

MAGIC ITEMS

BY WANDERERS

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AMULET OF ANTIMAGIC

Wondrous item, legendary (requires attunement)

Centuries ago there was a kingdom that was ruled by magic. Only the most powerful caster would reign. However, many sought the throne and challenged for control, resulting in countless civil wars. To end the bloodshed, the current empress created an amulet to protect the wielder against all forms of magic and magical affects. The bearer would maintain peace and this established peace through the kingdom. However, after many generations, the last bearer of the amulet sought to rule the kingdom for himself. In his overzealousness, he overlooked that something as mundane as a sword would end his treachery. The amulet was lost in the aftermath and the kingdom was tossed into chaos, eventually being lost to the winds of time.

The following benefits are bestowed to the wearer:

- After you are attuned to this item, you cannot attune to any other magic items. And magic items already attuned to you no longer function.
- Any magical items that do not require attunements but require you to be a conduit or requires you to utter a magic word do not function. You are unable to use a magical wand, instrument, or sunblade, for example.
- You are immune to magic and magic-like affects. This also prevents you from beneficial magical affects such as healing spells and potions. You are unable to use magical portals as they cease to function for you. Also items used against you become mundane weapons. For example, when you sustain damage from magical weapons such as the Vorpal Sword, the magical bonus to attack and damage is negated and the beheading ability no longer applies.
- Once attuned, it takes over 24 hours to become un-attuned. It requires 1 week to become attuned to the item again. After becoming un-attuned to the item a second time, you can no longer be attuned to the item.

AMULET AND RING OF SPYING

Wondrous item, very rare (only amulet requires attunement)

The amulet and ring are finely crafted and bejeweled. When detect magic is cast upon them, a faint Divination aura is detected.

Most often only the ring is found, or is gifted. Through the amulet, you can hear and see everything the wearer of the ring hears and sees.

When someone attempts to attune to the item, it falsely presents itself as a ring of non-detection. Only an Identify spell will reveal its true purpose.

AMULET OF SORCERY

Wondrous item, very rare (requires attunement by a sorcerer)

The blood colored gem allows the wearer to increase the number of sorcery points you have by 3. They are regained after a short or long rest.

AMULET OF SPEECH

Wondrous item, rare

This simple piece of jewelry allows the wearer to understand and speak in any language.

ARMOR OR RING OF DRAGON BREATH

Armor (any) or wondrous item, legendary (requires attunement)

This armor or ring is etched with various dragons in different positions breathing various types of breath weapons. You gain resistance to any dragon's breath, including dragon turtle.

ARROW OR BOLT OF BARRAGE

Wondrous item, rare

This finely crafted projectile is etched with magical runes. When you fire this item from your bow or crossbow and choose a point within range, it splinters into a barrage. Each creature in a 20 foot radius must make a Dexterity saving throw DC 15 or take 1d8 piercing damage, or half as much damage on a successful one.

ARROW OR BOLT OF RETURNING

Wondrous item, uncommon

This finely crafted arrow is etched with Elven runes. When you fire the arrow from your bow, whether you hit or miss your target, the arrow returns to your quiver at the end of your turn.

The bolt has Dwarven runes.

BARDIC CHARM

Wondrous item, very rare (usable by a bard of 10th level or greater)

This item can range from being a piece of jewelry to a musical instrument. Regardless of the form taken, they all perform the same function.

Spells you cast that have the charm effect bypass a creatures resistance. Creatures with resistance to the charm effect no longer gain advantage on saving throws against being charmed.

BOW OR CROSSBOW OF BOLTS

Weapon (bow), very rare (requires attunement)

This finely ashen bow is etched with Elven runes. Any arrow shot with this bow is considered magical when determining what it can hit.

Additionally, when desired by the wielder, instead of firing an arrow you can draw upon the bow and have a Fire Bolt, Ice Bolt, Lightning bolt, or Thunder bolt magically appear, dealing 1d8 fire, cold, lightning, or thunder damage, respectively, when you successfully hit a target. The thunder bolt emits a thunderous boom audible out to 300 feet.

There is also a crossbow version etched with Dwarven runes that performs the same functions.

BRACERS OF DARTS

Wondrous item, rare

These finely crafted mithral bracers are etched with ancient mystic runes. When you take the attack action, you can choose to make a ranged attack with each bracer. A Magical Dart is shot from each bracer at +1 to hit and +1 to damage.

You can fire 2 darts on each of your turns. The darts magically replenish at the end of your turn.

BRACERS OF DEFLECTION

Wondrous item, rare (requires attunement)

These finely crafted adamantite bracers are etched with ancient religious runes. When you are attacked and not wielding a shield or a two handed weapon, you gain a +1 bonus to AC.

In addition, you can use your reaction and expend 1 charge to deflect a missile. You can use this feature after you are hit, but before the damage is rolled. When you do so, the damage taken is reduced to 0.

The bracers have 1d4 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the bracers turn to dust.

BRACERS OF DUPLICATION

Wondrous item, very rare (requires attunement)

These finely crafted mithral bracers are etched with arcane and religious runes. Using a bonus action, you can create an exact duplicate of yourself, each wearing one of the bracers, for 10 minutes. You can end this sooner using a bonus action. Your hit points are divided equally and act independently of each other.

You must remain within 30 feet of your duplicate or be forced to merge, causing you to be knocked prone. If one of you drops to 0 hit points, you are forced to merge; knocking you prone and any excess damage carries over.

This duplicate shares your knowledge, abilities, and non-magical items excluding treasure. You decide who carries which, if any, magical items you possess. For example, if you are wearing magical armor, one of you wears the armor while the other has no armor. Special features are divided equally between both of you; rages, inspiration die, channel divinity, wild shape, ki points, superiority die, sneak attack, and sorcery points are divided equally.

Unused spell slots or spell points are divided equally. You determine who receives a spell slot that only has 1 spell slot or one spell slot remaining.

Once you use the bracers, it can't be used again until 24 hours have passed.

BRACERS OF POWER

Wondrous item, very rare (requires attunement)

These finely crafted mithral bracers are etched with ancient runes in a language long forgotten. Once per turn, when you make a weapon attack, you can use a bonus action and expend 1 charge to imbue your attack with magical properties. The damage type is either psychic or force, your choice.

The damage is 1d6 for every 5 levels you possess. The bracers have 1d4 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the bracers turn to dust.

BROOCH OF SIZE ALTERATION

Wondrous item, very rare (requires attunement)

This ornate piece of jewelry radiates Transmutation magic when detect magic is cast upon it. You can use a bonus action to expend 1 charge to either increase or decrease in size to the next size category.

The increase in size gives advantage on Strength checks and Strength saving throws. The weapons and anything worn or carried by the wearer also increases in size. The damage from weapon attacks increase by 1d4.

The decrease in size causes disadvantage on Strength checks and Strength saving throws. The weapons and anything worn or carried also decrease in size. The damage from weapon attacks decrease by 1d4. However, you gain benefits when you are small. You can move through the space of any creature of a size larger than yours. Creatures that are of the size Huge or larger have disadvantage on attack rolls against you.

The effect lasts for 1 minute, after which you return to your normal size. You can end it earlier as a bonus action. A Dispel Magic spell cast on you immediately ends the effect.

The brooch has 3 charges. The charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the brooch turns to dust.

CIRCLET OF FEY

Wondrous item, very rare (requires attunement)

The circlet is etched with sylvan symbols. You can use an action to expend 1 charge to cast one of the following spells from it: Misty Step, Charm Person, or Charm Monster. You use your spell save DC or a DC 13 if you have no spell save DC.

The circlet has 3 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the pendant turns to dust.

CIRCLET OF MIMICRY

Wondrous item, very rare (requires attunement)

This finely crafted circlet is etched with ancient arcane runes in an unknown foreign language. It radiates Divination magic when Detect Magic is cast on it.

Using a bonus action to activate the circlet, you begin to record and study the movements of a single target you select. You instantly learn the movements of your target and can anticipate the target's next move. For 1 minute you have advantage on attack rolls, ability checks, and saving throws.

In addition, the target has disadvantage on attack rolls and ability checks against you.

Once used, it can't be used again until the next dawn.

CLUB OF THUNDER

Weapon (club), very rare (requires attunement)

This club appears plain and brittle. This weapon bestows a bonus +1 to hit and damage.

As a bonus action, you can expend 1 charge to strike the ground, releasing a thunderous wave. Each creature within 20 feet of you must succeed on a DC 15 Constitution saving throw or take 3d8 thunder damage and be knocked prone. A creature that succeeds on its saving throw takes half damage and isn't knocked prone.

The strike emits a thunderous boom audible out to 300 feet when you strike the ground. Unsecured objects that are completely within the area of effect automatically fall to the ground.

The club has 1d4 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the club explodes, dealing you 3d10 thunder damage.

COLLAR AND RING OF BEAST CONTROL

Wondrous item, very rare (requires attunement)

This collar and ring come as a matching set designed with creatures doing various labors. When attuned to the ring, you can attempt to place the collar on a beast in attempt to control it, as the Dominate Beast spell. The beast must succeed on a DC 14 Wisdom saving throw. If the beast succeeds, the collar immediately falls off. If the beast fails, the collar will automatically adjust to fit perfectly.

You have a telepathic link with the beast as long as both of you are in the same plane of existence. Through the link, you have total control of the beast as per the Dominate Beast spell. The beast gains another Wisdom saving throw when its hit points fall below one third of its maximum. If the beast succeeds on the saving throw or is set free from the ring's control, it will know who controlled it and will relentlessly attack that creature.

DISPLACEMENT BLADE

Weapon (battle axe, sword), very rare (requires attunement)

This magical blade has black swirls that seem to be in constant motion. When the sword is swung, the blade appears to become distorted and warp the waves of light.

The blade confers the following abilities:

- When you are attacking a creature, the shifting motion of the blade makes it difficult to avoid being struck by the weapon. If you miss with an attack during your turn, you can immediately make an additional attack. You can gain one additional attack once a turn with this ability.
- The blade's shifting motion also makes it harder for an attacker to spot an opening against you. You gain a +1 to your AC. The bonus to AC increases to +2 if you are not using a shield.

DRAGON'S FIRE

Weapon (battle axe), very rare (requires attunement)

It is a magical Battle Axe that gives a +1 bonus to attack and damage. The hilt of the axe is made of dragon skin in the shape of a dragon wrapped around itself, with the head ending at the pommel. The double sided blades each have a full dragon etched onto the surface facing outward breathing fire.

While holding the axe, you have resistance to cold. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50°F.

Using a bonus action, the dragons' eyes glow red, then their etched breaths turn to flames, causing the blades to burst into flames. While ablaze, it deals an additional 1d6 fire damage and sheds light in a 40 foot radius and dim light for an additional 40 feet. The flame lasts until the command word is spoken again or you drop or sheathe the weapon.

Legend says that Dragon's Fire and Dragon's Frost were actually a single two-handed battle ax. How it was created and what separated them has been lost.

DRAGON'S FROST

Weapon (battle axe), very rare (requires attunement)

It is a magical Battle Axe that gives a +1 bonus to AC. The hilt of the axe is made of dragon skin in the shape of a dragon wrapped around itself, with the head ending at the pommel. The double sided blades each have a full dragon etched onto the surface facing outward breathing frost.

While holding the axe, you have resistance to fire. In addition, you and everything you wear and carry are unharmed by temperatures as high as 150°F.

Using a bonus action, the dragons' eyes glow blue, then their etched breaths turn to ice, causing the blades to be coated in ice. While frozen, it deals an additional 1d6 cold damage, with icicles embedding into the creature. Additionally, it sheds light in a 20 foot radius and dim light for an additional 20 feet when you are in temperatures below 0°F. The icicles last until the command word is spoken again or you drop or sheathe the weapon.

Legend says that Dragon's Fire and Dragon's Frost were actually a single two-handed battle ax. How it was created and what separated them has been lost.

EXECUTIONER'S HOOD

Wondrous item, cursed, very rare

This black velvet hood has two openings for the eyes only. It radiates magic when Detect Magic is cast on it. When adorned, your eyes turn red and weep with blood. The hood begins to crush your skull, dealing 1d10 damage each round. This damage bypasses any resistance and immunity. You cannot speak in any form nor can the hood be physically removed. The only way the hood can be removed is attacking the hood AC10 and 50hp, with the damage split between you and the hood, or a Greater Restoration or Wish spell cast on the hood. If you are reduced to 0 hit points, your head is crushed and consumed. The hood disappears, leaving a headless corpse.

GARLAND OF GOODBERRIES

Wondrous item, rare

This necklace with flowers is adorned with 6 to 8 goodberries. Removing one and ingesting it bestows the same benefits as eating a goodberry infused with magic from the Goodberry spell. If the last goodberry is consumed, the garland withers and dies. Each day, the garland regains all the goodberries consumed.

GLOVES OF IDENTITY THEFT

Wondrous item, very rare (requires attunement)

These finely crafted leather gloves allow you to touch a creature that you wish to impersonate. Using your action to expend 1 charge, you immediately become a perfect copy of the humanoid creature you touched, both in appearance and voice. You may have wings or gills, but you do not have the ability to fly or breathe under water. However, you gain no knowledge or mannerism of the target.

You retain the appearance for 8 hours. For each additional charge, you can retain the appearance for an additional 8 hours.

The gloves have 1d4 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the gloves turn to dust.

GLOVES OF WEAPON MASTERY

Wondrous item, rare

While wearing these gloves, you gain proficiency with any weapon you wield.

GOGGLES OF DAY

Wondrous item, uncommon

While wearing these tinted lenses, you can see in sunlight out to a range of 60 feet. This item was created to help creatures who have Daylight Sensitivity; you no longer experience disadvantages being in direct sunlight.

GREEN ARMOR OF THE LAKE

Armor (plate), artifact (requires attunement by a lawful good character)

This fine quality armor is bright green in color. It was given to an honorable knight by a powerful mage who protected the land from evil. The knight's purpose was to test the honor, skill, and virtue of other knights in the realm. After the knight's death, the mage reclaimed the armor and destroyed it. However, there are tales of her hiding the armor until a successor is found. This knight must be loyal, honorable, courteous, reverent, and willing to protect the poor and weak.

Those found unfit and try to adorn the armor will be encased in water until the armor is removed. While engulfed, you cannot breathe and you are crushed. You take 4d6 force damage at the start of each turn. This damage bypasses any resistance and immunity.

The bright Green Plate armor grants the wearer

- Immunity to non-magical weapons.
- You can breathe underwater. In addition, being underwater imposes no penalties on your movement or attacks.
- A +3 bonus to AC.

HAMMER OF SCINTILLATING COLORS

Weapon (hammer), rare

This finely crafted weapon radiates Transmutation magic when Detect Magic is cast on it.

Using a bonus action, you activate its magical properties. This weapon scintillates between different colors, each representing a different energy.

When you make a successful attack against the target, it takes an additional 1d6 damage. Roll a 1d6 to determine the additional damage type.

d6	Color	Damage typed
1	Orange	Acid
2	Blue	Cold
3	Red	Fire
4	Yellow	Lightning
5	Green	Poison
6	White	Thunder

HAND CROSSBOW OF DISTANCE

Weapon (hand crossbow), rare

Grants +1 to hit and +1 to damage. The long range of the weapon is doubled.

HELM OF HELL'S GATE

Wondrous item, rare (requires attunement)

This black helmet has silver etchings of demons, devils, and dragons. The helm has small bat-like wings where the ears would be. It fits to any size creature and covers most of the head. It bestows Darkvision up to 90 feet.

Using a bonus action, you activate the helm, causing the silver etchings to swirl as though coming to life. The wearer's eyes turn completely black with a silver pupil. You gain the benefit of seeing in total darkness, whether it is natural or magical in source.

HELM OF THE MINOTAUR

Wondrous item, rare

This brown and grey helmet has silver engravings of mountains and adorned with horns.

While wearing the helmet, you gain the following abilities:

- You have an excellent memory for geography and always recall the general layout of a terrain.
- You can recall any path you have traveled within the past 30 days.
- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors and traps

HELM OF PROJECTION

Wondrous item, very rare (requires attunement)

This unornate, metallic helmet has subtle rune etchings along the inner surface.

While wearing this helm, you can use a bonus action to expend 1 charge and create an exact duplicate of yourself next to yourself. You can see, hear, touch, speak, and perform any actions such as attack and cast spells through the duplicate. During this time, you are in a trance and unresponsive to the world around you.

The duplicate is present for 1 hour and can travel any distance away from you. If the duplicate sustains any damage, you experience the same damage. The damage sustained by you and the duplicate cannot be healed. If for any reason the duplicate is reduced to 0 hit points, you are also reduced to 0 hit points and automatically fail your first death saving throw.

Once one hour has passed, the duplicate disappears and any items it was carrying remains where it was last located. You recall everything the duplicate had seen, heard, etc. If the duplicate is killed, you recall nothing that transpired and will experience 1 level of fatigue.

The helm has 4 charges and you can choose to expend an additional charge to extend the existence of the duplicate for 1 hour. If you expend 2 charges, your essence is transported where the duplicate is located, becoming the original person. However, all your belongings and the crown remain where you were originally.

Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the helm turns to dust.

HELM OF UNNATURAL SIGHT

Wondrous item, legendary (requires attunement)

This helmet is engraved with mountains surrounded by clouds in a starry night sky. The visor has no openings, giving the impression that once lowered you are blinded.

Using a bonus action, the visor lowers automatically and the engraved clouds enlarge, obscuring the mountains and stars. Your eyes are shielded, but you are still able to see.

For each charge you expend, you can select any 2 of the following features. Each feature has a range of 90 feet for one hour.

- You are immune to blindness and have advantage on saving throws against gaze attacks
- You can see in normal and magical darkness
- You can see invisible creatures and objects
- You can automatically detect visual illusions and succeed on saving throws against them
- You can see into the Ethereal plane
- You can perceive the original form of a shape changer or a creature that is transformed by magic

The helm has 4 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the helm explodes, dealing 4d10 force damage.

There is a Circlet version of this helmet. When you activate the Circlet, your eyes turn completely white.

HERCULEAN BOW OR CROSSBOW +1,+2.+3

Weapon (bow, crossbow), common, uncommon (+1), rare (+2), very rare (+3)

This ashen bow appears as any other bow and grants a bonus +1 to hit and damage, but it requires Strength of 15 or greater to wield this bow. You use your strength modifier to hit and for damage. The long range of the weapon is doubled.

HERCULEAN CLUB

Weapon (club), very rare

This club appears to be old and fragile. However, this appearance hides the true power of the weapon. If you possess a strength of 18 or greater, once per turn when you successful hit a creature of size Huge or smaller, the creature must make a Strength saving throw DC 17 or be knocked prone and pushed 10 feet from you.

HORN OF THE HUNTSMAN

Wondrous item, rare (bone, tusk), very rare (antler), legendary (wood)

You can use an action to blow this horn. In response, spectral wolves, as shown in the provided creature chart, from the Beastlands plane appear within 60 feet of you. They return to the Beastlands after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

Four types of horn of the huntsman are known to exist, each made of a different substance. The horn's type determines how many wolves answer its summons, as well as the requirement for its use. The DM chooses the horn's type or determines it randomly.

d100	Horn Type	Spectral Wolves Summoned	Requirement
01 - 40	Bone	2d4	Any Druid or Ranger
41 - 75	Tusk	3d4	Druid or Ranger of 5th level or higher
76 - 90	Antler	4d4	Druid or Ranger of 10th level or higher
91 - 00	Wood	5d4	Druid or Ranger of 15th level or higher

If you blow the horn without meeting its requirements, the summoned wolves attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.

If you are equipped with the *Pelt of the Huntsman*, *Shield of the Huntsman*, and *Spear of the Huntsman*, you summon the maximum number of the wolves as shown by the horn type and the wolves will be at their maximum hit points.

SPECTRAL WOLF

Originally spectral wolves were wolves that hunted on the prime material. What made these wolves stand out above others was their innate code of honor and loyalty. When they died, their souls were sent to the Beastlands plane to enjoy the afterlife they earned.

Their time spent in the Beastlands plane has transformed them into more than the beasts they were in the prime material plane. They are now sentient beings who are less primal than their previous existence.

While in the Beastlands plane, they are able to communicate telepathically to all creatures within range. If summoned to another plane, they are only able to telepathically communicate with the creature who summoned them.

SPECTRAL WOLF

Large Beast, unaligned

Armor Class AC 14 (natural armor)

Hit Points Hitpoints 62 (7d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
Str 17 (+3)	Dex 15 (+2)	Con 15 (+2)	Int 7 (-2)	Wis 12 (+1)	Cha 7 (-2)

Saving Throws Str +5, Dex +4, Wis +3

Skills Perception +3, Stealth +4

Damage Vulnerabilities none

Damage Resistances none

Damage Immunities none

Condition Immunities none

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 60 ft.

Challenge 2 (450 XP)

Keen Hearing and Smell. The spectral wolf has advantage on Wisdom (Perception) checks that rely on hearing and smelling.

Pack Tactics. The spectral wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Spectral Wolf makes one bite attack.

Bite. *Weapon Attack:* +5 Attack Bonus to hit, 5 ft. Reach/Range, one target. *Hit:* 11 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

HORN OF THE VALKYRIE

Wondrous item, very rare (brass), legendary (iron) (requires attunement by a non-evil alignment humanoid)

You can use an action to blow this horn. In response, a Valkyrie, as shown in the provided creature chart, riding a Pegasus (refer to Monster Manual for statistics) from the Ysgard plane appear within 60 feet of you.

They return to Ysgard after 1 hour or when they drop to 0 hit points. If the Valkyrie dies and the Pegasus survives, only the horn blower can mount and command the Pegasus.

Once you use the horn, it can't be used again until 7 days have passed.

Two types of Horn of the Valkyrie are known to exist, each made of a different substance. The horn's type determines how many Valkyries and Pegasi answer its summons, as well as the requirement for its use. The DM chooses the horn's type or determines it randomly.

d100	Horn Type	Valkyrie Summoned	Requirement
01 - 80	Bronze	2d4	Proficiency with medium armor and martial weapons
81 - 00	Iron	3d4	Proficiency with heavy armor and martial weapons

If you blow the horn without meeting its requirements or command it to carry out an evil act, the summoned Valkyries and Pegasi will attack you. If you meet the requirements, they are friendly to you and your companions and follow your commands.

VALKYRIE

Valkyries are warrior women clad in radiant armor and carrying a shield and are armed with both a sword and spear. Sitting astride a Pegasus, they charge into battle fearless. Each Valkyrie is a beautiful, graceful, and fierce warrior.

Valkyries are commanded by Odin to decide the course of battles and collect the souls of worthy fallen warriors. Riding Pegasi, they are invisible as they visit battlefields to either aid or thwart the warrior's fate.

VALKYRIE

Medium Celestial, Neutral Good

Armor Class AC 18 (Armor and shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
Str 17 (+3)	Dex 17 (+3)	Con 16 (+3)	Int 14 (+2)	Wis 16 (+3)	Cha 16 (+3)

Saving Throws Str +6, Con +6, Wis +6, Cha +6

Skills Athletics +6, Insight +8, Perception +6

Damage Vulnerabilities none

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities none

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 16

Languages all

Challenge 5 (1,800 XP)

Ysgardian Weapons. The Valkyrie's weapon attacks are magical. When the Valkyrie hits with any attack, the weapon deals an extra 1d8 radiant damage.

Actions

Multiattack. The Valkyrie makes two attacks

Long Sword. *Melee Weapon Attack:* Attack +6 to hit, Reach 5 ft., one target. *Hit:* 8 (1d8+3) piercing damage plus 5 (1d8) radiant damage.

Spear. *Melee Weapon Attack:* Attack +6 to hit, Reach 5 ft. or 20/60 ft., one target. *Hit:* 7 (1d6+3) piercing damage plus 5 (1d8) radiant damage.

HOUSE OF RIANIMARSI

Wondrous item, very rare (requires attunement)

It is a mundane looking six sided die designed with dots representing numbers 1 through 6. It will radiate Conjunction magic when Detect Magic is cast on it. When a command word is spoken, a shimmering doorway appears in front of the creature. Stepping through this doorway brings you, your belongings, and up to 19 other medium size creatures into a “building” with five rooms, each large enough to house four medium size creatures. The rooms are well lit and can be “turned” on and off with a command word. From within, the numbers appear as windows, though you cannot see or hear what occurs outside.

You and your companions may stay for as long as 12 hours before you and everyone else are expelled from the “building”. Inanimate objects may remain within, allowing you to use the item as storage. You can use the time continuously or in short increments. You may leave and re-enter anytime you wish during the 12 hours.

Once used for the 12 hours, the cube cannot be used again for 1 week.

ITEM OF THE BEAST

Wondrous item, uncommon to rare (requires attunement)

The item has tiny designs of birds, fishes, lizards, and mammals. There are two forms of this item that bestow the wearer the ability to transform into a beast. Using an action to expend 1 charge, you transform into any type of beast allowed by the item’s rarity. You can maintain this form for a maximum of 1 hour and you retain your mental (Intelligence and Wisdom) abilities. You can return to your normal form as a bonus action.

It has 1d4 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the item transforms you into the last shape you took and turns to dust. You retain your mental abilities. A Dispel Magic at DC 13, Greater Restoration, or Wish spell will return you to normal.

Uncommon	Challenge Rating 0
Rare	Challenge rating 1/4

LIBRAM OF MAGIC

Wondrous item, very rare, usable by any 10th level or greater spell caster

This tome contains knowledge to benefit spell casters. If you spend 48 hours studying the pages and 1 week training, you gain the ability to learn two spells from any class that you are able to cast using your spell casting modifier. The spells do not count against the number of spells you can know and have prepared.

You cannot gain benefits from this tome again. Once read and the benefits gained, the libram vanishes.

LIBRAM OF METAMAGIC

Wondrous item, very rare, usable by a sorcerer

This tome contains knowledge on how to expand your influence of the threads of magic. If you spend 48 hours studying the pages and 1 week training, you can select an additional metamagic spell.

You cannot gain benefits from this tome again. Once read and the benefits gained, the libram vanishes.

LIBRAM OF SORCERY

Wondrous item, very rare, usable by a sorcerer

This tome contains knowledge on how to fully gain control of the magic that surrounds you and bend it to your will. If you spend 48 hours studying the pages and 1 week training, your maximum number of sorcery points increases by 3.

You cannot gain benefits from this tome again. Once read and the benefits gained, the libram vanishes.

MANTLE OF SHADOWS

Wondrous item, very rare (requires attunement)

This finely crafted magical cloak is as black as the starless night sky. When worn in dim light, you seem to blend in to the shadows.

This cloak was worn by the half-elven warrior rogue Scuronotte. It was said that when in combat, she appeared from nowhere, attacked swiftly, and then disappeared in the shadows before you could react.

When you are in dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

In addition, the cloak bestows a +1 AC bonus.

MASK OF THE SKULL

Wondrous item, very rare (requires attunement)

This plain leather mask is designed to be a skull covering everything below your eyes. While worn, you can cast Create Undead at 6th level once per day.

Additionally, undead creatures sense your connection to death and become hesitant to attack you. When an undead attacks you, that creature must make a Wisdom saving throw DC 13. On a failed save, the creature must choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

The other facet of the item that is unknown, even with the Identify spell, is that the item requires a life force to maintain its power. The mask draws energy from your closest ally when they are taking a long rest. When the target awakens, instead of being refreshed, the target suffers one level of exhaustion and its hit points are decreased by one hit dice.

MELYSSA'S GIFT

Armor (mithral/elven chain shirt and pants), very rare (requires attunement)

Centuries ago, hatred and mistrust between a small Human kingdom, an Elven kingdom to the East, and a Dwarven kingdom to the North existed. That was until a human female princess named Melyssa Cavaliere began to change everyone's way of thinking. Through prowess, devotion, and compassion, she was welcomed to be heir to the throne. In her reign, she brought peace and prosperity to the Humans and Dwarves as well as love and trust with the Elven races.

In gratitude and respect, the greatest Elven and Dwarven smiths together fashioned armor never before seen nor likely ever again and gifted it to Melyssa. It was the fusion of the finest Elven Chain and the purest of Dwarven mithral combined with the magic of both races. During her reign, a great evil led by the Demon Lord Brakoth was amassing forces that threatened all life. Wielding a blade that stole the lives of anyone killed by the blade, his forces were decimating the land. The three races combined forces to confront the Demon Lord while he was preparing his next move stationed in a dwarven underground fortress he just captured.

In the end, it was Melyssa and Brakoth who faced each other in battle. Brakoth's skill and magic was superior, but there seemed to be a barrier or some form of protection impeding his attacks and spells. Melyssa was tiring and realized she was not going to win. In a moment of enlightenment, she remembered a verse about the life stealing sword. That a life given freely and with love would break the unnatural bonds that held life in horror. At that moment, looking at humans, elves, and dwarves fighting and dying together, sacrificing everything to save each other, she felt love strengthen her resolve. She closed her eyes and lowered her sword and shield. Sensing victory, Brakoth plunged the blade into Melyssa. As the blade pierced her heart, her eyes opened and a smile crossed her face. Dumbfounded, Brakoth looked down at his blade which was shaking in his hand. The blade shattered, instantly killing Melyssa and Brakoth. Both forces retreated as the tunnels were collapsing. The only ones who stayed were her loyal steward, her Dwarven Cleric Athkis, and her Elven advisor Aglaranna.

This mithral and elven chain shirt and leggings are engraved with Dwarven and Elven runes, imbuing it with powerful magic.

Whoever wears this armor gains the following benefits:

- The armor is extremely light and flexible. You can wear this armor under your clothing.
- You are considered proficient with this armor even if you lack proficiency with armor.
- You gain a bonus +1 to AC.
- It does not impose disadvantage on Dexterity checks.
- The armor is considered a chain shirt when calculating AC and you can add your full dexterity modifier when calculating the AC.
- You have advantage on saving throws versus spells and other magical effects.
- Magical attacks are made at disadvantage against you.

There are other renditions of this armor that have been created for other highly revered humanoids. But regardless of the name of the recipient, the armor bears the name of Melyssa in honor of the person who sacrificed for all races.

MONOCLE OF TRANSCRIBING

Wondrous item, rare

You place the monocle over one eye while covering the other. Using an action to expend 1 charge you are able to read any language, ancient script, or coded message for 1 hour.

The monocle has 1d4 Charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the monocle turns to dust.

NECKLACE AND RING OF CONTROL

Wondrous item, very rare (requires attunement)

This necklace and ring come as a matching set designed with humanoids casting spells. When this necklace is placed onto a humanoid who can cast spells, the spell caster must succeed on a DC 15 Wisdom saving throw. If the spell caster succeeds, the necklace immediately falls off. If the spell caster fails, the necklace will automatically adjust to fit perfectly. The wearer of the ring has a telepathic link with the spell caster as long as both of you are in the same plane of existence. The spell caster cannot cast any spells or use any magical items usable by his or her class while under the effects of the necklace.

Through the link, the wearer of the ring has total control of the spell caster's abilities. The wearer of the ring immediately knows the spells possessed by the spell caster and as an action cast the spell through the spell caster as long as both are within 60 feet of sight of each other.

The spell caster gains another Wisdom saving throw when its' hit points fall below one third of its' maximum or when more than five spell levels are cast cumulatively. If the spell caster succeeds on the saving throw or is set free from the ring's control, the spell caster will know who controlled him or her and will relentlessly attack that creature.

NIGHT BRINGER

Weapon (short sword), very rare (requires attunement)

This finely crafted magical blade is as black as the starless night sky.

This blade was one of the two deadly blades wielded by the half-elven warrior rogue Scuronotte. It was said that when in combat, her attacks came from all directions before you could draw your weapons.

You can make one attack with this sword as a bonus action on each of your turns. If you already have a feature that grants an attack as a bonus action, you can now make two attacks as a bonus action.

In addition, you have advantage on initiative rolls and your movement speed increases by 10 feet.

PELT OF THE BEAST

Wondrous item, very rare (requires attunement)

This pelt serves as a cloak and can be made from any type of beast. It will radiate Transmutation magic when Detect Magic is cast on it.

Using a bonus action, you can transform into the beast that the pelt was made from that has a challenge rating of 2 or lower. You can stay in beast form for up to two hours, either continuous or intermittent throughout the day. After 2 hours of transformation, you revert to your normal form. You cannot use this property again until dawn of the next day.

While transformed, your game statistics are replaced with the statistics of the beast excluding your level, hit points, alignment, personality, Intelligence, Wisdom, Charisma, skill proficiencies, and saving throw proficiencies. You use the beast's skills or saving throws proficiencies if it is higher than yours.

Using a bonus action to revert to normal form, any damage you sustained remains. Since the hit points are from the same pool, any damage you sustained is deducted from your hit points. If you are reduced to 0 hit points in beast form, you immediately revert back to humanoid form and make death saving throws as usual.

You also retain the benefits of any features from your class, race, or other source and can use them if the new physical form is physically capable. You retain your special senses, such as dark vision.

You cannot cast spells nor can you speak. Your equipment merges into your new form or is worn by it, if possible.

There is a 25% chance that the pelt is cursed and at the first full moon, you will transform you into a lycanthrope. The form taken is determined on the type of beast the pelt is created from.

PELT OF THE HUNTSMAN

Wondrous item, very rare (usable by a barbarian, druid, fighter, ranger)

This pelt serves as a cloak and can be made from any type of beast.

The creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a DC 14 Wisdom Saving throw. On a failed save, the creature must choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The pelt also grants the wearer the following.

- You gain the heightened senses that are shared by beasts. You have advantage on Wisdom (Perception) checks.
- You can Speak with Animals as the spell at will.

PENDANT OF INVINCIBILITY

Wondrous item, artifact (requires attunement)

This adamantium piece of jewelry radiates Transmutation magic when Detect Magic is cast upon it. The pendant has runes written on the back. The front is engraved with an armored giant. Using a bonus action and uttering the command word, your body becomes covered in adamantium with the pendant centered on your chest incorporated into the armor. When you are armored,

- Your movement is halved and you have disadvantage on Dexterity checks and Dexterity saving throws. You do not gain benefits from dodge-like or evasion-like features.
- Your strength is increased to 24. You have advantage on Strength checks and Strength saving throws.
- Your AC is 24.
- You have resistance to all damage except psychic damage.
- You cannot be knocked prone or grappled.
- Your body becomes a juggernaut that can deal significant damage. Your attacks overcome resistance and immunity to nonmagical attacks and damage. It also overcomes resistance to any form of damage. You make two attacks; each attack deals 2d20 force damage. If you succeed with both attacks, the creature must succeed a DC 20 or be grappled. A creature from size huge and below can be grappled by you. Each round a creature is grappled, it sustains 3d10 force damage.

You can perform this transformation once weekly. The transformation lasts for 10 minutes. You can end the transformation sooner by using a bonus action. While in this form, you cannot cast spells that require somatic or material components.

If you are lowered to 0 hit points while you are transformed, the pendant is transferred to the creature that dealt the final blow and it gains knowledge of how to use the item and can use it immediately.

PENDANT OF SECURITY

Wondrous item, rare

This metallic colored gem creates an invisible field around you, protecting you from harm. When you are not wearing armor, your base AC becomes 13.

POTION OF ANYTHING

Wondrous item, rare

This nondescript bottle appears to be non-magical. It will radiate an aura of Transmutation magic when Detect Magic is cast. When water is poured into the bottle, after 8 hours a random magic potion is created (the DM will determine the type). The bottle can create 1 magical potion once per day.

If a magical potion is poured into the bottle, the bottle will explode and be rendered useless.

QUIVER OF AGLARANNA

Wondrous item, rare

Made by Wood Elves centuries ago, these quivers are made from fine leather decorated with Elves on horseback attacking various creatures. The quiver possesses one compartment that is magically enchanted.

When drawing from the quiver, an arrow or bolt appears in your hand ready to use. The ammunition is considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

The ammunition will only last one turn and cannot be transferred to another for use. Only the bearer of the quiver can use the item.

RANGED WEAPON OF SPEED

Weapon (any crossbow, longbow, short bow weapon), very rare (requires attunement)

When you use the attack action with a crossbow, longbow, or short bow, you can use your bonus action to make another ranged attack.

The bonus attack doesn't stack with the Crossbow Expert Feat with granting an additional bonus attack to hand crossbows.

REPEATABLE HAND CROSSBOW

Weapon (hand crossbow), uncommon, rare (+1), very rare (+2)

This well-crafted hand crossbow has arcane dark elven magic runes carved into the stock. The weapon has a compartment in which you can load 6 bolts.

You can use a bonus action to make an attack. It takes a bonus action to reload.

It doesn't stack with the Crossbow Expert Feat with granting an additional bonus attack to hand crossbows.

RING OF CHRONOS

Ring, rare

The ring is engraved with symbols of time. Using a bonus action or a reaction, you can activate the ring to transport yourself 6 seconds into the past. You retain the memory of what happened in those 6 seconds and you can change the course of history. Your ability checks, attacks, and saving throws are made with advantage. Ability checks and attacks against you are made at a disadvantage.

Once used, it can't be used again until the dawn the next day.

RING OF EXPERTISE

Ring, rare (requires attunement)

The rings appear plain and cheaply made. Each ring is engraved with an image. When worn and attuned, this item allows the wearer to double his or her proficiency bonus for that skill, regardless of whether the wearer has proficiency in that skill.

Engraving	Skill
Blazing Trails in the Sky	Acrobatics
Two Old Wolves	Animal Handling
Feathered Cloak	Arcana
Hammer	Athletics
Mustached Man Wearing a Horned Hat	Deception
Book	History
Curled Musical Instrument	Insight
Half Black and Half White Faced Woman	Intimidation
Blind Human holding Balancing Scales	Investigation
White Flower	Medicine
World Tree	Nature
A Single Blue Eye	Perception
Harp	Performance
Gem Encrusted Silver Chalice	Persuasion
Rabbit	Religion
Two Ravens	Sleight of Hand
Eight Legged Horse	Stealth
Human Man with One Hand	Survival

RING OF THE GATE

Wondrous item, legendary

This item appears like an ordinary ring. On close inspection, magic sigils are written along the inside of the band. Using an action to expend 1 charge, you throw the ring. The ring expands into a large, circular portal ranging from 5 to 20 feet in diameter; your choice.

A shimmering portal appears within the “ring” that has a front and a back. The portal facing you has sigils along the outside surface. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported, appearing in the unoccupied space nearest to the portal.

You can use the item in one of two ways.

- Use a sigil that is attuned to the ring to teleport you and your party to a teleportation circle on the prime material plane. Attuning the ring to a teleportation circle requires you to place the ring inside the teleportation circle for 10 minutes and speaking the command word.
- You can travel up to 5 miles away from your present location. The portal shimmers and reveals your destination. You can change the location that is shown to select a site to your liking.

The portal remains open for 1 minute or until you decide to end it. Once it closes, the ring shrinks and flies into your hand. This item has 2 charges. Each use expends 1 charge. The ring regains all charges daily at dawn.

RING OF KNOWLEDGE THEFT

Ring, very rare (requires attunement)

Using an action to expend 1 charge to activate the ring, you can touch a creature to gain knowledge known by it from the previous hour. For each additional minute you remain in contact with the target, you can gain an additional hour of knowledge to a maximum of the previous 24 hours. The target must make a DC 14 Wisdom saving throw after the first minute and each additional minute you attempt to remain in contact. If the target fails, you can continue to gain information. If the target is unconscious, it automatically fails its saving throw. If it succeeds or the contact is broken before you want it to, the link is ended and the target knows you have been searching its memories.

Once the target succeeds, you cannot attempt to gain more knowledge from the target for 24 hours. At the beginning of each minute you continue to gather more information, the target can make another saving throw to end the link. The knowledge you gain lasts for 8 hours. For each additional charge you expend, you retain the memory for an additional 8 hours.

The ring has 1d4 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the ring turns to dust.

SCABBARD OF HEALING

Wondrous item, special (requires attunement)

This scabbard appears to be a plain leather weapon scabbard. Once you draw your weapon from it and use a bonus action to expend 1 charge to activate its enchantment, you regain hit points at the beginning of your turn for 1 minute. You cannot exceed your maximum hit points. You continue gaining this benefit even if you have 0 hit points.

The scabbard has 3 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the scabbard bursts into flames, dealing 5d10 radiant damage.

Very rare Regain 1d4 hit points per round

Legendary Regain 1d6 hit points per round

SCABBARD OF RETURNING

Wondrous item, uncommon

This scabbard appears to be a plain leather weapon scabbard that holds either two daggers, two hand axes, or two light hammers. When these weapons are drawn from the scabbard and thrown, they will magically return to your scabbard immediately after the attack.

SCROLL OF WONDER

Scroll, very rare

This scroll has been enchanted by great spells back to the time when the gods first came into existence. When found, there is one spell written on the parchment. The spell disappears from the scroll when it is cast. Instead of the scroll being consumed, the letters scatter across the page in an incoherent arrangement. After 12 hours, a new spell appears on the scroll.

The spell changes every 12 hours, whether it has been cast or not. The spell can be from 1st through to 6th level and from any full spell caster class spell list.

2d100	Spell Class
01 - 15	Bard
16 - 30	Druid
31 - 50	Cleric
51 - 80	Wizard
81 - 90	Sorcerer
91 - 00	Warlock

2d100	Spell Level
01 - 40	1st
41 - 60	2nd
61 - 80	3rd
81 - 95	4th
96 - 98	5th
99 - 00	6th

SHIELD OF THE HUNTSMAN

Armor (shield), very rare (requires attunement by a barbarian, druid, fighter, ranger)

This ornate adamantine shield has intricate ancient arcane and druidic runes written in a long forgotten language engraved along its border that bestows a bonus of +2 to AC.

The shield can be used as both a melee and a ranged weapon, with a +1 bonus to hit dealing 1d8 bludgeoning damage + your Strength modifier.

As a ranged weapon, it has a range of 20/60 feet. If there are two targets within 5 feet of each other, you can make a ranged attack against both creatures, using two separate attack rolls against each creature. Immediately after the attack, the shield flies back to your hand.

The AC bonus does not stack with the AC bonus from the Dual Wielder feat if you are using the shield for two weapon fighting.

SHIELD OF WARDING

Armor (shield), very rare (requires attunement)

This ornate mithral shield has intricate ancient Dwarven arcane runes written along its border that bestows a bonus of +1 to AC. If you are subjected to an effect that allows you make a Dexterity saving throw, you take half damage on a failed save. You take no damage on a successful save as the shield forms a protective barrier around you.

Using a bonus action to expend 1 charge, a movable, invisible force field emanates from the shield, surrounding you and any creature within 10 feet of you. The field absorbs 3 points of damage for each level of the wielder that would have been sustained to each creature within the protective shield from large missiles, area of affect spells, etc. for 1 minute. For example, a 10th level fighter using the shield would negate 30 points of damage each creature under the protective field would have sustained. This affect also grants immunity to damage from Magic Missile.

The shield has 1d3 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the shield turns to dust.

SORCERER'S BLADE

Weapon (any one handed or versatile sword), very rare (requires attunement by a sorcerer)

This single edged blade is finely crafted of adamantine and mithral with ancient arcane runes engraved across the blade. Sorcerers are automatically proficient with this weapon.

Upon command, the blade shines a bright light in a 20 foot radius and dim light in a 20 foot radius. The light is sunlight. Speaking the command word again or sheathing the sword puts out the light.

When you hit with an attack using this magic sword, the target takes an extra 1d8 force damage. When drawn, the blade grants the following benefits:

- Add a +1 bonus to your AC and saving throws
- Increases your Spell Attack bonus by +1
- Increases the Spell Save DC by 1
- Add your Charisma modifier to the damage of your spells.

SPEAR OF THE HUNTSMAN

Weapon (spear), very rare (requires attunement by a barbarian, druid, fighter, ranger)

This wooden spear is carved with ancient druidic runes along the shaft. When you hit with an attack with this magic spear, the target takes an extra 1d6 psychic damage. In addition, while you hold the spear, you cannot be frightened or charmed.

If you are separated from the spear or you make a ranged attack, the spear dissipates into smoke and immediately reappears in your hand.

Using a bonus action, you can mark a creature. You have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find your mark. This benefit lasts for 1 hour for every 5 levels you possess, rounded down. Once you use this feature, it cannot be used again until dawn the next day.

STAFF OF DEXTERITY

Weapon (staff), very rare (requires attunement)

This staff grants a bonus +2 to Dexterity. This bonus will increase your maximum ability score for Dexterity to 22. The staff also bestows proficiency in Acrobatics if not already proficient. If you are proficient in Acrobatics, double your proficiency bonus.

Using a bonus action, you can make a melee attack with the opposite end of the staff for 1d6 bludgeoning damage, 1d8 if used two-handed. You use your dexterity modifier to determine attack and damage bonus.

STAFF OF EXTENSION

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

This staff is used as a focus for spell casting. By expending 1 charge, spells that have origin of self or requires a touch can originate 30 feet from the caster.

The staff has 1d4 charges. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes, pushing you back 10 feet and causing 2d10 force damage.

STAFF OF FOCUS

Staff, legendary (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

Using a bonus action to expend 1 charge, you can use the staff to maintain concentration on one spell that does not require using an action or bonus action to continue its effect. This frees you to cast and maintain a spell that requires concentration. If you take damage, you have disadvantage on your Constitution saving throws to maintain your concentration. If you fail, concentration is lost for both spells.

The staff has 2 uses per day. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes, dealing 5d10 force damage in a 20 foot radius centered on the staff.

STAFF OF THE FOUR WINDS

Legend has it that there was a powerful Monk named Shinsa who was blessed by the gods with this weapon. With it, she was able to cast spells and make herself the most lethal combatant in her era. However, as her ego grew, her desire for power began to take shape. Believing she should be the ruler of the lands, she attacked and murdered the Emperor and all his family but his youngest son. While Shinsa was about to deliver the killing stroke, the gods cursed the staff, causing it to break into 4 parts, each flying to opposite end of the world. Defenseless, Shinsa looked at her burned hands as she was surrounded by the guards. Her fate was never made public. As to the staffs, the current locations of the pieces are unknown.

When the staffs are joined, the abilities of each staff are retained. The bonuses to attack, damage, and AC stack only when all 4 pieces are joined. Each piece fits into the other. When all four parts are assembled, the staff shrinks to a manageable size for the wielder. Only 2 attunement slots will be filled.

What is known is when the staff is whole; it allows the user to cast Haste and Greater Invisibility simultaneously twice a day. When this ability is used, there is a cumulative 20% chance that the staff will break apart and spread to the four winds again. When the staff breaks apart, it explodes in a 10 foot diameter centered on the bearer of the staff, dealing 5d10 fire damage and 5d10 force damage.

STAFF OF THE EAST

Weapon (staff), very rare (requires attunement by a monk)

It bestows a +1 to AC. The staff is 6 feet in length, 3 inches in diameter, and has a hollowed center. Using an action to expend 1 charge and twirling the staff, you can cast as Wall of Wind or Haste. It lasts for 1 minute as long as you continue to use your bonus action to twirl the staff. Duration is for 1 minute regardless. If done for the full minute, you must take a short or long rest or have disadvantage on any attacks or abilities using acrobatic and athletic checks.

The staff has 3 charges uses a day. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes, dealing 5d10 lightning damage.

STAFF OF THE NORTH

Weapon (staff), very rare (requires attunement by a monk)

It bestows a +1 attacks and damage. The staff is 6 feet in length and 1 inch in diameter. Using an action to expend 1 charge and twirl the staff, you can cast the spell Gust of Wind. It lasts for 1 minute as long as you continue to use your bonus action to twirl the staff. Duration is for 1 minute regardless. If done for the full minute, you must take a short or long rest or have disadvantage on any attacks or abilities using acrobatic and athletic checks.

The staff has 1d4 uses a day. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes in a 10 foot diameter centered on you, causing you to take 5d10 thunder damage.

STAFF OF THE SOUTH

Weapon (staff), very rare (requires attunement by monk)

It bestows a +1 to attacks and damage. The staff is 6 feet in length, 2 inches in diameter, and has a hollowed center. Using an action to expend 1 charge and twirling the staff, you can cast the spell Fly. It lasts for 1 minute as long as you continue to use your bonus action to twirl the staff. Duration is for 1 minute regardless. If done for the full minute, you must take a short or long rest or have disadvantage on any attacks or abilities using acrobatic and athletic checks.

The staff has 1d4 uses a day. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes, dealing 5d10 cold damage.

STAFF OF THE WEST

Weapon (staff), legendary (requires attunement by a monk)

It bestows a +2 to AC. The staff is 6 feet in length, 4 inches in diameter, and has a hollowed center. Using an action to expend 1 charge and twirling the staff, you can cast the spells *Reverse Gravity* or *Greater Invisibility*. It lasts for 1 minute as long as you continue to use your bonus action to twirl the staff. Duration is for 1 minute regardless. If done for the full minute, you must take a short or long rest or have disadvantage on any attacks or abilities using acrobatic and athletic checks.

The staff has 3 charges a day. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes, dealing 5d10 force damage.

STONE OF THE HUNTER

Wondrous item, rare (usable by a ranger)

This mundane piece of jewelry has a magical stone framed by a design resembling a predatory animal, such as the talons of an eagle or the maw of a wolf, clutching the stone.

When you cast *Hunter's Mark*, the following changes to the spell occur.

- Hunter's Mark no longer requires concentration.
- The damage type is changed to force damage.
- Any attack roll you make against your target selected with Hunter's Mark is a critical hit on a roll of 19 or 20 on the d20.

STONE OF REST

Wondrous item, very rare (requires attunement)

This plain stone radiates *Abjuration* magic when *Detect Magic* is cast upon it. This stone is highly sought after by casters, even with its restrictions. Once per week, when you can take a short rest, you can instead activate the stone and feel refreshed as though you have taken a long rest. You regain all hit points, spell slots, and any other ability that is replenished after a long rest.

It takes one week for the stone to recharge. If you attempt to be no longer attuned to this item before a week has passed, the stone draws power from you as you have not allowed it to "rest". You immediately are under the effect of level 4 exhaustion.

SWORD OF AQUILA

Weapon (long sword), artifact (requires attunement by any good humanoid)

This blade is centuries old, though appears as though it was just pulled from the forge and razor sharp. Engraved along the blade of this finely crafted sword are the words "VALOROSI. VIRTÙ. VERITÀ." on one side and "L'ONORE. LIBERTA. IL SACRIFICIO" on the other side.

There are many tales that tell of a warrior wielding a magical blade to help defend the weak, overcome persecution, and defeat the wicked. Whoever holds the blade not only feels its power but also the responsibility that comes with it. It does not only take great physical strength to wield such a weapon, but strength of courage, honor, and virtue. There are few that who have such qualities.

Magic Weapon.

- Grants a +3 to hit
- It bypasses damage resistance of any creature
- It scores a critical hit on a roll of 18-20. (If you already have this as a class feature, you instead roll one additional weapon damage die when determining the extra damage for a critical hit.)
- Functions as a sword of sharpness

Beneficial Properties.

- While you hold the drawn sword, it creates a magical aura in a 30-foot radius around you. You and all creatures friendly to you in the aura are immune to being charmed and frightened.
- You have advantage on saving throws versus spells and other magical effects.
- You have advantage on Charisma (Persuasion) checks.

Detrimental Properties.

- You must donate half of your fortune you gain to a worthy cause (not another PC). If you are a ruler or govern over people, you can use the fortune to benefit those under your charge and protection.
- You appear 10 years older.

SWORD OF SHADOWS

Weapon (sword), very rare (requires attunement)

The blade of this sword has black swirls that are in constant motion. This blade was one of the two deadly blades wielded by the half-elven warrior rogue *Scuronotte*. It was said that when in combat, she appeared from nowhere.

Whoever attunes to the blade, gains the following abilities:

- When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You have advantage on the first melee attack you make before the end of your turn.
- Attacks from the blade can affect creatures that are in the ethereal plane.
- You can see invisible creatures.

TOME OF THE ARCANE

Wondrous item, very rare

This plain leather bound book appears to be an arcane, but non-magical book. It will radiate an aura of magic when Detect Magic is cast. The tome bestows enlightenment and knowledge of magic.

After reading for 48 hours and training for 1 week, you learn a spell from a level for which you have spell slots. This spell does not count against the number of spells you are able to know. The spell can be from any class that is of 5th level or less. You use a spell slot and your spell casting modifier when you cast the chosen spell. Once read, the tome disappears.

TOME OF EXPERTISE

Wondrous item, very rare

This plain leather bound book appears to be an arcane, but non-magical book. It will radiate an aura of magic when Detect Magic is cast. The tome bestows enlightenment and skill that you already possess. Through training and focus, your proficiency increases in an ability that you have already trained in.

After reading for 48 hours and training for 1 week, you can select one skill or tool that you are proficient in. Your proficiency bonus is doubled. Once read, the tome disappears.

TOME OF EXPLORATION

Wondrous item, very rare (requires Natural Explorer class feature)

This plain, worn leather bound book has various types of terrains etched onto the cover. It will radiate an aura of magic when Detect Magic is cast. The tome grants you knowledge about traveling and surviving in the world.

After reading for 48 hours and training for 1 week, choose one type of terrain. This terrain becomes your favored terrain as described in the Natural Explorer feature in the Player's Handbook.

You cannot gain benefits from this tome again. Once read, the tome disappears.

TOME OF FEATS

Wondrous item, very rare

This plain leather bound book appears to be an arcane, but non-magical book. It will radiate an aura of magic when Detect Magic is cast. The tome bestows a talent or an area of expertise that bequeaths special capabilities. It embodies training, experience, and abilities beyond what a class provides.

After reading for 48 hours and training for 1 week, you can select any feat. You cannot select a feat you are already trained in unless otherwise permitted. Once read, the tome disappears.

TOME OF THE HUNTER

Wondrous item, very rare (requires Favored Enemy class feature)

This plain, worn leather bound book has various types of creatures etched onto the cover. It will radiate an aura of magic when Detect Magic is cast. The tome grants the reader knowledge about tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

After reading 48 hours and training for 1 week, choose one type of enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type.

Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. You also learn a language spoken by your favored enemy if applicable.

You cannot gain benefits from this tome again. Once read, the tome disappears.

TOME OF INSPIRATION

Wondrous item, very rare, usable by a bard

This tome contains knowledge on how to motivate others and improve your creativeness to excel in skills and overcome obstacles. If you spend 48 hours studying the pages and 1 week training, your maximum number of bardic inspiration die increases by 2.

You cannot gain benefits from this tome again. Once read and the benefits gained, the tome disappears.

TOME OF RITUALS

Wondrous item, rare, ability to cast spells

This plain leather bound tome appears to be an arcane magical book. It will radiate magic when Detect Magic is cast. The tome contains rituals from a certain class that any character can use as though that character had the Ritual Caster feat. To cast the spell, the spell must be of a level you can cast.

Roll a 1d4 to determine what class the ritual spells are from.

1d4	Class
1	Bard
2	Cleric
3	Druid
4	Wizard

WEAPON OF FREEDOM

Weapon (any weapon), very rare (requires attunement)

Centuries ago, this magical silver weapon was wielded by Myth Drannor's grandmaster of thieves who was able to elude capture and escape any trap or prison. His luck eventually ended when he attempted to steal from Vecna. No one ever heard from him or has seen the weapon since. You are always under the influence of Freedom of Movement as the spell.

In addition, when the weapon is within 60 feet of you, you can expend 1 charge and speak the command word to unlock all shackles and locks within 60 feet of you.

This feature has 1d4 charges a day. Charges replenish daily at dawn. If you expend the last charge, roll a d20. On a 1, the weapon loses this ability forever.

WEAPON OF RETURNING

Weapon (dagger, darts, hand axe, light hammer, spear), uncommon, rare (+1), very rare (+2)

These finely crafted mithral weapons are engraved with runes and perfectly balanced. After you make a ranged attack, the weapon(s) immediately flies back to your hand.

WIDOW'S BRACERS

Wondrous item, rare (requires attunement)

These finely crafted mithral bracers are engraved with ancient arcane runes in a language long forgotten. A ruby, diamond, sapphire, and pearl are set in each bracer. When you take the attack action, you may make an attack with the bracers. The bracers can shoot a Fire bolt, Force bolt, Ice bolt, or Lightning bolt with a range of 60 feet. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Full spell casters can use their spell attack modifier and proficiency bonus modifier when attacking with the bracers. Once per turn, a full spell caster can make a spell attack with the bracers, dealing damage equal to 1d4 for every 4 levels taken in a full spell caster class.

All other classes only gain the benefit of using their proficiency bonus modifier when making an attack. The damage of the bolt is 1d6.