondrous item

Special: If a creature tries to steal the content of this bag it 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 will make the fact known, that someone attempted to steal from it. The bag also does not accept cursed items. If you try to store a cursed item inside the bag, it will spit it out.

HISTORY

This bag was created by Lledrith to fend off annoying thieves. When a person attempts to stick his hand inside the bag, it will attack him with sharp teeth. The bag will also scream bloody murder to drive away the thief. During her many visits to black markets and dubious establishments, many people tried to steal from Lledrith. She was finally fed up and devised this special bag. 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!

MARLOW'S EXPERIMENTAL RAT

Wondrous animal

Special: This rat has developed some higher cognitive functions during the years. It can understand common and can fulfill rudimentary tasks for its owner.

SABINE

Tiny beast, neutral

Armor Class 10

Hit Points 9

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	7 (-2)	12 (+1)	14 (+2)

Senses darkvision 30 ft., passive Perception 10

Skills Stealth +4

Languages Understands common

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: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

HISTORY

This rat is known as Sabine and is now almost 20 years old. This is an unheard-of age for a rat. The spells and potions which 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 arcanists. 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 she is assigned to.

THE HAT OF SHARI LA

Wondrous item

Special: The wearer has resistance against acid damage has advantage on all Tinker checks.

HISTORY

This funny looking hat was worn by an inventor named Shari La. He focused on the practical side of things and did not have much fashion sense. He was ridiculed for his strange garb by the courtiers. 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. 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 deconstructed 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.

YGRITT'S DETONATING SPHERE

Wondrous item

Special (1 charge): If you throw this sphere on the ground, it explodes. Every creature in a 15 ft. radius around the detonation must make a DC 10 Dexterity saving throw. On a failed save, it takes 4d6 force damage and half as much on a successful one. The ground is torn asunder and liquified which turns the affected area into difficult terrain.

Recharge: You have to boil this item for 8 hours straight to recharge it. The maximum number of charges is one.

HISTORY

This small silver sphere was created by Ygritt. She was an uthgardt barbarian and wanted to defend her tribe against encroaching settlers and bands of adventurers. She would lay in ambush on top of ravines or trees and drop her detonating spheres on her enemies. After the intruders were dealt with, she collected her spheres and boiled them for 8 hours. After this time had passed, the spheres were ready for a new bunch of unsuspecting south-landers.

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