



MAGICAL ITEMS

The Dungeon Master's Guide to Magical Items

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PART ONE: WORKING WITH MAGICAL ITEMS

WORLD BUILDING

Magical items are more than mechanical loot, they are a part of your world. You can work magical items in as world building or plot devices. Think about who made it and for what, who is currently using it and for what, it's condition, what it looks like, its name, its minor properties, and how those are all connected to make a complete picture. By rolling or deciding loot before your party enters the dungeon you can begin to answer these questions ahead of time. A magical item could be in a hoard, used in an encounter, be a part of a trap or puzzle, half-completed on a table, or in the arms of a dead adventurer who went missing.

Most of the magical items in the DMG don't include flavor text, and this is for a reason. It's our job, as a DM to make sense of what other properties it would have based on our world. Page 142-143 of the DMG is an excellent resource for dressing your magic items with world befitting properties. An armor of invulnerability could be covered in gnomish gears that spin when it is used, a sword of vengeance could glow when its sworn enemy draws near, tiny animals could frolic in the presence of a staff of the woodlands, and a flame tongue could grow so hot it's slightly painful to wield. You can dress all your magic items with little properties to make them unique.

You can use magic items as just story devices. Items can be found broken, used up, or found by parties unable to use them. Items found this way ignore traditional rules of power creep, since they cannot be used. However they can still be important to the story. A holy avenger in a party with no paladin could be awaiting to be returned to the rightful king, a sending stone could be found with an assassin with the other sending stone missing, and an empty bottle labeled "Potion of invisibility" could found just before the prince is crowned. You can also try your hand at using lesser magic items as world building tools. You can find a list of common magic items below in the Common Magic Items section.

DISTRIBUTION

You can roll or choose magic items as loot for your adventurers. If you are rolling, the loot tables have proper loot distribution and the following advice will not apply to you. If you choose magic items instead of rolling, you have more control of your loot, but you need to follow certain strict guidelines. On average, a party of 4 finds the following loot over 20 levels of adventuring, before the loot is split.

CHOOSING MAGICAL ITEMS

Party level	Consumable	Permanent
1-4	5 common, 3 uncommon, 1 rare	2 uncommon
5-11	9 common, 10 uncommon, 5 rare, 1 very rare	6 uncommon, 2 rare
12-16	4 common, 7 uncommon, 8 rare, 5 very rare, 1 legendary	2 rare, 3 very rare, 1 legendary
17-20	4 rare, 12 very rare, 3 legendary	1 rare, 2 very rare, 3 legendary

Keep them in mind, but you should avoid following these averages as a rule. You want many adventures with below average loot, while others contain surprising vast fortunes.

If you hand pick out magical items for your players, such as selecting a flame tongue as loot for a fighter, consider balancing it out by selecting an equal amount of magic items that are less combat oriented. Stat items are usually rare, such as +1 weapons. Personally I find it more fun to have items that provide options instead of stats, and your game will be less vulnerable to giving your PCs too much power that way.

BUYING AND SELLING

First, be sure to check out this fantastic [shop catalog](#) by [jrobharing](#) that I use mostly for non magical loot. If your players want something more exotic in a non magical weapon you can also check out the [expanded and exotic weapons list](#) by [the_singular_anyone](#).

Though you are free to do as you wish, in most campaigns players are not meant to find shops filled with powerful magic items. Such a shop filled with the desires of the 4 aristocratic adventurers who have only recently become customers would have gone out of business far before your party arrived. However rumors may be heard at your local inn, of some dwarf wizard in a nearby city who has spent the last several years on a secret project, trying to find how to creating the world's first sending stones. This item might be purchasable when he finishes. Even when he finishes, the materials to make more may be difficult to find. The reality of the magical world is that, magical items only get made for those who can afford or make them, and for an important reason. So usually this is either a spellcaster who doesn't want to sell their item, or a spellcaster who was paid extremely well to make this item for a very rich noble. When a magical item is in your economy, think about who was supposed to buy this item, and what purpose was so important as for all those resources being used to have it made.

When a player of yours would like to sell a magical items, the same logic applies. Who would spend so much money to buy this item from them? Just finding someone

with the money is rare, let alone finding someone who wants to spend that money on the item.

If a player finds a wizard able to make them a magical item, they may accept a substantial amount of money, however it takes a long time of experimenting and enchanting, so they will not receive it any time soon. The rarity of expensive shops applies to some non magical loot as well, such as plate armor or poison. In order to avoid making your PC's too powerful, when you add a magical item to a shop that is one less item of that rarity from a loot hoard roll. The price guidelines for purchasing a magical item can be found in the DMG. In general, prices are as follows if you choose the maximum price from that page. Prices may vary based on if you let your players bargain with your store owners.

PRICING MAGICAL ITEMS

Rarity	Limited Use	Permanent
Common	50 gp	100 gp
Uncommon	250 gp	500 gp
Rare	2,500 gp	5,000 gp
Very rare	25,000 gp	50,000 gp
Legendary	250,000 gp	500,000 gp

CRAFTING AND SCAVENGING

The ruleset for crafting a magical item can be found in the DMG (page 129). Crafting a magical item can be separated into three basic requirements:

1. **Knowing the necessary spells**
2. **Material**
3. **Downtime used to craft**

1. KNOWING THE NECESSARY SPELLS

If an item allows you to cast a spell, you must know that spell in order to craft the item. If the item has non-spell abilities, the DM should choose a spell that is closest to the item's ability and have that be the requirement to craft the item.

2. MATERIAL

The materials to craft a magical item are as rare and difficult to find in a dungeon or shop as the item it creates. The cost of buying these materials is half of what the item itself costs from the table above. When you put a magical item in your world, you can choose to mix it up a little by placing the materials to craft the item in the world instead.

The specifics of the material, such as its origin, form, and name are up to you as a DM. For example, *Dragon Scale Mail* is made of dragon scales. So your party may have to go slay a dragon to obtain the material. A flametongue may only be able to be crafted while in the plane of fire using the elemental fire, requiring your party to find a way to adventure to that plane. A *Rod of Rulership* may require them to deal the final blow to a king using the rod that they will enchant. The forest a faerie dragon calls home may be full of healing potion herbs, created when they were exposed to the faerie

dragon's magic. The steel used to craft a *Lightning Javelin* could have been shocked by a kraken's lightning. Come up with materials of your own, and get creative.

VARIANT RULE—SCAVENGING

You may decide to let players spend downtime looking for the materials for lesser items or consumables, thus allowing them to find the material instead of exploring or buying it.

Scavenging costs nothing but time, however the time to find something is substantial. When a player states that they want to use downtime to find the material for crafting an item, you can secretly choose a table from below and roll on it. The tables for scavenging can be found below in the Scavenging Magic Item Tables section. When you choose a table, the rarity should depend on how dangerous the land they are scavenging is. This way your players must still be adventuring in order to scavenge for items. A normal forest where the most dangerous thing is a bear and some wolves is unlikely to have even a common consumable. In general you should be thinking about places of power and something that happened to an otherwise normal material there that made it special.

The amount of player's downtime to find the material for the item you rolled takes twice as long as the time it takes to craft the magical item, meaning that scavenging and then crafting the item takes thrice the normal time it would take. Depending on the time scale of your campaign feel free to alter the time required to find something. Once a player has scavenged a material from an area, that area may have run dry of materials for some time. This can be anytime from a month to permanently.

3. DOWNTIME USED TO CRAFT

Once a character has the materials for a magical item they may begin crafting. A character who spends eight hours a day crafting a magical item will make 25 gold of progress towards its creation. So it will take the item's cost/25 days to successfully craft the item. This can be simplified as follows.

MAGICAL ITEM CRAFTING TIME

Rarity	Limited Use	Permanent
Common	2 days	4 days
Uncommon	10 days	20 days
Rare	100 days	200 days
Very rare	1,000 days	2,000 days
Legendary	10,000 days	20,000 days

VARIANT RULE—CRAFTING TIME BY LEVEL

Instead of using the above table, you can choose for your players to craft slower or faster depending on their level.

Level	Progress Per Day
1-4	25 gp
5-11	50 gp
12-16	100 gp
17+	200 gp

VARIANT-CRAFTING DCs

When a player attempts to begin crafting a magic item, you can choose for them to have to succeed a roll equal to 1d20 + spellcasting ability modifier + proficiency bonus against a DC of your choice, or from those below, to do so successfully. The DC of this check depends on the rarity of the item they are trying to craft, as shown to the right. If they fail the roll, they fail to craft the magic item.

Rarity	Difficulty Class
Common	5
Uncommon	10
Rare	15
Very rare	20
Legendary	25
Artifact	30

SCAVENGING MAGIC ITEM TABLES

These tables include my homebrew magical items from my expanded magic items list below.

POTIONS

d12	Common Potion	Uncommon Potion	Rare Potion
1	Potion of Healing	Potion of Greater Healing	Potion of Superior Healing
2	Potion of Healing	Potion of Greater Healing	Potion of Superior Healing
3	Potion of Healing	Potion of Change Appearance	Potion of Polymorph
4	Potion of Healing	Potion of Fire Breath	Potion of Clairvoyance
5	Potion of Climbing	Potion of Resistance	Potion of Diminution
6	Potion of Climbing	Potion of Animal Friendship	Potion of Gaseous Form
7	Potion of Jumping	Potion of Hill Giant Strength	Elixir of Health
8	Potion of Jumping	Potion of Growth	Potion of Frost/Stone/Fire Giant Strength
9	Potion of Mana	Potion of Waterbreathing	Potion of Heroism
10	Potion of Mana	Keoghtom's Ointment	Potion of Invulnerability
11	Potion of Roaring	Philter of Love	Potion of Mind Reading
12	Potion of Roaring	Oil of Slipperiness	Oil of Etherealness

COMMON ITEMS

d100	Item	d100	Item
1-4	Armor of Display	53-56	Heated Iron Pot
5-8	Book of Animation	57-60	Map of Winds
9-12	Bucket of Illusion Paint	61-64	Memory Ring
13-16	Charity Weapon	65-68	Optimism Pendant
17-20	Dancing Candle	69-72	Robe of Useless Items
21-24	Dragon's Eye	73-76	Sailor's Rope
25-28	Evergreen Vase	77-80	Self-Playing Gaming Set
29-32	Fitted Armor	81-84	Self-Playing Musical Instrument
33-36	Gemstone Armor	85-88	Silent Rocking Cradle
37-40	Gleaming Glass Mess Kit	89-92	Steel Clay Surface or Pot
41-44	Gleaming Glass Mess Kit	93-96	Tab Stone
45-48	Gleaming Fine Clothes	97-00	Vial of Nevermelt Ice Cubes
49-52	Globe Compass		

DESTROYING AND REPAIRING MAGIC ITEMS

Magic items are usually more durable than non-magic items, however they can still be destroyed by damage. The exception to this rule are artifacts, which cannot be destroyed except by specific means mentioned in the artifact's description. When a magical item is destroyed it returns to its material form and ceases to be magical. These materials can be used to recraft the item by normal means if they are not destroyed as well, however if the material is damaged it might be unusable for crafting. The crafting time to recraft the item is the same as crafting the item normally.

PART TWO: MAGICAL ITEMS

EXPANDED MAGIC ITEMS

AMMUNITION OF FROST

Weapon (ammunition), uncommon

This pack contains 1d20 pieces of ammunition. When you hit a creature with an attack using this ammunition, and that creature is not already under an effect that reduces their movement speed, that creature's movement speed is slowed by 10 feet until the start of your next turn. Once this ammunition has hit a target, it becomes mundane ammunition.

AMMUNITION OF SEEKING

Weapon (any ammunition), rare

This pack contains 1d20 pieces of ammunition. When you make an attack using this ammunition, you can choose a point within 60 feet of you that you can see. That point is considered where you have attacked from when determining cover and range. Once this ammunition has hit a target, it becomes mundane ammunition.

ANKH OF REJUVENATION

Wondrous, very rare

This ankh has 1d4 charges. When a creature within 20 feet of you falls unconscious, as a reaction you can spend one of its charges to restore the creature to 1 hit point. Additionally, the creature gains immunity to all damage until the start of the creature's next turn. When you expend the last charge, the ankh crumbles to dust.

ASSASSIN'S BRACER

Wondrous, uncommon

This bracer has 4 hidden vials of basic poison attached. While you wear this bracer, you have advantage on Sleight of hand (dexterity) checks to hide the vials, or to apply the poison in the vials to a weapon discreetly. As an action, you can switch any number of the vials with other vials you are holding.

AXE OF EXECUTION

Weapon (greataxe), very rare (requires attunement)

This double bladed magical axe has the reach property. One of the blades of the axe is known as execution, the other is known as mercy. You choose which blade to use when you declare an attack.

When you hit a creature using this weapon with the blade known as execution, if that creature has 30 hit points or less, you gain temporary hit points equal to half their current hp, and the creature is slain instantly as the axe tears the creature's life force from its body. Once you have used this property it cannot be used again until the following dawn.

Attacks with mercy always deal non-lethal damage, knocking creatures unconscious instead of killing.

BEACON BOW

Weapon (any bow), rare

Make you make an attack with this bow, the arrow fired glows until it hits a target, and deals an extra 1d8 radiant damage to the any target it hits. A hit target then emits a bright light in a 30 foot radius and a dim light in an additional 30 feet for 1 minute. If the creature was invisible it becomes visible for 1 minute.

BILCAR'S INSTANT INN

Wondrous item, rare

At first glance this small dollhouse seems like a childhood toy. But the extraordinary detail and the words "Expand" and "Shrink" emblazoned on the underside of the building indicate a more powerful item is at hand. The building is square in shape, 3 feet on each side and 3 feet tall. The building has a basic inn layout. The Inn is basic wood construction. Comprised of wood walls, doors, window shutters and roof tiles.

COMMAND WORDS

Expand: Over the course of 10 minutes the inn expands to be a full-sized building, 30 feet on each side and 30 feet tall. The items contained within also return to their original size. Obstructions that would be moved with a DC 20 Strength check are slowly pushed out of the way by the expanding Inn. If an obstruction cannot be moved, the Inn, instead, begins to shrink back to its compressed size.

Shrink: Over the course of 10 minutes the inn shrinks to be a toy-sized building, about 3 feet on each side and 3 feet tall. The items contained within are also shrunk, both size and weight, by a factor of 10. If a living creature is inside the building while the inn is shrinking, the inn, instead, begins to expand to its full size. Removing an item from the Inn causes the item to expand to its original size and weight over a period of 10 minutes.

LAYOUT

First Floor: The main floor is comprised of 30' x 20' Common Room and a 30' x 10' Kitchen. There is enough room in the Common Room to set out a few tables with chairs. The kitchen has enough room for a pantry and small prep area. The Common Room and Kitchen both have an exterior door. A single door connects the rooms. There are 2 windows on either side of the Inn that have exterior doors. There are 3 windows on each other side. A simple 5' wide staircase runs from the Common Room to the second floor.

Second Floor: The upper floor has 5 simple 10x10 rooms that are connected to a 10 foot hallway that runs the center length of the building. Each room has a door to the hallway and a Window.

BOLT GAUNTLETS

Wondrous item, very rare (requires attunement)

While wearing these gauntlets, when you hit a creature with an unarmed strike, you deal an extra 1d8 lightning damage and you can choose to teleport to an unoccupied space of your choice within 5 feet of the creature.

As an action, you can choose a willing creature within 40 feet to teleport to an unoccupied space of their choice within 5 feet of you. Once you have used this property you cannot do so again until the following dawn.

BOOK OF ENDLESS PAGES

Wondrous item (book), uncommon

This book has 100 pages, using an action you may speak a command word to empty its contents and it becomes blank. When you do so, choose a new command word. When you use that command word the book becomes filled with the contents it had before it became blank. You can have many command words that cause different content to appear.

When discovered this book may already have command words that trigger content to appear that you may not be aware of. The DM chooses the words that any past owners used to show their content.

CROSSBOW OF THUNDER

Weapon (heavy crossbow), very rare (requires attunement)

Using an action you can charge the string of this magical crossbow with lightning that causes your bolts to fly with a thunderous blast. While charged, attacks with the crossbow have a range of 200/800, add +3 to the attack and damage rolls, and causes a thunderous boom that is audible 150 feet from your position. After you have made an attack, at the start of your next turn the crossbow string is no longer charged and loses the bonus.

CUBIC PLANE

Wondrous item, legendary

Inside this cube is another plane of existence (typically a lesser plane). The DM decides the plane in the cube. While holding the cube you can use an action to create a portal as if by the gate spell (no concentration required) to the plane in the cube. The portal lasts until a creature holding the cube dismisses it with an action. When you use this property, the cube cannot pass through the portal it has created.

If the cube is destroyed, artifacts in the plane are teleported to a random location in the astral plane, then the plane in the cube and anything there is destroyed.

DUST OF DISGUISE

Wondrous Item, uncommon

Found in a small packet, this powder resembles multi-colored fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you gain the effects of the (DC 13) disguise self spell for 1

hour. You choose each creature's and objects adopted disguised forms for them.

HELM OF FEAR

Wondrous item, uncommon (requires attunement)

While you wear this helm, you have advantage on intimidation checks and creatures have disadvantage on saving throws to fear you.

HOURLASS OF TIME

Wondrous item, legendary (requires attunement)

Using an action to flip the hourglass, you can rewind time to the beginning of your last turn. Everything is as it was at that moment, except you remember the would-be future and the hourglass remains flipped.

Cursed. This item is cursed, a fact that you know when you use its property. After you use the hourglass's property you become cursed by it until you are targeted with the remove curse spell or similar magic. While cursed, every week, and each time you use the hourglass's property the hourglass turns a portion of you to sand, reducing your constitution score by 2. The ability score loss cannot be undone by the hourglass's property. If this reduces your constitution to 0 you are entirely turned to sand, and you cannot be revived except by a wish. If the curse ends, you regain 2 of your lost constitution every week.

MIRROR SHIELD

Shield, legendary (requires attunement)

While holding this shield, you have resistance to radiant damage.

When a creature hits you with a ranged attack, you can use a reaction to reduce the damage by 2d10. If you reduce the damage below 0, the damage is returned to the attacker as radiant damage.

While in direct sunlight, using an action you can flash a line of bright sunlight in a 10 foot line towards a point within 100 feet of you. A creature hit by the light that can see the shield must succeed on a (DC 17) constitution saving throw or be blinded for 1 minute, repeating the saving throw at the end of each of their turns. On a successful save, the effect ends. Once you have used this property, you cannot do so again until the shield has spent 1 minute in direct sunlight.

POTION OF CHANGE APPEARANCE

Potion, uncommon

When you drink this potion you gain the effects of the Change Appearance property from the *Alter Self* spell (no concentration required) for 8 hours. This potions liquid is constantly changing colors.

POTION OF JUMPING

Potion, common

Upon drinking this potion you gain the effects of the *Jump* spell for 1 hour, and fall damage you take is reduced by 5. This potion's purple liquid is oddly bouncy when shaken.

POTION OF POLYMORPH

Potion, rare

When you drink this potion, you gain the effects of the *Polymorph* spell (no concentration required) for up to 1 hour. The new form is chosen by the DM, and can be any type of monster. Pieces of the new form are visible within this brown potions liquid.

POTION OF ROAR

Potion, common

When you drink this potion, you can choose to roar like a lion, tiger, or bear once before the start of your next turn. The roar is audible in a 300 foot radius, and if a beast of a challenge rating of 1 or lower is within 60 feet of you when you roar, that creature is frightened of you for 1 minute. The potion's yellow liquid constantly has waves produced from its center.

PRISMATIC BOW

Weapon (any bow), legendary

Prismatic Bow is a magical weapon that adds +1 to attack and damage rolls made with it.

Added Element. Attacks with this bow deal an extra 1d6 damage. You choose the damage type of this extra damage from the following options when you make an attack: acid, cold, poison, fire, or lightning.

Prismatic Shot. When you make an attack using this bow you can cause it to glow with multiple elements, gaining advantage on the attack, and applying the Added Element property of this bow 5 times instead of once using acid, cold, poison, fire, and lightning. This adds up to an extra 5d6 damage split among these 5 damage types.

Once you have used this property, it cannot be used again until the next dawn.

SHIFTING WEAPON

Weapon (any weapon), rare

A *Shifting Weapon* is a magical weapon that adds +1 to attack and damage rolls made with it. As a bonus action you can turn this weapon into any Simple or Martial Weapon. When a *Shifting Weapon* turns into another weapon, its balance and grip is perfect for its wielder.

SOUL BINDING CONTRACT

Wondrous item (paper), very rare

You can write several rules on this paper, and one or more conditions that, if met, would cause for the contract to end. Any creatures that willingly sign their name upon the contract are soul bound to follow the rulings on the paper until the contract completes. The paper then becomes impossible to change or destroy until after the contract completes. A creature that breaks a rule they are soul bound to is teleported to a destination in the Nine Hells of the DM's choice. The contract is typically used by demons to guarantee service, or a reward as a result of a service.

SUMMONING CAULDRON

Wondrous item, uncommon

Using 10 minutes to prepare the summoning of a creature from this Cauldron, you can then cast the spell *Find Familiar* from it. If another creature currently has a familiar summoned with the cauldron, that familiar is dismissed until it is resummoned. Once a creature casts find familiar using this cauldron, the cauldron cannot be used again until the next nightfall.

SWORD OF DECAY

Weapon (longsword), legendary (requires attunement)

A *Sword of Decay* is a magical weapon that is followed by ravens and other carrion eaters.

While this weapon is not sheathed, when a creature starts their turn within 10 feet of this weapon they must succeed on a (DC 17) Constitution saving throw or take 1d10 necrotic damage. Plant creatures and magical plants have disadvantage on this Constitution saving throw and take maximum damage. If a non magical plant that isn't a creature is within the radius, such as a tree or a shrub, it doesn't make the saving throw, it simply withers and dies. On a success the creature or magical plant takes no damage and become immune to this effect permanently.

As an action, you can cast the (DC 17) *Contagion* spell. This property cannot be used again until the next nightfall.

Curse. This weapon is cursed, a fact that is revealed only when you are cursed by it. When you attune to this weapon you are cursed until you are targeted by the remove curse spell or similar magic. While cursed, you cannot become un-attuned to this weapon and at nightfall if you have not cast the *Contagion* spell through the sword since the previous nightfall, the sword casts the *Contagion* spell targeting you. The DM chooses the disease or determines it randomly.

After being cursed for two weeks you become an evil NPC controlled by the DM.

TOGETHER FEATHERS

Wondrous item, uncommon

Together Feathers come in pairs, with each feather coming from one of two birds that have mated for life. This pair of enchanted bird's feathers always point towards each other, no matter the distance between them. The direction is a straight line to the other feather's location, ignoring walls and obstructions.

If one of the *Together Feathers* is in a different plane from the other, the feathers will point toward the nearest portal to the plane where the other of the *Together Feathers* resides. If none are available, it will point to where a portal to that plane was last opened. If one feather is destroyed, the other will point to where it could last be found.

If one of the birds dies, or if they are no longer mated, both feathers lose their enchantment.

WEATHER BOTTLE

Potion, very rare

This bottle depicts a form of weather within it. The form of weather is determined by the DM, or at random using the tables for the control weather spell. When poured on the ground, the contents cast the *Control Weather* spell (no concentration required) at the position the liquid touched the ground, using the weather that was depicted in the bottle as the new weather conditions.

EXPANDED SENTIENT MAGIC ITEMS

JOFFREY

Weapon (greatsword), uncommon (requires attunement)

While you wield this weapon, as an action you can direct the sword to fly you up to 30 feet in a direction of your choice. The sword can carry the weight of one Medium or smaller creature. You can use *Joffrey* to fly for up to one hour, all at once or in several shorter flights, each using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. *Joffrey* regains the 1 hour of flight capability when you take a long rest.

Thrown Weapon. This sword has the thrown property with a normal range of 40 feet and a long range of 120 feet.

Sentience. This is a sentient item of a chaotic neutral alignment, with an intelligence of 10, wisdom of 11, and a charisma of 9. The weapon communicates telepathically with its wielder when held. It has no senses, it cannot see, hear, smell or find its way on its own. If let go the weapon can fly but is guaranteed to get lost.

Personality. *Joffrey* speaks like a confused old man. It likes being referred to as *Jeff*.

It is almost always confused because it lacks a way to sense the world outside the sword. Due to this it is also quite curious and often asks many questions to its wielder about what is going on and where they are. If it's wielder has been exploring, adventuring, and learning new things, being told of these occurrences excites and brings joy to the weapon.

If its questions are ignored for 2 weeks or more, the weapon weeps for itself.

MASTER GUIDE

Wondrous item, rare (requires attunement)

A *Master Guide* has all the properties of a *Book of Endless Pages*. It was created to be a sentient and helpful encyclopedia of one subject. When you have read all of its contents you have advantage on ability checks of that subject and intelligence saving throws until you unattune to the *Master Guide*. Its pages contain 3d6 entries of the subject, most of which its glad to share. The subject is chosen by the DM or chosen at random by rolling 1d4 on the table below. It may contain other

entries left by its holder, or contain secret information the *Master Guide* is unlikely to share.

d4	Subject
1	Arcana
2	History
3	Nature
4	Religion

Sentience. This is a sentient item of a good alignment, with an intelligence of 15, wisdom of 9, and a charisma of 12. It has hearing. It can speak, read, and understand common, as well as languages its creators wanted it to. It can read its content without opening to that content's page.

Personality. A *Master Guide* is a spreader and seeker of knowledge. It is often glad to help its holder, regardless of the holders alignment. When a new creature holds it, it will suggest reading its contents. It often requests additional content be added to it when its holder learns something new. If you write content inside the *Master Guide*, it immediately knows the content you added, as well as what command words you chose for hidden entries.

It rarely understands anything not written inside itself, since it's life experiences are limited to what it has heard and what has been written inside it. It knows this and wants to learn more, and is quick to promote acts by its holder that could lead them to knowledge related to its subject.

EXPANDED ARTIFACTS

EYE OF PRIMUS

Wondrous item, artifact (requires attunement)

The first failed attempt to create a god construct was in Gikie'ter, the lost workshop that first created the Modrons and spawned the creation of the plane of Mechanus. The *Eye of Primus* was created to give Primus intelligence, wisdom, charisma, hierarchy above all Modrons, and the power to defend Mechanus. It is hidden inside Primus himself, fitted into a machine that lets Primus have a mind greater than other beings.

The *Eye of Primus* is a *Crystal Ball* made of adamantite gears. When you attempt to attune to the *Eye of Primus*, you must succeed on an (DC 15) Arcana (Intelligence) check. If the creature attuning to the item is a construct, it automatically succeeds this roll. On a fail you fail to attune to the item and take 44 (8d10) psychic damage.

Random Properties. The *Eye of Primus* has the following random properties (defined in DMG pg 219-221):

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

Create Constructs. While holding this item, as an action you can cast the spell *Animate Objects*. Once you use this property it cannot be used again for 1 hour.

Dominate Constructs. The *Eye of Primus* is a *Crystal Ball*. While touching it, you can cast the *Scrying* spell

with it. Using an action, you can cast the following spells while scrying with the *Eye of God*, targeting one Construct within 30 feet of the spell's sensor: *Detect Thoughts*, *Dominate Monster*.

Destroying. The *Eye of Primus* cannot be destroyed except by taking it apart one piece at a time. If you spend 8 hours of actively experimenting and taking it apart, you can make an arcana (DC 15) check, if you succeed you can take off a few pieces of the *Eye of God*. Once you have done so successfully 5 times, the *Eye of Primus* is dismantled and its parts become non magical.

MORADIN'S GRAIL

Wondrous item, artifact

When a great plague hit the inner tunnels of the great dwarven capital Rhegdirm. With the help of the warlock gnome Noedul, the dwarven king Ghaxnier's Grail was blessed by Moradin himself to end the plague. Not soon after this miracle had saved the city, the grail was suddenly lost to the belly of a purple worm that destroyed the majority of Rhegdirm's treasury. Few know where the worm is or its origin, but legend tells of a small band of warriors and a wizard luring the worm into a portal to the plane of earth.

The grail is a symbol of dwarven prestige and royalty, and its true owner is always the rightful king of Rhegdirm. If a dwarf recovers it, they are likely to become Rhegdirm's king. Many have ventured to find it, seeking power and glory, and all have failed.

Random Properties. The *Moradin's Grail* has the following random properties (defined in DMG pg 219-221):

- 2 minor beneficial properties

- 1 major beneficial property

Produce Ale. You can use an action to cause the grail to produce *Blessed Golden Dwarven Ale*, the grail is suddenly full of the ale. This is the best ale in all the planes. If the ale produced by the grail leaves the grail without being consumed for over 1 minute, the ale becomes non-magical dwarven ale.

Purify. When you drink the ale it cures any disease or curse afflicting you, and it removes the blinded, charmed, deafened, paralyzed, petrified, and poisoned conditions from non-ale sources. Any effects that reduce any of the creature's ability scores or the creature's maximum hit points ends. For the next 24 hours you regain twice as many hit points from any Hit Dice you spend. You must then succeed on a Constitution (DC 17) saving throw, gaining the poisoned condition for up to a week on a fail. You can repeat this saving throw once every 24 hours, ending the poisoned condition caused by the grail on a success.

End Curse. When the ale is poured onto a cursed item, any curses affecting that item are removed.

Destroying. The grail can only be destroyed if it is thrown into the heart of an erupting volcano. When this occurs, the volcano erupts with the *Blessed Golden Dwarven Ale* for 1 hour.

COMMON PERMANENT MAGIC ITEMS

For a campaign set in a high magic setting, it can be difficult to build such a world without letting your players craft, sell, or find additional magical loot to what would be normal in a campaign. In order to get around this you can make extremely minor magic items that are common in your world that are not useful in a dungeon.

When making a common permanent magic item, there are 3 additional guidelines.

Under no situation should the item be useful in a dungeon, it is not loot.

The item is most likely made by a magic user for a noble or for themselves.

The item uses weaker magic than stronger items, making those magic items feel stronger and explaining why a person who can craft this item can't craft a stronger magical item.

EXAMPLE COMMON MAGIC ITEMS

ARMOR OF DISPLAY

Armor (any armor), common

When you are hit, the location you are hit emits a bright red light in a 1 foot radius from where you were struck. This bright light becomes a dim light at the start of your next turn and fades after an hour.

World uses: Helping the crowd and referee see hits at a public tournament or competition.

BOOK OF ANIMATION

Wondrous item (any book), common

This book is enchanted to display programmed silent illusions that represent the book's contents. With each flipped page, a different illusion begins to play in a 1 foot cube in front of the book that represents what is on that page. The contents are chosen by the DM.

World uses: Story books or calendars that are universal, and enjoyed by the nobles children.

BUCKET OF ILLUSION PAINT

Wondrous Item, common

A paintbrush that uses this paint will paint the air with the illusion of streaks of paint of the same color as the *Illusion Paint*. The illusion can be walked through without disrupting the illusion, and can be dispelled by the spell *Dispel Magic* or by water, such as rain or humid weather.

World uses: Artists, graffiti, symbols, signs, messages during a siege, and walls that are just illusions.

CHARITY WEAPON

Weapon (any weapon), common

This weapon has two command words. The first command word turns the weapon into a simple chair, no larger than a 5 foot cube. The second command word

turns the *Charity Weapon* from a chair into the weapon it was before being turned into a chair. If a creature is sitting down in its chair form when it becomes a weapon, the weapon ends its transformation in the hands of the creature that was sitting in it. If you gift this weapon to another creature, your name permanently becomes carved into the weapon regardless of the form it's in.

World uses: Adventurers need chairs.

DANCING CANDLE

Wondrous item, common

While this candle is lit, its flame changes colors rapidly and flickers randomly. The *Dancing Candle* itself is very colorful.

World uses: Candles for a great party.

DRAGON'S EYE

Wondrous item, common

A rare coin with the carving of a dragon's eye on one side, and a dragon's tail on the other. Though considered a collector's item, rumors say that a hundred of these coins were made by the ancient black dragon, Xisvieth, and that by putting them all together in a line the location of his hoard of treasure is revealed, but that's just a rumor right?

World uses: A collector's coin, and occasionally a variant coin in loot. It's up to the DM if this is a madman's tale or a potential quest.

EVERGREEN VASE

Wondrous item, common

Any mundane plant placed inside this vase stays perfectly fed.

World uses: A way to maintain the rare plants of the richest Druids, herbalists and nobles.

Based on an idea by /u/mythozoologist

HEATED IRON POT

Wondrous item, common

This pot is constantly hot enough to boil water inside.

World uses: A way to keep food warm or even cook while adventuring.

GEMSTONE ARMOR

Armor (any steel armor), common

A piece of armor made of colorful gemstone, but has the durability of steel. This armor never gets dirty.

World uses: The armor a glamorous knight could use for a tournament.

GEMSTONE WEAPON

Weapon (any steel weapon), common

A weapon made of colorful gemstone, but has the durability of steel. This weapon never gets dirty.

World uses: The sword a glamorous knight could use for a tournament.

GLEAMING GLASS MESS KIT

Wondrous Item (any mess kit, cutlery, plates, or cups), common

These items never get dirty.

World uses: The cutlery at the richest inn's, estates, and parties.

GLEAMING FINE CLOTHES

Wondrous Item (any fine clothes), common

These clothes never get dirty. During a long rest these clothes mend themselves over 4 hours. The clothes are adorned with fine colorful jewels that emit a dim colorful light in a 1 foot radius.

World uses: The robes of a king or a very rich noble.

GLOBE COMPASS

Wondrous item, common

Inside this tiny clear globe are two thin compass arms that originate from its center. One of the arm's points north, and the second arm points upwards. Over the course of a minute, a creature with proficiency in Navigator's tools that is holding the globe can use these angles to roughly determine how far the globe is above or below the planet's surface.

World uses: A compass for the explorers of the magical world, and is extra useful for a proficiency that I rarely ever see used.

MAP OF WINDS

Wondrous item (any map), common

In addition to the normal contents of a map, the weather of the mapped area is displayed as a unmovable illusion upon the map. The weather on the map is updated every dawn.

World uses: Rich sailors, battle planners, and travelers may use this to avoid bad weather.

MEMORY RING

Wondrous item, common

This ring has two command words that you can speak as an action, both are written on the outside of the ring. The first command word allows the wearer to store a single sentence within the ring of the wearer's choice, which lasts until a new sentence is stored. The second command word allows the wearer to hear the phrase stored in the ring inside their inner thoughts. Anyone who has willingly dropped the ring remembers where they dropped it.

World uses: An item for memos. You can use this for yourself or to relay messages.

ROBE OF USELESS ITEMS

Wondrous Item, common

A version of the Robe of Useful Items that pranking wizards sometimes give to each other as joke gifts.

This robe has cloth patches of various shapes and colors covering it. While wearing this robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the

last patch is removed, the robe becomes an ordinary garment. The robe has two of each of the following patches: rusted fork, old shoe, dirty wash cloth, dead mouse, spoiled rations (1 day), tree bark.

In addition, the robe has 1d4 other patches. The DM chooses the patches or determines them randomly.

d12	Additional patches
1	Bathtub with a hole in it
2	Saddle too small for a horse
3	Glass shards of a broken bottle, it's missing pieces
4	Badger (see the Monster Manual for statistics)
5	Human leg bone
6	A painting of a fish, more specifically, a red herring
7	Quill that always writes in Gnomish
8	Piece of green jelly, perhaps a gelatinous cube egg? No.
9	Shrieker (see the Monster Manual for statistics)
10	Wooden sign that says "Danger" in large letters
11	Several candles melted together without a wick
12	Tiny branch that returns to you when thrown

World uses: Some wizards prank on a friend.

SAILOR'S ROPE

Wondrous item, common

This rope floats in water and has 2 command words. The first command word causes any ties in the ropes to lock. Once locked, a tie in the rope is twice as difficult to untie, requiring a successful (DC 11) Athletics (Strength) check to force it untied or by cutting it. The second command word unlocks the ties in the rope.

World uses: A rope for military ships.

SELF-PLAYING GAMING SET

Wondrous item (any gaming set), common

This gaming set has three command words. The first command word sets up the gaming set for a game by floating around its tiny parts. The second command word causes the gaming set to float the parts around in order to play a game with the one who spoke the command word, and the third floats the parts around to pack the gaming set back into its box. *Self-Playing Gaming Sets* are not a very good players, however they are great for teaching someone how to play.

World uses: The best players and richest nobles may have these for convenience.

SELF-PLAYING MUSICAL INSTRUMENT

Wondrous item (any instrument), common

This musical instrument has two command words. The first causes the instrument to float 2 feet above the ground and play a song for the character who spoke the command word. The second causes the instrument to stop playing songs, and to float itself 20 feet towards the

hands of the character who spoke the command word before ceasing to float. You must be within 20 feet of the instrument for it to respond to a command word. If it is currently floating and you are no longer within 20 feet of the instrument, the instrument stops playing and falls to the ground.

Self-Playing Musical Instruments are poor musicians but can carry a simple tune. A talented musician may be able to synchronize multiple of them to play a more complex song.

World uses: Musicians may use these for background sounds, and adventure's may want a theme song.

SILENT ROCKING CRADLE

Wondrous item, common

This cradle has two command words. The first command word causes it to rock steadily, and the second causes it to cease rocking. Any loud noises outside of the cradle are suppressed to half volume for any creatures within the cradle.

World uses: May be used by rich nobles for their young.

STEEL CLAY SURFACE

Wondrous item (any wall, ceiling, or floor), common

When the clay that forms this surface is dried, it becomes as hard as steel. A building or vehicle formed of *Steel Clay Surfaces* costs thrice as much as a regular building or vehicle.

World uses: The hardest castles and dungeons to break are those of incredibly rich kings.

STEEL CLAY POT

Wondrous item (any pot), common

When the clay that forms this pot is dried, it becomes as hard as steel.

World uses: The finest of art made by the best in pottery.

TAB STONE

Wondrous item, common

When a creature agrees to be in debt for something while they squeeze this stone, the debt that they agreed to is tracked by an illusion on the surface of the stone, and a symbol on the stone points towards that creature's location until they pay this debt, or they are no longer within 150 feet of the stone. Multiple debts and direction can be tracked by one stone.

World uses: As its name implies, the best magical taverns have a way of keeping track of your tab.

VIAL OF NEVERMELT ICE CUBES

Wondrous item, common

This vial contains three ice cubes that do not melt. Each can be crushed as normal ice, but this will break the spell on that ice cube and turn it into mundane crushed ice.

World uses: A way to make a magical fridge, and numerous other practical uses.