

Treasury of the Kingdom



By Linda Zayas-Palmer



Treasury of the Kingdom - 5E

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About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the RPG fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE THE

Treasury of the Kingdom

This supplement brings you a bevy of magical items perfect for the freeholder lords of a newborn kingdom hacked out of the wilderness. Here can be found tools of war like the *shield of the encroaching forest* and *battle standard of the fallen*, but also implements of exploration to blaze trails through forest and field, hill and vale like the *survivalist's arrow* and *scout's spyglass*. Finally, since explorers in the deep wild are not moving into lands uninhabited, but rather places that are haunted by the magical and mysterious fey and monstrous tribes alike, from the *burning skull mace* and *hag's eye* to the *staff of the fey queen*! In all, you'll find over 40 magic items, from single-use ephemera to a pair of mighty artifacts; everything you'll need to stock your wilderness kingdom campaign with an array of awesome items to intrigue your players and enrich their enemies. If it's fantastical items that delight and excite, your PCs will love what they find in the *Treasury of the Kingdom*.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



My Kingdom For These Treasures!

The *Treasury of the Kingdom* is full of items designed to fit right into a campaign where exploration, kingdom building, and contact with fey are strong themes. You'll find items that will suit everyone from adventurers delving into the wild unknown to established rulers commanding armies in a cutthroat war. Whether you need clever items for lowly bandits to use in their unsuccessful quest to defeat the PCs, a battle standard to summon an army of fallen warriors, the personal treasury of an insane fey queen, or even a way to make a city fly, this book contains the items you need to make your campaign memorable. Some items may be in the hands of the PC's foes, such as crafty kobolds, scheming hags, or even an ancient lich. Others may have been left behind by individuals who fell victim long ago to unknown dangers.

The items are listed by rarity, and then alphabetically in the table below, and their descriptions are broken up by item type thereafter. Items marked with an asterisk (*) require attunement.

Rarity	Item List
Common	<i>bottled wisp</i> , <i>survivalist's arrow</i>
Uncommon	<i>black dragon's spit</i> , <i>dragon statuette</i> , <i>hag's eye (all)</i>
Rare	<i>boots of the false trail</i> , <i>cyclops monocle*</i> , <i>drowning rat charm*</i> , <i>dryad's wreath</i> , <i>faerie flute</i> , <i>fairy ring mushroom</i> , <i>feareating ring*</i> , <i>gloves of the deft pickpocket*</i> , <i>instant signal towers</i> , <i>owlbear dander</i> , <i>quickstep boots*</i> , <i>rod of feytouched summoning*</i> , <i>scout's spyglass*</i> , <i>skittering centipede scout</i> , <i>wolfsbane tonic</i>
Very Rare	<i>battle standard of the fallen*</i> , <i>beast talisman*</i> , <i>burning skull mace*</i> , <i>crown of affirmation*</i> , <i>falling star*</i> , <i>frumious frock*</i> , <i>map of the trailblazer</i> , <i>plow of abundant harvest</i> , <i>scepter of forgotten time*</i> , <i>shield of the encroaching forest*</i> , <i>staff of the fey queen*</i> , <i>stickytongue mask*</i> , <i>war god's greatsword*</i> , <i>war trident of the lizard king*</i>
Artifact	<i>aeromancer's heart*</i> , <i>fractured phylactery*</i>

Magic Items	Rarity
<i>aeromancer's heart*</i>	artifact
<i>battle standard of the fallen*</i>	very rare
<i>beast talisman*</i>	very rare
<i>black dragon's spit</i>	uncommon
<i>boots of the false trail</i>	rare
<i>bottled wisp</i>	common
<i>burning skull mace*</i>	very rare
<i>crown of affirmation*</i>	very rare
<i>cyclops monocle*</i>	rare
<i>dragon statuette</i>	uncommon
<i>drowning rat charm*</i>	rare
<i>dryad's wreath</i>	rare
<i>faerie flute</i>	rare
<i>fairy ring mushroom</i>	rare
<i>falling star*</i>	very rare
<i>feareating ring*</i>	rare
<i>fractured phylactery*</i>	artifact
<i>frumious frock*</i>	very rare
<i>gloves of the deft pickpocket*</i>	rare
<i>hag's eye (blue)</i>	uncommon
<i>hag's eye (brown)</i>	uncommon
<i>hag's eye (green)</i>	uncommon
<i>hag's eye (hazel)</i>	uncommon
<i>hag's eye (red)</i>	uncommon
<i>instant signal towers</i>	rare
<i>map of the trailblazer</i>	very rare
<i>owlbear dander</i>	rare
<i>plow of abundant harvest</i>	very rare
<i>quickstep boots*</i>	rare
<i>rod of feytouched summoning*</i>	rare
<i>scepter of forgotten time*</i>	rare
<i>scout's spyglass*</i>	rare
<i>shield of the encroaching forest*</i>	very rare
<i>skittering centipede scout</i>	rare
<i>staff of the fey queen*</i>	very rare
<i>stickytongue mask*</i>	very rare
<i>survivalist's arrow</i>	common
<i>war god's greatsword*</i>	very rare
<i>war trident of the lizard king*</i>	very rare
<i>wolfsbane tonic</i>	rare

Armor And Shields

SHIELD OF THE ENCROACHING FOREST

Armor (shield), very rare (requires attunement)

This +1 tower shield is covered in vines and looks more like a thriving plant than a tool for battle. The shield quietly creeps along the ground, and despite its size does not interfere with Stealth checks.

You can use an action to command these vines to provide additional protection for 1 minute, during which time the vines automatically deflect the first ranged weapon attack each round that targets the wielder or any adjacent creature.

The wielder cannot suppress this deflection to save the effect for a possible later ranged attack; however, ineffectual ranged attacks, such as throwing non-damaging objects, do not trigger this deflection. The vines cannot deflect spell attacks or projectiles from unusually large ranged weapons, such as siege weapons.

In addition, the shield allows you to transform yourself and up to 5 allies into trees for up to one hour. If any of the transformed trees take any damage, the effect ends early. Each of these abilities can be used once, and recharge at the next dawn.

Weapons

BURNING SKULL MACE

Weapon (mace), very rare (requires attunement)

This heavy mace is made from a troll's skull and it flames automatically when grasped and wielded. You gain a +1 bonus to attack and damage with this magic weapon, and it deals an additional 1d6 fire damage with each hit. The wielder can command the skull to float off the mace's haft and attack on its own as a spiritual weapon for 1 minute, with an attack bonus equal to the wielder's proficiency bonus +3. The skull is immune to all damage while it is animated. Each successful hit by the animated skull deals 1d8+5 points of damage plus 1d6 points of fire damage. While the skull is detached, the haft can be wielded as a +1 mace. Once animated, the skull cannot be animated again until the next dawn.

FALLING STAR

Weapon (dagger), very rare (requires attunement)

Falling Star is a relic that is sacred to the Goddess of Luck. You gain a +1 bonus to attack and damage with this magic weapon. When you hit a fiend or undead with it, that creature takes an additional 2d6 radiant damage. Additionally, it returns to you after you have thrown it. You may also make an attack that targets

every creature in a 10 foot square, applying one attack roll to each creature, and you regain the ability to do so again after a short rest.

SUVIVALIST'S ARROW

Weapon (arrow), common

This modest but precisely crafted arrow is a boon to those stuck in unfamiliar wilderness. When shot up into the air, it lands unharmed on the ground, its tip pointing in the direction of the nearest source of fresh water within 10 miles. If there is no water within 10 miles, it instead lands point upward.

If the arrow hits a creature, it deals an additional 1d6 piercing damage, and then becomes nonmagical.

WAR GOD'S GREATSWORD

Weapon (greatsword), very rare (requires attunement)

A war god's greatsword is an *adamantine greatsword* that gains additional power as its wielder defeats worthy foes. Whenever you kill a foe with a CR at least 1 higher than your character level, the sword gains one charge. The sword can hold up to 5 charges. You can unleash any number of charges as an action to frighten all enemies within a 30-foot radius. Those that fail a DC 14 Wisdom saving throw are frightened for 1d4+1 rounds; those that succeed are frightened for only 1 round instead. For each additional charge the wielder expends, the save DC is increased by 1 and the duration of the frightened effect on a failed save is increased by 1 round.

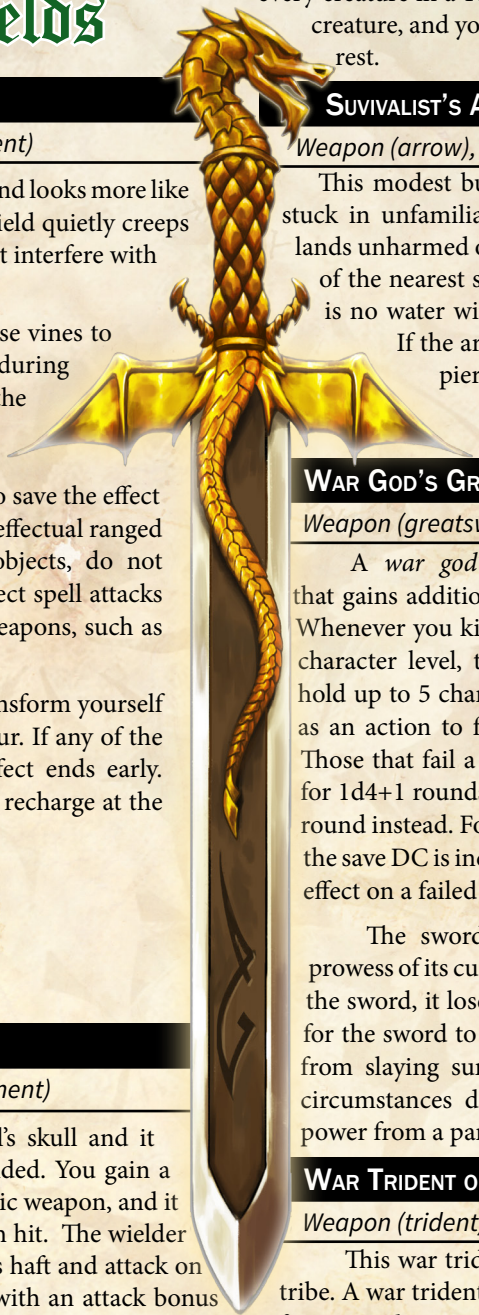
The sword gains power from its connection to the prowess of its current wielder. Whenever a new creature wields the sword, it loses all of its charges. A creature must truly die for the sword to gain power—as such, it does not gain power from slaying summoned creatures. Except in extraordinary circumstances decided by the GM, the sword cannot gain power from a particular creature more than once.

WAR TRIDENT OF THE LIZARD KING

Weapon (trident), very rare (requires attunement)

This war trident is a symbol of rulership over a lizardfolk tribe. A war trident is a martial melee weapon, deals 1d12 points of piercing damage, and has the Heavy and Two Handed weapon properties. It is too heavy to be effectively thrown. You gain a +2 bonus to attack and damage with this magic weapon.

You can use your reaction when you are damaged by an attack, and channel the spirits of the lizardfolk ancestors that inhabit the war trident. Doing so allows you to enter a blood rage lasting 1 minute or until the battle ends, whichever comes first. While enraged, you gain temporary hit points equal to your character level, you have advantage on any Strength ability checks, and the War Trident of the Lizard King temporarily grants a +3 bonus to attack and damage instead of its normal bonus. While you are enraged, enemies have advantage to hit you with melee attacks. The weapon can grant this ability once, and regains the rage ability to after the next dawn.



When wielded, clawed coils snake out from a war trident of the lizard king along your arm securely, causing your opponents have disadvantage on disarm attempts against you. You can dismiss this effect at any time without needing to use an action, allowing the trident to be put away or dropped as normal.

Kings

FEAREATING RING

Ring, rare (requires attunement)

This ring lets you feed upon the fear of your enemies. When you damage a creature that is frightened, you can use a reaction to gain a number of temporary hit points equal to the target's HD. You cannot use this ability again until the next dawn. In addition, you gain advantage on saving throws to resist effects that would confer the fear condition.

Rods, Staves, And Wands

ROD OF FEYTOUCHED SUMMONING

Rod, rare (requires attunement by a Druid or Wizard)

With this rod, you can summon certain fey creatures. By performing a 10 minute ritual in the wilderness, and offering up a sacrifice, you call for a fey creature to come and serve you. If you offer up a sacrifice of rare herbs and flowers worth 10 gp, you may use this ritual to cast the *Conjure Animals* spell. If you instead sacrifice an object of natural beauty (such as gems or worked precious metals) worth 50 gp, you can instead cast the *Conjure Fey* spell. You can only do so once until the rod recharges at the next dawn. You must concentrate on your spell as normal, but the rod dismisses the summoned creature and removes the possibility of a hostile fey or creature.

SCEPTER OF FORGOTTEN TIME

Rod, very rare (requires attunement)

The head of this jeweled silver scepter contains a floating hourglass. When wielding the rod, you gain advantage on initiative checks. Once per day as an action, you can distort time in a 30-foot radius centered on the scepter. This distortion renders your time sped up, and everyone else's time slowed down. You are considered under the effects of the spell *haste*, and everyone else within the 30 foot radius (including allies) are affected by the spell *slow*. To onlookers it appears as if time has slowed down for everyone, and sped up for you. Creatures can resist the slow spell by making a DC 16 Wisdom saving throw.

Once per day, you can also attempt to send a creature into

the future with a successful melee spell attack. An affected target must make a DC 16 Charisma saving throw. On a failure, the creature is simultaneously frozen in time and disappears from the time stream occupied by other creatures. The creature and all of its equipment cannot be the target of any spells or effects, and the durations of all effects affecting the creature are suspended and do not elapse or resume until the creature rejoins the time stream. The time-shunted creature can take no actions, other than attempting a new Charisma saving throw each round to return to the normal time stream. When it successfully saves, or after 13 rounds, the target automatically returns to the normal flow of time in the same location as when it left the time stream. If that space is occupied, the creature is shunted to the nearest open space. Upon returning, the creature must make a new initiative roll.

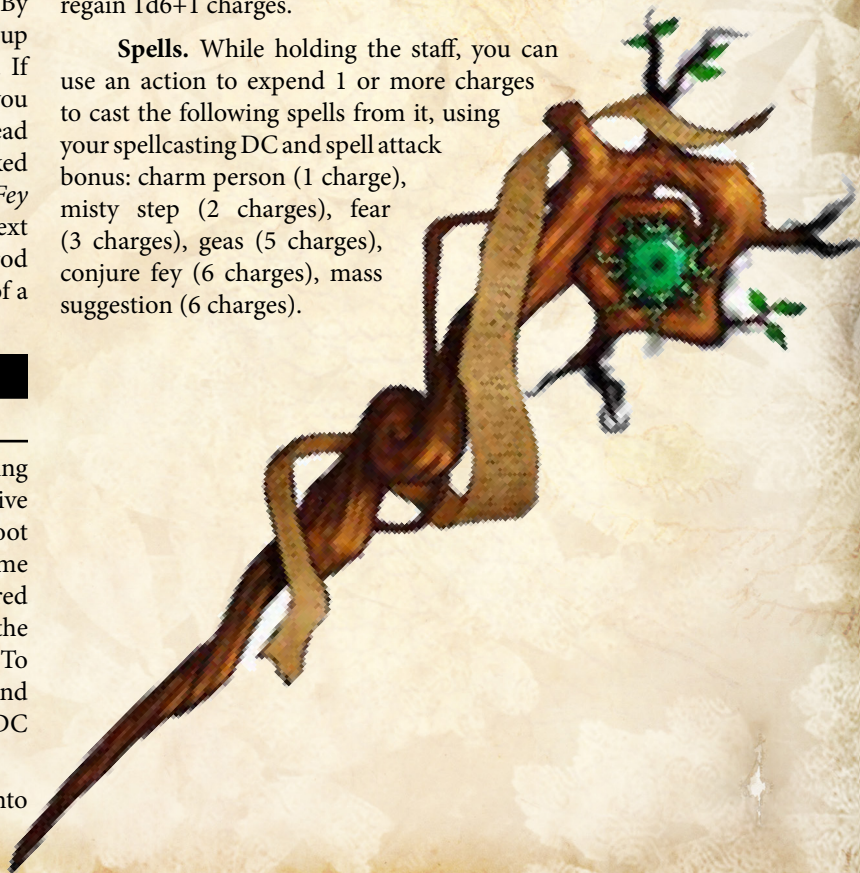
STAFF OF THE FEY QUEEN

Staff, Legendary (requires attunement by a Bard, Cleric, Sorcerer, Warlock or Wizard)

This elegant staff of living wood is constantly changing its own form. Its branches clutch a flawless spherical emerald that crackles with dark energy. Shadows dance across its branches, giving form to masterful drawings and poetry for brief instants before vanishing. You gain advantage on all Charisma checks made when interacting with fey, and all hostile fey treat you as indifferent unless you directly antagonize them or attack them. This staff reduces the light level in a 60 foot radius to dim light if it is any brighter.

This staff holds 20 charges for the following properties. It regains 2d6+2 charges at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses the ability to cast spells. On a 20, you regain 1d6+1 charges.

Spells. While holding the staff, you can use an action to expend 1 or more charges to cast the following spells from it, using your spellcasting DC and spell attack bonus: *charm person* (1 charge), *misty step* (2 charges), *fear* (3 charges), *geas* (5 charges), *conjure fey* (6 charges), *mass suggestion* (6 charges).



Wondrous Items

BATTLE STANDARD OF THE FALLEN

Wondrous item, very rare (requires attunement)

The *battle standard of the fallen warrior* calls the spirits of those fallen in battle to rally for one last fight. By planting the standard firmly into the ground as a standard action, you call this army to battle. After the battle has finished, the spirits dissipate.

The army of the fallen contains semi-corporeal manifestations of warrior's spirits, which flock to your aid. While holding the banner, you gain the ability to cast *spirit guardians* once, requiring concentration as normal, and regain the ability to do so after a long rest. Holding the banner occupies two hands, unless you are large size or larger. Once it is activated, you may plant the banner on the ground as an action, at which point the spell is centered on the banner instead of on you. If the banner is knocked over (requiring a DC 10 Strength check), or you are disarmed, the spell ends.

BEAST TALISMAN

Wondrous item, very rare (requires attunement by a Druid that can use the Wild Shape ability)

Beast talismans are tools that druids can use to form a greater connection with animals of a certain kind, such as bird, canine, feline, fish, or reptile. Each beast talisman is made from an iconic body part of its associated type of animal, such as a bird's feather or a feline's claw, hung from a leather cord. You may use your wild shape ability one additional time after every long rest, but you must use it to transform into an animal of the appropriate type. You also gain advantage on handle animal checks to influence animals of that type. You also gain the ability to cast speak with animals at will, but only with animals of the type affiliated with the talisman.

BLACK DRAGON'S SPIT

Wondrous item, uncommon

Kobolds invented *black dragon's spit* to protect their lairs from intruders, and they often use it in combination with traps like pits and snares. Black dragon's spit appears to be a nondescript piece of black fabric, 10 feet square. When placed on the ground, a DC 16 Wisdom (Perception) check is required to notice it. Whenever a creature of size Small or larger steps on the fabric, it explodes into a 20-foot-radius burst of acid dealing 14 (4d6) points of acid damage (DC 13 Dexterity saving throw for half damage) to all creatures in the area, and leaves a 20 foot radius pool of acid on the ground that persists for 1 minute. Creatures in or entering the pool take 3 (1d6) point of acid, and an additional 3 (1d6) points of damage if they end their turn in the pool.

BOOTS OF THE FALSE TRAIL

Wondrous item, rare

Boots of the false trail allow you to disguise your footprints as those of a different creature. You can choose any kind of creature that has the same number of legs as you do and is within two size

categories, as long as you are familiar with the appearance of its footprints. Your footprints appear to be prints typical of an average creature of that race. You can elect to leave tracks that appear to be made by shoes as well. If you choose to disguise your footprints as those of a creature of a different size category, the ungainly shape of the boots makes it impossible for you to run or charge, but you can otherwise move normally. You can change the footprints that you leave as an action. Unlike most boots, the *boots of the false trail* can change their form to fit any creature with feet. For example, they will turn into horseshoes to fit on a horse. A creature need wear only one pair of boots to use them; they need not wear boots on every foot, as the magic of the boots affects all tracks the creature leaves. The *boots of the false trail* can fool spells or abilities that grant knowledge based on tracks and tracking, but not spells or abilities that specifically reveal falsehoods (such as *true seeing*) or ones that allow for scrying on a specific target.

BOTTLED WISP

Wondrous item, common

The eerie light inside this vial appears to be a glowing potion at first, but it regularly shifts and coalesces into a leering skull. A *bottled wisp* is the distilled essence of a will o' wisp. When the *bottled wisp's* holder uncorks the vial, he releases the skull, which shines light as *dancing lights*. You may control it as a move action, as per the *dancing lights* spell. The wisp has a 10 foot aura of fear around it, which imposes disadvantage on saving throws against effects that cause the frightened condition. After one minute, the wisp disappears, and the effects of its aura end. The ingredients required to craft a bottled wisp can be harvested from the remains of a dead will o' wisp with a successful DC 15 Intelligence (Arcana) check.

CROWN OF AFFIRMATION

Wondrous item, very rare (requires attunement)

The *crown of affirmation* makes those around its wearer more pliable when the wearer speaks, and less able to communicate when they do not agree. The wearer gains advantage on Charisma (Persuasion) checks to gain assistance from others. When the wearer uses a Charisma (Deception) check to make an unreasonable, far-fetched, or impossible lie, the crown grants advantage on that check (potentially negating disadvantage if the story would otherwise be hard to believe). When ordinary persuasion does not suffice, the wearer can use *mass suggestion* and *modify memory* once per day each (a DC 15 Wisdom saving throw is required to resist either spell).

When the wearer cannot convince others, by skill with words or magic, to agree, the crown instead encourages them to remain silent. Any creature within a 50-foot radius around the wearer and within the crown's line of effect must succeed at a DC 17 Charisma saving throw to knowingly express disagreement with the wearer. Creatures who fail cannot communicate disagreement with the wearer while they remain within the radius, or for one minute thereafter. Creatures who succeed are immune to this ability for 24 hours. Those immune to the charmed condition are immune to

this specific effect.

A creature wearing the crown of affirmation can tour a region as a downtime activity. Doing so can allow you to make a roll (unmodified by the crown) to improve the attitude of a faction towards you and your companions, or towards another faction. If you are the ruler of a region, your government constitutes a faction, as do your subjects.

CYCLOPS MONOCLE

Wondrous item, rare (requires attunement)

This monocle lets the wearer see an instant into the future, helping to avert disaster. You can act normally in a surprise round. In addition, when you roll a natural 1 on any ability check, you can reroll the check once. You regain the ability to reroll a check after a long rest.

DRAGON STATUETTE

Wondrous item, uncommon

The curious activation condition of this small depiction of a dragon sometimes leads superstitious folk to make sacrifices to it, believing it to be mystical, intelligent, or even divine in nature. If a creature spends one minute covering the *dragon statuette* in the fresh blood of a sentient creature, each creature within 20 feet of the statue gains inspiration.

DROWNING RAT CHARM

Wondrous item, rare (requires attunement)

This *drowning rat charm* is a choker made from a mummified rat biting its own tail. You gain the ability to steal the breath of others by hitting them. You can make an attack, and if it deals damage, the target must make a DC 14 Constitution saving throw. If the target fails, it can hold its breath for 1 minute less until it benefits from a long rest. You then gain the ability to hold your breath for an additional minute. If the affected creature was already holding its breath and runs out of time, they begin suffocating. Creatures that are already suffocating cannot be affected by this ability. An affected creature that can breathe water gains a level of exhaustion instead of losing a minute's worth of holding their breath. You can use this ability three times, and regain all uses of this item after a long rest. You lose any benefits of this item if it is removed by you or anyone else.

DRYAD'S WREATH

Wondrous item, rare

The *dryad's wreath* allows you to attune to a tree, and draw upon its power to influence plants in the area around it. The attunement ritual takes 10 minutes. Once you are attuned, and as long as you are within 900 feet of it, you gain the following abilities.

- You can use *speak with plants* at will, and *spike growth* once per day without the need for material components.
- Once per day as a standard action, you *teleport* yourself to the side of your bonded tree.

- You can also use tree stride once per day as a **Dryad** does.
- You know how many unnatural creatures, such as undead, constructs or aberrations, are within the 900-foot radius around the tree, though you do not know their locations.

If you ever travel more than 900 feet from the tree, you become sickened. You may choose to sever the connection with a tree at any time as an action. After severing the connection, you can attune to another tree after 24 hours.

FAERIE FLUTE

Wondrous item, rare

You can use the *faerie flute* to summon a swarm of diminutive faeries to your aid. To summon the faeries, you must succeed at a DC 13 Charisma (Performance) check as an action. You can then direct the faeries by speaking to them in Sylvan, or by succeeding on a DC 14 Charisma (Performance) check as a standard action.

The faerie swarm can work together to lift and carry an object or a willing creature weighing 50 pounds or less. When carrying a creature or object, the swarm has a 15 foot movement speed. A carried creature cannot move on its own, but is otherwise unhindered in its actions. When the swarm is not carrying anything, it has a 40 foot speed.

Against your foes, the swarm is less benevolent. Treat the faeries as a **swarm of bats**. The swarm can also use its action to surround a single creature and pull a prank on it, stealing one item unless the target succeeds on a DC 12 Dexterity saving throw, or causing the creature to have disadvantage to attack rolls and ability checks for 1 round. The swarm remains for 5 rounds, or until it is dispersed. You can summon the faeries once, and regain the ability to do so after a long rest.

FAIRY RING MUSHROOM

Wondrous item, rare

This mushroom from the realm of the fey can quickly sprout a fairy ring. When you plant it in fertile ground as an action, a fairy ring pops up in a 20-foot-radius around the planted mushroom. Anyone other than you who starts their turn within this ring must succeed at a DC 17 Charisma saving throw. On a failure, they begin dancing as per the spell *irresistible dance*. Dancing creatures cannot cross the boundary of the ring willingly, and the ring makes it more difficult for others to remove them as well. Those attempting to remove afflicted creatures must attempt a saving throw against or be afflicted themselves. The fairy ring persists for 9 rounds, after which time the *fairy ring* vanishes in a puff of spores that grow into rings of ordinary edible mushrooms within one week.

FRUMIOUS FROCK

Wondrous item, very rare (requires attunement)

The *frumious frock* is made of sleek tawny fur that radiates heat. You gain resistance to fire damage. When you are reduced to half of your maximum hit point total, you are overcome by a wild fey influenced fury for 5 rounds. During this fury, the *frumious*



frock bursts into flames and hundreds of barbed quills emerge, with dozens of these quills twisting together into a viciously barbed tail. You gain the benefits of *haste* as well as a tail melee attack that deals 1d10 points of piercing damage and 2d6 points of fire damage (the tail attack has the finesse trait). While in this fury, your resistance to fire becomes immunity to fire damage. Any creature starting their turn adjacent to you during your fury takes 3 (1d6) fire damage. Once the duration of the fury elapses, you gain a level of exhaustion. Unlike a creature using *rage*, you can cast spells or perform other actions requiring concentration while in a fury. You can enter the fury once, and regain the ability to do so after a long rest.

GLOVES OF THE DEFT PICKPOCKET

Wondrous item, rare (requires attunement)

The *gloves of the deft pickpocket* allow items to disappear from one glove, only to appear in the other. Both gloves must be worn to have any effect; however, the gloves can be worn by you and another creature (each glove requires attunement if used in this way). Any creature wearing a *glove of the deft pickpocket* gains advantage on Dexterity (Sleight of Hand) checks. In addition, the wearer(s) can pass items from one glove to another as an object interaction, as long as the gloves are within 30 feet of each other, and have line of sight to each other. Only items small enough to fit in the palm of a glove can be passed, and the gloved hand receiving the teleported item must be free.

HAG'S EYE

Wondrous item, uncommon

A *hag's eye* looks like a perfectly preserved human eyeball, watery and slightly yellow with an enlarged iris. *Hag's eyes* have different effects depending on their color. When added to a potion, a *hag's eye* dissolves completely, leaving no trace. Identifying a potion tainted with a *hag's eye* requires a DC 14 Intelligence (Arcana) check.

- **Brown:** The drinker becomes extremely thirsty, and must succeed at a DC 14 Constitution save or gain a level of exhaustion. The exhaustion persists until he drinks 10 gallons of water, at which time the creature removes the level of exhaustion.
- **Hazel:** The drinker must succeed at a DC 14 Wisdom saving throw or fall asleep for one hour.
- **Blue:** The drinker must roll a Wisdom save. On a failure, they gain the ability to *Scry* on the subject as per the spell *scrying*, unless the drinker makes a DC 14 Wisdom saving throw. Modifiers apply as per the spell if any conditions apply.
- **Green:** The potion becomes especially appetizing. Anyone offered the potion must succeed at a DC 14 Charisma save or drink it immediately. Creatures immune to the charmed condition are immune to this ability.



INSTANT SIGNAL TOWERS

Wondrous Item, rare

This pair of miniature signal towers allow the sending of simple messages over great distances. The flame on each signal tower can be lit with a red or blue flame by speaking the appropriate command word as a standard action. When one tower is lit, it remains lit for an hour. While it is lit, the other tower glows the same color as the flame. The towers' range is unlimited, though they cannot receive messages when they are on different planes.

These items are invaluable for kingdoms and can help reduce dangers that threaten it by quickly disseminating information instantly.

MAP OF THE TRAILBLAZER

Wondrous Item, very rare

The *map of the trailblazer* is ideal for individuals mapping out uncharted territory. It grants its holder advantage on Intelligence (Nature) checks, as well as on any ability checks related to cartography. The *map of the trailblazer* folds up into a standard sized map case, but it can expand to an enormous size. If the holder would draw a line off the edge of the map, the paper extends itself to create more room to draw. The map divides the landscape into hexes, which are each 6 inches across. By speaking the appropriate command word and touching one of these hexes, the cartographer can cause the map to enlarge that hex to be 5 feet across. Speaking the command word again causes the map to revert to its normal state, and shrinks any details on that hex proportionally.

Once per week, the holder can ask the map a single question about the hex that you are in. This question must be one of the questions listed in the spell description of *commune with nature*.

In addition, you gains benefits from knowledge of her surroundings. If you have marked a location on the map, you gain a benefit while in that hex based on the type of location. The location types are landmark, plant, resource, ruin, and settlement. The location must exist for you to gain the benefit—you cannot simply mark false locations to gain benefits. You can only benefit from one location type, but if multiple benefits would apply to your hex, you can choose which benefit to take when you enter the hex. This benefit can be changed (if others could apply) if you take 1 minute to study the map.

- **Landmark:** You gains advantage on saving throws to resist exhaustion, as well as to Charisma saving throws.
- **Plant:** You gain advantage on Wisdom (Medicine) and Wisdom (Survival) checks.
- **Resource:** You gain advantage on Intelligence (Investigation) rolls related to the resource, as well as any Wisdom (Insight) rolls when questioning people about that resource.
- **Ruin:** You gain advantage on saving throws against traps, as well as advantage on Wisdom (Perception) checks.
- **Settlement:** You gain advantage on Charisma (Persuasion) checks to interact with locals.

OWLBEAR DANDER

Wondrous item, rare

Owlbear dander is a fine powder. Rumors tell that the same deranged arcanist who created the first owlbear was also the first to manufacture this substance. A pouch of *owlbear dander* can have a potent effect on the body and mind of anyone who inhales it. The powder comes in one-dose pouches, which can be thrown as a ranged touch attack with a range increment of 10 feet. A creature who inhales the dander must succeed at a DC 17 Constitution saving throw or be overcome by the same bestial rage that fuels an owlbear's violent nature. A creature who fails takes the shape of an **owlbear**, and is compelled to attack anyone near them. At the end of each round, the creature can roll another DC 17 Constitution saving throw to end the effects of the *owlbear dander*. The effects of *owlbear dander* end on their own after 10 rounds if the affected creature has not yet succeeded on the saving throw.

PLOW OF ABUNDANT HARVEST

Wondrous Item, very rare

The plow of abundant harvest causes crops to grow particularly well, either producing more food, or concentrating its power into creating food with magical effects. The plow has 4 charges, which replenish each month. By using one charge, you can use the *plant growth* spell in either of its configurations. If you use *plant growth* to enrich the land, there is also a 5% chance that an awakened tree spontaneously arises.

You can create magically enhanced crops. These crops stay magical for one month, or until they are consumed. One charge from the plow can produce enough food for one meal for one creature. A creature who consumes the meal the benefits of a *heroes' feat* spell.

QUICKSTEP BOOTS

Wondrous Item, rare (requires attunement)

These shimmering gray boots channel the nature of quicklings to grant their wearer additional speed. You gain an increase of 10 feet to their walking speed.

You can also dash as a bonus action once, gaining the effects of *blur* until the end of your next turn. You can't use this item power again until the next dawn.

SCOUT'S SPYGLASS

Wondrous Item, rare (requires attunement)

The *scout's spyglass* extends the range of all forms of sight far beyond the abilities of a standard spyglass. This spyglass allows you to magnify objects up to 10 times their size, reducing any penalty for Perception checks regarding distance for up to 10 miles. While you are using the spyglass, any visual sense is doubled, whether natural or magical such as darkvision and *true seeing*. In addition, the spyglass assists the bearer in seeing the truth of what is before her. When looking through the spyglass, you gain advantage on saving throws to disbelieve illusion spells and effects.



SKITTERING CENTIPEDE SCOUT

Wondrous Item, rare

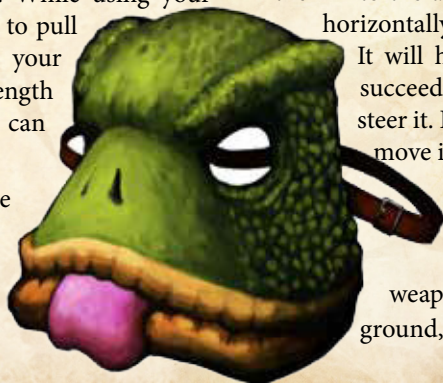
This realistic painted bronze figurine of a centipede coils into an oval that could easily fit around a Medium humanoid's wrist. Once per week as an action you can uncoil the centipede and establish a bond with it that lasts for five minutes, and requires concentration. During this time and when you are within 500 feet of the centipede, you can choose to use its senses (including darkvision and tremorsense 30 feet) in place of your own. If you do, you can hear and see as you were at the centipede's location, and telepathically direct its movements. While doing this, you lose awareness of your own surroundings. If you take any damage or lose concentration, your senses automatically snap back to your own body on the following round.

STICKYTONGUE MASK

Wondrous Item, very rare (requires attunement)

A *sticky tongue mask* looks like a boggard's face. The mask extends your tongue by 10 feet, making the tip of it particularly sticky. As a bonus action, you can make a grapple attempt with your tongue. If you are successful, the target gains the grappled condition, and you are restrained but not grappled. A tethered creature can escape the grapple as normal, or by dealing 5 points of slashing damage to the tongue (AC 13), which severs the tongue. A severed tongue regrows after one minute. While using your tongue to grapple a creature, you can attempt to pull the creature closer as an action, contesting your Strength (Athletics) check with the target's Strength (Athletics) or Dexterity (Acrobatics). You can detach the tongue without using an action.

Alternatively, you may use your tongue as a whip that deals no damage. Using your tongue in such a way allows you to attempt trip and disarm contests against targets within 10 feet.



WOLFSBANE TONIC

Wondrous Item, rare

Lycanthropy is a notoriously difficult condition to cure. *Wolfsbane tonic* is a refined form of the toxic wolfsbane, which can cure the condition, but can just as easily prove fatal. If you consume the tonic, you gain advantage on saving throws to resist the curse of lycanthropy for one hour. Alternatively, you can consume three doses at once to attempt to rid yourself of the curse of lycanthropy. Taking these doses requires a DC 18 Constitution saving throw. The curse of lycanthropy ends if you succeed. On a failure you are poisoned until you benefit from a long rest or magic that removes the poisoned condition. *Wolfsbane tonic* can only be administered to a willing or helpless creature. A newly crafted bottle of *wolfsbane tonic* contains five doses.

Artifacts

AEROMANCER'S HEART

Wondrous item, artifact (requires attunement)

The *aeromancer's heart* is a weightless, flawless diamond that imprisons a miniature tornado. It represents the crowning magical achievement of a lost race.

Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *control weather* (3 charges), *air walk* (1 charge), *call lightning* (1 charge), or *lightning bolt* (1 charge). You can also use an action to cast the *feather fall* and *fog cloud* spells from the orb without using any charges.

As it stands, some of the magical energy of the *aeromancer's heart* has dissipated over time. If that energy were to be restored, perhaps by journeying to meet with the most accomplished mages in the Plane of Air and bargaining for their assistance, or by performing some other fantastical quest, the *aeromancer's heart* would reveal its true power.

A restored *aeromancer's heart* can make a city fly. Activating this power of the *aeromancer's heart* requires a DC 30 Intelligence (Arcane) check. Once activated, the *aeromancer's heart* sends tendrils into the ground that pick up all buildings within one city district block and lift them and 100 feet of ground underneath them into the air. A flying city has a 30 foot movement speed horizontally, and a 10 foot movement speed vertically. It will hover in place unless directed by a pilot who succeeds at a DC 25 Intelligence (Arcane) check to steer it. Failing this check by 5 or more causes the city to move in a random direction.

It is nearly impossible to lay siege to a flying city. Many flying cities have or develop defenses that can target flying creatures, including siege weapons. Because it sits atop a thick and solid slab of ground, creatures aboard the flying city cannot target

creatures directly below the flying city unless they are clinging to its underside.

The original creators of the *aeromancer's heart* were aware of the devastation a city could cause by landing on top of buildings and creatures on the ground below, so the magic of the artifact is such that it will only set a city down on flat and featureless ground. An *aeromancer's heart* that is currently causing a city to fly cannot be moved from its position.

Destroying the Aeromancer's Heart

To destroy the aeromancer's heart, it must be part of a flying city that is devoured by one of the lords of the elemental plane of Earth.

FRACTURED PHYLACTERY

Wondrous Item, artifact (requires attunement)

When a lich descends into torpor, progressing from a full lich to an atrophied lich to a demilich, its phylactery slowly falls apart over time. Occasionally, the phylactery of an atrophied lich remains even after its master is destroyed. Such phylacteries become artifacts, powered by the renewed tenacity of their masters to cling to existence, and grant some aspects of a lich's power to a new master.

While attuned to the phylactery, you react to healing energy

as if you were undead. Additionally, you gain resistance to cold, lightning, and necrotic damage, as well as immunity to poison damage. If you are undead, you gain Turn Resistance. Additionally, the DC to resist your necromancy spells is 1 higher than normal.

Your touch slows the movements of your enemies. If you succeed at an unarmed melee attack with a free hand, you can affect a target as per the *slow* spell (DC 14) instead of dealing damage. You can use this ability at will, and a touch can replace a normal attack. The bearer can also cast *blight* 3/day.

Legends tell that repeated use of a fractured phylactery can cause it to repair over time, granting even further powers to its bearer, and eventually causing the lich itself to return. More than one foolish adventurer has been slain by a fully restored lich who will stop at nothing to reclaim its most prized possession.

Destroying a Fractured Phylactery

Casting the *Fractured Phylactery* into the Positive Energy Plane destroys it for good.



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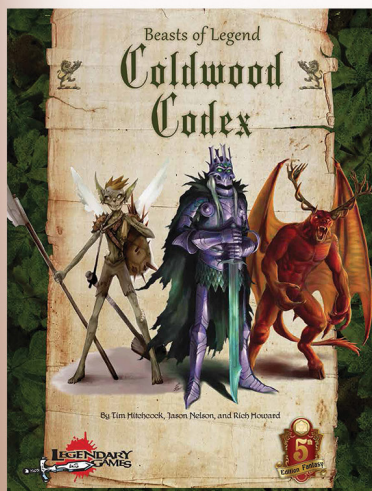
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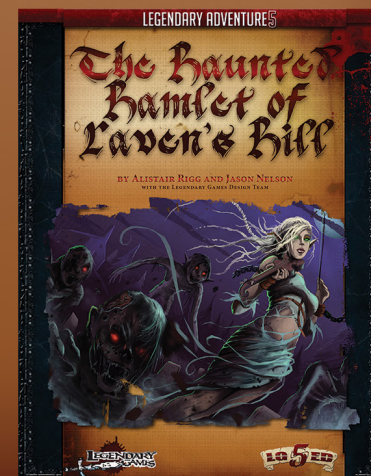
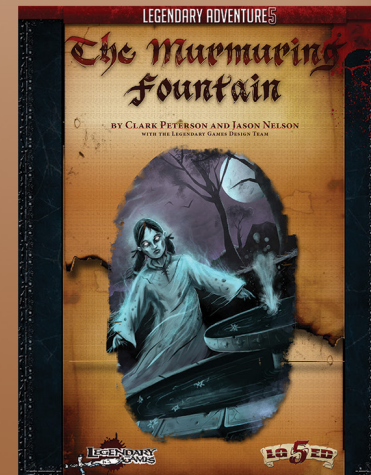
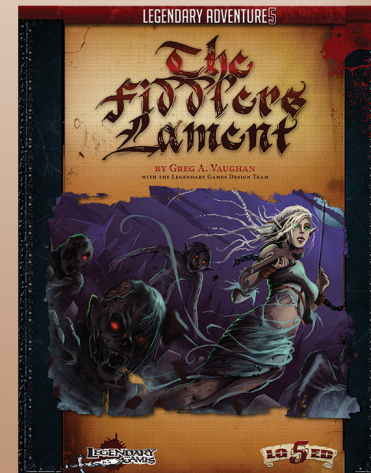
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