



# REMNANTS

A COLLECTION OF HOMEBREW MAGIC  
ITEMS BY QUINN MACDONALD

 @DENIZENQUINN

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# REMNANTS

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Hello!

My name is Quinn. I've been a dungeon master for over 15 years and have recently begun a career in games as a level designer. I've found that Dungeons and Dragons is a great way to exercise your game design muscles with instant feedback and results.

This booklet holds a collection of all the magic items gathered over the years playing D&D 5E. I've designed most of them from scratch or by adapting mechanics from some of my favorite video games. You may also recognize some from other avenues of D&D content.

Fair warning! Most of these items are very untested and some might be imbalanced as heck. Use them at your own risk but hopefully you find a few that catch your eye!

Thanks so much for taking the time to open up this booklet! :)

**Art credit: All artwork was digitally painted by Quinn MacDonald**



# FORGE RING

Wondrous Item, Legendary (Requires Permanent Attunement)

This 5-inch diameter ring is made of a mixture of glittering metals weaved together in a geometric pattern. 6 sharp prongs equally spaced apart, point from one side of the ring.

To attune to this ring, a humanoid must insert it into their chest and must make a **CON** save with a **DC** of **20**, taking **8d6** fire damage on a failure or half as much on a success. If they survive the process, they gain the powers of "Gond's Chosen". Reinforced with metal, their body is reformed, removed of imperfections. While attuned they gain the following effects:

- Your **Charisma** and **Constitution** scores increase by **1**.
- Your weight increases by 100 lbs.
- You gain resistance to **fire damage**.
- You have disadvantage on athletics checks when swimming.

At level **6+**, you may spend a bonus action to activate the Forge Ring for **1 minute**. You may not use this ability again until you complete a **long rest**. Metal springs from your chest to cover your entire body and you gain the following effects:

- Your **AC** becomes **18** + your **DEX** modifier.

At level **9+**, your Forge Ring activation gains the following additional effects:

- You grow large wings of metal, giving you a fly speed of **40** feet.

At level **15+**, you are able to freely activate and deactivate the Forging at will, with no limit to its duration or number of uses.



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# SHELYN'S GRACE

Necklace, Very Rare (Requires Attunement)

This beautiful necklace resembles a circular bronze birdcage with a tiny closed gate. Within the cage is a swirling orb of iridescent light.

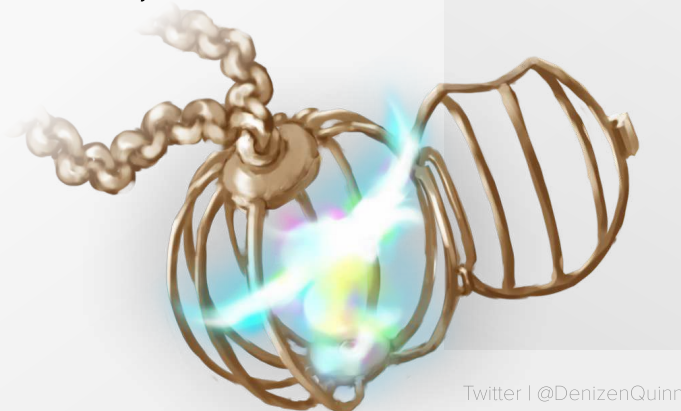
While attuned to this item, you gain the following effects:

- Your **Wisdom** score increases by **2**
- You are able to spend a **bonus action** to bestow your **love** or your **hatred** on a creature you can see within **100** feet for **1 minute**. You must truly love or hate this creature during this moment. This feature cannot be used again until you complete a long rest.

**Love:** A creature with your love may roll one additional die when affected by a healing ability and they have advantage on death saving throws.

**Hatred:** A creature affected by your hatred is wreathed in unquenchable blue flames, taking **1d6** fire damage at the end of each of their turns. The target is also unable to receive any healing for the duration. The damage dice increases to d8 at lvl 9 and d10 at lvl 15.

This effect ends if you fall unconscious or die.



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# ELEMENTAL HANDCANNON

Weapon (Firearm), Rare

This massive firearm is expertly made, with two vertical rotating barrels. The letters, T.A.R.A. (Trothian Artificer Research Academy), are inscribed neatly into the shoulder stock.

**Range:** 30/60

**Weight:** 20 lbs

**Reload 2** - has 2 shots before needing reloading

**Misfire 2** - If a 2 or lower is rolled on an attack roll, the weapon misfires and cannot be used to attack again until a successful tinkers tools ability check DC 11 is performed to repair and clear the weapon. Should this check fail, the weapon is considered broken and must be repaired out of combat for ~ half the cost of the weapon.

**Damage:** 2d8 piercing

This weapon can be loaded with special elemental ammunition which will explode on a hit., causing the target to take an additional **1d8** damage of the ammunition's damage type. All creatures within 5 feet must make a **DEX** save with a DC of **12**, also taking the additional damage on a failure. The shot fails to detonate or explodes harmlessly on a miss.



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## BLOOD OF THE MOUNTAIN

Potion, Rare

A crystalline phial with a silver cap contains a viscous liquid of a dark rust colour with specks of glowing crimson.

When you drink this potion, your muscles swell and become harder than stone. Your ligaments and tissues tense with the strength of a drawn catapult. Steam pours from your body, its temperature rising dramatically.

You gain the following effects for **10** minutes:

- Your **STR** becomes **27**
- You gain **2d10** temporary hit points
- You gain advantage on **STR** ability checks and saving throws
- Your speed is increased by **10** feet
- Your jump distance is **tripled**

When the effects of this potion end, the drinker must make a **STR** saving throw with a DC of **15**. If their STR score is lower than 15, they automatically fail. On a failed save they take **4d10** bludgeoning damage as their bones break beneath the force of their own bodies.



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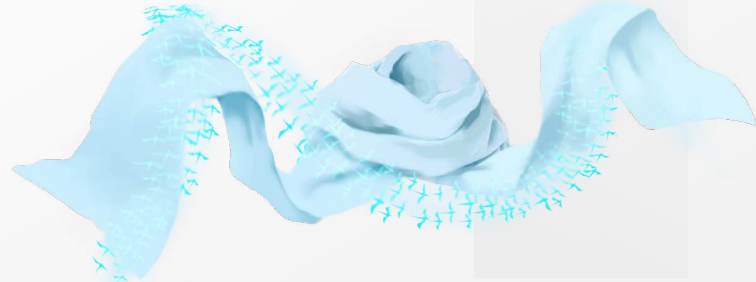
## SYLPH SCARF

Wondrous Item, Uncommon (Requires Attunement)

Dozens of tiny, translucent spirits, only visible to the wearer, can be seen dancing along the folds of this beautiful grey-blue scarf. Made of incredibly light and soft fabric, the scarf seems to float slightly, as if less affected by gravity.

While attuned to the scarf, you gain the following effects:

- The wearer gains advantage on all **acrobatics** checks.
- The wearer can spend their **reaction** to cast the **Feather Fall** spell. You cannot cast it again until you complete a long rest.



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## LEGION

Weapon (Rapier), Legendary (Requires Attunement)

A gift from Mephistopheles, the Cold Lord, this dark rapier has a guard resembling sharp interlocking chains. Twisted humanoid faces are worked into the base of the blade, and are capable of storing souls stolen from those felled by this weapon.

The words, "**One Who Serves**", are inscribed in infernal along the blade and while attuned to this weapon, you gain the following effects:

- You gain a **+1** to attack and damage rolls made with this weapon.
- When you deal a killing blow to a humanoid with this weapon, you may absorb that creature's soul. The weapon can hold no more than **3** souls at a time.
- When you hit with this weapon, you may choose to consume any number of stored souls, to deal an additional **1d6 fire damage** per soul consumed

Loyal servitude to Mephistopheles will result in strengthening Legion, changing the infernal inscription.

"**One Who Rises**" - The weapon's attack and damage bonus becomes **+2**, you can store up to **4** souls and the soul consumption damage dice become **d8s**.

"**One Who Leads**" - The weapon's attack and damage bonus becomes **+3**, you can store up to **5** souls and the soul consumption damage dice become **d10s**.



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## BUBBLE CHOKER

Necklace, Uncommon

This tube-like aluminum ring can be clasped around the wearers neck. It has multiple small holes along the top of the ring. When the choker is worn, a bubble of clean air is created around their head, allowing them to breathe underwater for **4** hours. Any spent time is refreshed each day at dawn.



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## ALL OR NOTHING COIN

Wondrous Item, Rare

This large iron coin is slightly rusted, with one side showing a slightly indented perfect circle, and the other side showing a twisting ring of **8** tentacles.

On a roll you would normally use a d20, flip a coin instead. Heads is a critical success, and tails is a critical failure. The coin regains this ability at sunrise or sunset.



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## YORICK

Weapon (Quarterstaff), Very Rare (Requires Attunement)

This twisted ash quarterstaff is wrapped in slightly stained bandages. It's end is carved to resemble the misshapen head of a baby. Its eyes are swollen closed and its mouth protrudes open in an "O" shape.

During the first long rest after attuning with this weapon, Yorick will approach the wielder in a dream and will prompt them to eat one of three creatures (Bee, Spider, Caterpillar) If the offer is refused, Yorick will unattune upon completing the long rest.

While attuned to this weapon, you gain the following effects:

- You gain **+1** to your spell attack bonus and spell save DC when casting spells using this weapon as your spellcasting focus.

- **Symbiosis:** You develop a spiritual connection with your chosen creature, giving you the ability to issue them simple commands. Some of them may make your body their home.

- **Nest:** You may choose to encase yourself in a nest during a long rest, giving you the opportunity to build your friendship with Yorick in your dreams.

**Friendship** - If Yorick considers you a friend, you also gain the following abilities:

- **Swarm:** You may use your **reaction** to impose disadvantage on an attack roll made against you within **30 feet** by having Yorick turn and spew a swarm of your chosen creature into the attacker's face. They must also succeed a **DEX** save with a DC of **15** or be blinded, deafened, and cannot speak or breathe until the end of their next turn. You cannot use this feature again until you complete a **short** or **long** rest.

- While Nesting you may attempt to best Yorick in a game. Make an intelligence check with a DC of **15** to teleport yourself to a familiar location or creature upon completing your long rest. Yorick may get creative with the exact point of your arrival.

While friends with Yorick, they may not want to leave your side.



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## MOCKINGBIRD

Wondrous Item, Uncommon

This elegantly crafted mechanical songbird has closed apertures in place of eyes. Its claws can be manipulated to grasp onto most surfaces. Upon flipping a switch beneath the tail feathers of the mockingbird, its blue eyes open, and it is considered **active**.

While **active**, the mockingbird will loudly insult any creature (other than whoever activates it) that enters within a **15** foot radius of it in the form of a **Vicious Mockery** spell with a DC of **10**. Any creature insulted is immune to this effect for the next **24** hours. The creature that flips the switch is also immune to this effect.

**Insults:** Roll 1d6

**1** - "Halt, you crooked nosed knave!"

**2** - "Looks like someone put all their skill points into stupid!"

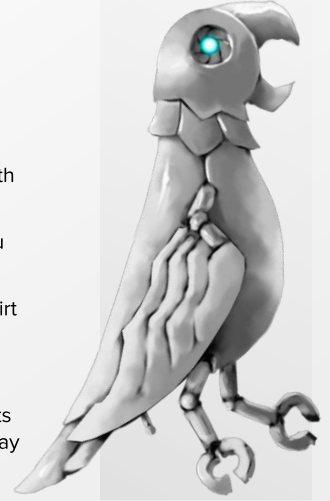
**3** - "A hedge-born churl mocks me with their presence!"

**4** - "I'm surprised you're still alive, you adventuring liability!"

**5** - "Go home already you ugly little dirt merchant!"

**6** - \*Improvise\*

You can also program your own insults by whispering them to your Mockingjay at dawn three days in a row.



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## HOURGLASS OF RESPITE

Necklace, Legendary (Requires Attunement)

This silver hourglass is held by its ends to the inside of an elaborate silver ring attached to a necklace chain. Glittering black sand pours endlessly within the hourglass with neither side increasing in volume.

While attuned to this necklace, you can use the following effect:

- As a **bonus** action, the wearer can turn the hourglass 180 degrees within the ring to transport themselves to a pocket dimension within the astral sea for **1 hour**. Time moves differently in this pocket dimension, and the wearer returns to the material plane at the **end of their next turn**. You may not use this feature again until you complete a long rest.

The ground in the pocket dimension is a perfectly flat impenetrable wall of force energy shrouded by a faintly glowing mist. It extends endlessly in all directions beneath a beautiful view of the sprawling cosmos.



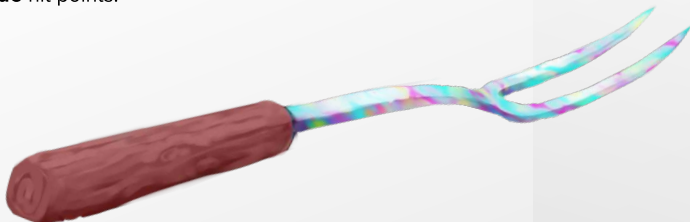
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## GLUTTON'S FORK

Wondrous Item, Uncommon

This 2-pronged fork has **3** charges, and regains all charges each day at dawn. You can use an **action** to expend **1** charge to stab and eat any non-magical item you can fit in your mouth. The object will turn edible and must be consumed during the same turn to gain **2d6** hit points.



Source: The Adventure Zone



## MISTWALKER'S WAND OF SWAPPING

Wand, Rare

This slender wand is carved from a dark blue oak, with intricate swirling carvings that emanate a white light when the wand is used.

This wand holds up to **6 charges** and regains **1d4 + 1** expended charges daily at dawn. While wielding the wand, you can use an **action** to expend a number of its charges to use one of its effects. Upon consuming the last charge on this wand, roll a d20. On a 1, the item is destroyed, turning to dust.

**1 charge:** You may swap any non-magical item on your person with another non-magical item of similar size and weight that you can see within **60** feet of you.

**2 charges:** You may swap yourself with any willing creature of the same size that you can see within **60** feet of you. Unwilling creatures must succeed a **WIS** save with a DC **15** to resist the effect.

**3 charges:** You may swap two willing creatures of equal size that you can see within **60** feet of you. Unwilling creatures must make a **WIS** save with a DC **15** to resist the effect. If at least one creature succeeds, the effect fails.

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## MORPHING WEB

Wondrous Item, Rare

This clump of spider web has a slight glow and has a heartbeat-like pulsing. In this form, it's incredibly sticky. The web is able to harden and take new forms, gaining the strength and sharpness of steel.

This item has two forms - a **web** form and a **weapon** form.

While in its **web** form, the Morphing Web can replicate the form of any existing weapon with the finesse or light attribute by placing them within 1 foot of each other and not moving them for 10 minutes.

While in weapon form, the Morphing Web has **+1** to attack and damage rolls made by the weapon. After landing any attack against a target of medium size or smaller, the wielder can attempt to **ensnare** them, reverting the Morphing web back to its web form. They must make a **STR** save with a DC **14** or be restrained. The restrained creature may use an **action** to attempt another **STR** save, being freed on a success.



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## DECANTER OF ENDLESS WATER

Wondrous Item, Rare

This stoppered flask of elaborate silver sashes when shaken, as if it contains water. It weighs 2 pounds and is modelled after a koi fish, with its mouth being the opening.

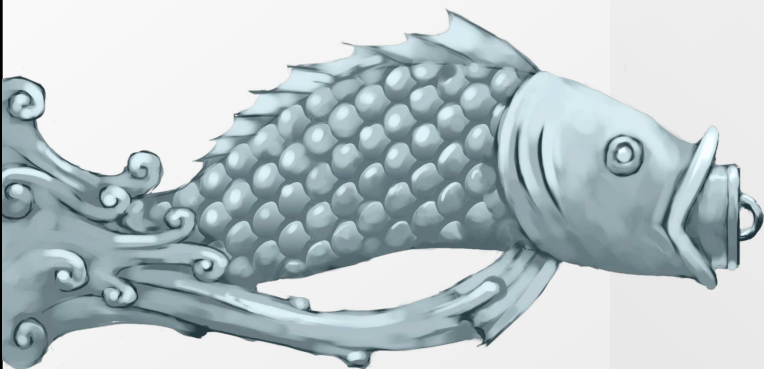
You can use an **action** to remove the stopper and speak one of three Command words, whereupon an amount of freshwater or saltwater (your choice) pours out of the flask. The water stops pouring at the start of your next turn.

### Command words:

“**Stream**” produces 1 gallon of water.

“**Fountain**” produces 5 gallons of water.

“**Geyser**” produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 STR saving throw or take 1d4 bludgeoning damage and fall prone.



Source: Dungeon Master's Guide 5th Edition



## ALCHEMY JUG

Wondrous Item, Uncommon

This ceramic jug appears to be able to hold a gallon of liquid and weighs 12 pounds whether full or empty. Sloshing sounds can be heard from within the jug when it is shaken, even if the jug is empty.

You can use an action and name one liquid from the table below to cause the jug to produce the chosen liquid. Afterward, you can uncork the jug as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the jug can produce depends on the liquid you named.

Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn.

Liquid	Max Amount
Acid	8 ounces
Basic poison	1/2 ounce
Beer	4 gallons
Honey	1 gallon
Mayonnaise	2 gallons
Oil	1 quart
Vinegar	2 gallons
Water, fresh	8 gallons
Water, salt	12 gallons
Wine	1 gallon



Source: Dungeon Master's Guide 5th Edition



## THE PURIFIER

Weapon (Firearm), Very Rare (Requires Attunement)

In place of a barrel on this long rifle is a rectangular slab of pure white stone. When fired, celestial runes carved into its sides will glow before projecting a beam of radiant light.

**Range:** 200/800

**Weight:** 40 lbs

**Reload:** This weapon does not need reloading.

**Misfire:** This weapon cannot misfire.

**Damage:** 2d8 radiant

While attuned to this weapon, you gain the following effects.

- You gain a **+2** to attack and damage rolls made with this weapon.

- This weapon has **20** charges. **1** charge is consumed for each time this weapon is fired. This weapon must be placed in direct sunlight for one hour to regain all charges.

- When shooting an **aberration, elemental, fey, fiend, or undead** with this weapon, deal an additional **1d8 radiant damage** on a hit.

- If a **humanoid** is hit with this weapon, remove one of any **charmed, frightened, or poisoned** conditions. If the target is affected by more than one of these conditions, roll 1d2 or 1d3 accordingly, removing one at random.



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## COBRA CROSSBOW

Weapon (Hand Crossbow), Rare (Requires Attunement)

This sleek hand crossbow resembles a curved steel snake, its jaw extended at the front in place of a reticle. Bolts can be placed along the snake's body, extending through the snake's head like a tongue.

While attuned to this weapon, you gain the following effects:

- You gain a **+1** to attack and damage rolls made with this weapon.

- If your attack roll results an **odd number** after you hit with an attack with this weapon, the bolt is transformed into a **poisonous snake** biting the target. They must make a **CON** save with a DC of **10**, taking **2d4 poison damage** on a failure or half as much on a success. The snake then lands in a random empty space within **5** feet of the target.

- As a **bonus action**, you may issue any transformed snakes within **50** feet of you a simple command. They act at the end of your turn.

Snakes revert back to a crossbow bolt after **10** minutes or if they reach **0** HP.



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## HOLE THROWER

Wondrous Item, Rare

The Hole Thrower is a wooden slingshot with an intricate pattern etched onto the handle. It can put a perfectly circular hole into any non-living, non-magical object or barrier.

This item has **3** charges. It regains all **3** charges each day at dawn.

You may spend **1** charge to fire the Hole Thrower up to **30** feet at what you wish to put a hole in, then roll a **d10** and the hole's diameter and depth is that many inches, whatever you roll.



Source: The Adventure Zone



## ARMSTRONG'S BELT OF FLEXING

Wondrous Item, Rare (Requires Attunement)

This belt's heavy brass buckle depicts the Armstrong family crest - a large kite shield surrounded by flowers with 2 muscular arms clasping hands in a tight handshake.

While attuned to this item you gain the following effects:

- Your **strength** score increases by **2**.

- You are able to substitute your **strength** modifier in place of **charisma** when making a charisma based ability check. You cannot use this feature again until you complete a long rest.



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## RING OF THE GRAMMARIAN

Ring, Legendary (Requires Attunement by a Spellcaster)

While attuned to and wearing this ring, you can alter one letter in the title of a spell as you are casting it, to create a different effect. It must be grammatically correct for the spell to work. For example, while casting the spell cause fear, you can alter it to become cause bear.

The spell's school of magic changes to fit the nature of the new spell. The DM has authority in ruling the new spell, and can change the spell's components, range, casting time, and level as they see fit. If you do not have a spell slot of the required level to cast the new spell, the spell fails, and the slot used to cast the original spell is wasted.

Once used, the ring cannot be used again until the wearer completes a **long rest**.

The same spell cannot be altered in the same way more than once by this item.



Source: The Adventure Zone



## ABIGAIL

Wondrous Item, Uncommon

This 10 inch decrepit doll of a little human girl has oversized, cartoonish round eyes that stare into nothing. The paint on her face and body is chipped and flaking.

As a bonus action, you can speak the doll's name. If you are within **30** feet of her, the **Silence** spell is cast, centered on the doll for **10** minutes. You regain the use of this feature each day at dawn.

### Silence

2nd level illusion

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

While Abigail is on your person, your third failed death saving throw will cause the doll to die in your place and be destroyed, returning you to 2 failed death saves.



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## LIMIT BREAKER

Wondrous Item, Very Rare (Requires Attunement)

This bracer is simply made with lightweight steel plating over a soft leather lining. 5 small blue gems are inlaid into the steel in a straight line, going up the arm.

While attuned to this item, you gain the following effects:

- While wearing this bracer, you may spend **1 HP** per level to choose **one** of the bracer's effects. This can only be used once each round during your turn.

### Effects:

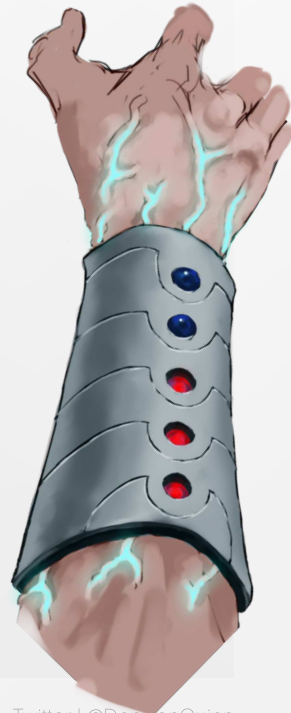
- Your **speed** increases by **15** feet until the start of your next turn.

- Gain **+2** damage to all melee attacks until the start of your next turn.

- Gain **+5** to hit on your next ranged attack.

- Gain advantage on all **STR** and **DEX** based ability checks until the start of your next turn.

Upon using this bracer for the **5th** time consecutively before taking a **long rest**, you enter into an undying state, and your **HP** cannot drop below **1** until the end of your next turn. After this effect ends, the wearer immediately falls to **0** HP and must make **1** death saving throw. The bracer cannot be used again until you complete a long rest.



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## ADJUSTABLE ARC LAMP

Wondrous Item, Common

This convenient lamp frame houses a glass globe of arcane light. An aperture at its front that can be adjusted to shed bright light up to 30 feet and dim light an additional 30 feet. It also has a convenient knob for adjusting the light's colour.

The light within the globe lasts 3d6 days and can be recharged by having an artificer use their infuse item ability on it. When this happens, roll 3d6 days to determine its new lifespan.



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# RING OF THE DAWN

Ring, Legendary (Requires Attunement)

The head of this simple brass ring holds a tiny swirling orb of sunlight cupped by two molded hands. On the inside of the ring, etched in celestial, are the words, "May our combined light lead this world to greatness".

While attuned to the Ring, gain the following properties:

- Your **Wisdom** and **Charisma** scores increase by **1**.
- If you start your turn in direct natural (non-magical) sunlight with at least **1** HP, regain **1d10** HP.

- When giving or receiving a healing effect, you may roll one extra die.

- While wearing the ring, you can cast the **Light** cantrip at-will or the **Daylight** spell once per long rest.



## Daylight

3rd level evocation  
Casting Time: 1 action  
Range: 60 feet  
Components: V S  
Duration: 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

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# POUCH OF NATURE'S REPRISE

Wondrous Item, Rare

This small pouch is made of woven grass and is tied off with string. Within are **10** acorns enchanted with tiny forest spirits. As a **bonus action**, an acorn can be placed on any crafted, non-magical, wooden object of a medium size or smaller, the object will spring to life for **10** minutes. During this time, whoever placed the acorn can spend a **bonus action** to issue a simple command to one or more of the objects. Constructs act immediately after their creator's turn. Upon falling to **0** HP or at the end of the duration, the effect ends, and the object turns into a tree of a similar size at its location.

Animated objects have the following traits:

**Damage Immunities:** poison, psychic  
**Condition Immunities:** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses:** blindsight 60 ft. (blind beyond this radius), passive perception 10  
**Languages:** Druidic, Sylvan

## Tiny Construct

**AC** 16 (Natural Armor) **HP** 5 **Speed** 20 ft., fly 40 ft.  
**STR** 10(+0) **DEX** 14(+2) **CON** 6(-2) **INT** 5(-3) **WIS** 10(+0) **CHA** 5(-3)

### Actions

**Slam:** Melee Weapon Attack: +2 to hit. 1 bludgeoning damage.

## Small Construct

**AC** 14 (Natural Armor) **HP** 10 **Speed** 25 ft.  
**STR** 12(+1) **DEX** 12(+1) **CON** 8(-1) **INT** 5(-3) **WIS** 10(+0) **CHA** 5(-3)

### Actions

**Slam:** Melee Weapon Attack: +3 to hit. 1d4 + 1 bludgeoning damage.

**Nourish:** The small construct can produce and feed one Goodberry to any creature within 5 feet of it, restoring **1 HP**. The goodberry is destroyed if it isn't consumed by the start of the construct's next turn.

## Medium Construct

**AC** 12 (Natural Armor) **HP** 20 **Speed** 30 ft.  
**STR** 14(+2) **DEX** 10(+0) **CON** 10(+0) **INT** 5(-3) **WIS** 10(+0) **CHA** 5(-3)

### Actions

**Multiattack:** The construct makes two slam attacks.

**Slam:** Melee Weapon Attack: +4 to hit. 1d4 + 2 bludgeoning damage.



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# GIDEON'S GRASP

Weapon (Greatsword), Rare (Requires Attunement)

The blade of this greatsword is made up of a collage of metal alloys. Copper, gold, silver, iron and steel, weaved together in a geometric pattern, growing outwards to the blade's edge. Embedded in the blade is a metal skeletal hand, it's elongated fingers extend throughout the blade, and the metal bones of an attached forearm stand in place of the blade's handle.

While attuned to this weapon, you gain the following effects:

You gain **+1** to attack and damage rolls made by this weapon.

**Call of the Creation Forge:** The complex energy behind this blade's origin agitates the binding magic that animates constructs.

When you hit a **construct** with this weapon, deal an extra **1d8** magical **slashing damage**, and the construct's speed is **halved** until the end of its next turn.



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# ELIXIR OF CONFIDENCE

Potion, Common

Popular among students, this gold flecked potion removes any anxieties and fills the drinker with a feeling of confidence. It has a smooth, refreshing taste.

For **1** hour, you have advantage against being frightened, your **Charisma** score increases by **2**, and can choose to reroll one ability check, but you must take the new result.

The effect ends if you fall unconscious or die.



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## GLAIVE OF THE HEAVENLY GENERAL

Weapon (Glaive), Very Rare (Requires Attunement)

This long glaive of gleaming steel has a short flag attached beneath the blade. When planted in the ground, the flag will always softly billow. Intricate swirling cloud patterns are inlaid into the handle.

While attuned to this weapon, you gain the following effects:

- You gain **+2** to attack and damage rolls made by this weapon.
- When you make an **attack action** using this weapon and you're able to speak, you can issue a magical command word as part of that action to all allies within **30** feet of you that can hear you. You cannot use this feature again until you complete a **short** or a **long** rest.

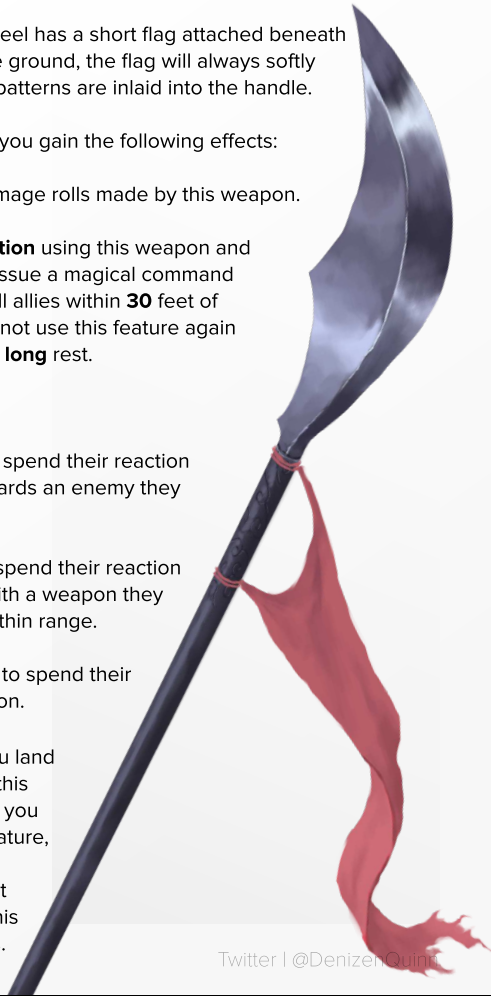
### Command words:

**Charge!** - Allies can choose to spend their reaction to move up to their speed towards an enemy they can see.

**Attack!** - Allies can choose to spend their reaction to make one weapon attack with a weapon they are holding against a target within range.

**On Guard!** - Allies can choose to spend their reaction to use the dodge action.

- **Cleaving Blows:** Any time you land an attack on a humanoid with this weapon and reduce it to 0 HP, you can choose to behead the creature, and can immediately make an additional melee attack against another target within range. This effect can occur multiple times.



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## HUMANIMORPH POTION

Potion, Rare

Dropping a piece of organic material (hair, skin, blood, etc.) from any humanoid into this clear potion will allow the drinker to transform into that humanoid for **1** hour. The material must have been taken from a living humanoid and can only be used within **24** hours of being taken. The potion has no effect if the challenge rating of the humanoid is greater than the drinker's level, the drinker is a shapechanger, or if the drinker is at 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies.

While transformed, your game statistics, including mental ability scores, are replaced by the statistics of the chosen humanoid, but you retain your alignment and personality.

You assume the hit points and hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

The creature is limited in the Actions it can perform by the Nature of its new form, and it can't speak, cast Spells, or take any other action that requires hands or Speech unless its new form is capable of such Actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its Equipment.



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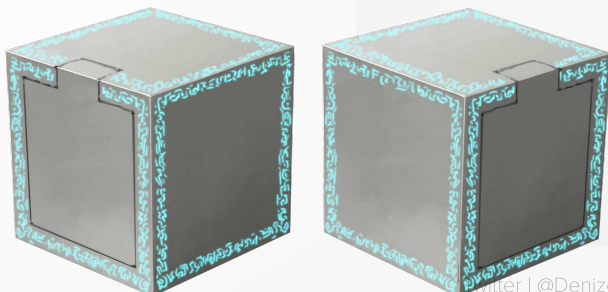
## COURIER CUBES

Wondrous Item, Uncommon

These two matching cubes are 3 inches long on all sides. They have tiny arcane runes etched along the edges. A face on each cube can be pressed inward to click open and close the cubes.

The interior of the cubes make up a tiny shared pocket dimension and anything placed into the cube can be accessed from either cube. When either cube is opened and closed, the other cube will become very warm and its runes will glow with magical blue light, signifying that an object has been sent. Any organic material that is placed into the cubes is disintegrated and appears as dust when reopened.

If both cubes are opened at the exact same time, the shared dimension will attempt to occupy the same space on the material plane and warp toward each other. Any that are making physical contact with either cube must make a **DEX** save with a DC of **20** (with disadvantage if the cube is kept in clothing), taking **8d6 force damage** on a failure and both cubes are destroyed.



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## CRAM POTION

Potion, Common

This bright orange potion can come in handy during finals. Make sure you have a safe place to rest before it finishes. It has a bright sour taste.

When you drink this potion, remove any points of exhaustion you have for **8** hours. If you aren't engaged in a long rest before the end of this potion's duration or if the ensuing long rest is interrupted, you receive twice the points of exhaustion that were removed, to a maximum of 5. Completing the long rest results in you having the amount of exhaustion points you would have had if you hadn't taken the potion (the original amount minus 1).



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# ENTROPIA

Staff, Legendary (Requires Attunement by a spellcaster)

This smooth white staff has a shimmering iridescence to it. It constantly hovers around waist height to its last attuner, unaffected by gravity.

While attuned to the staff, you gain the following effects:

- You gain **+1** to your spell attack bonus and spell save DC when casting spells using this weapon as your spellcasting focus.
- While holding the staff, you gain a **fly** speed (hover) of **30** feet
- The staff holds up to **5 charges**, regaining **1d4 + 1** charges each day at dawn.
- **Augment:** When casting spells using this staff as a focus, you may spend **1** charge to augment the spell you cast with a random effect spun from another school of magic. Roll **1d8** and gain **one** of the following effects immediately after the spell is cast. Or you can spend **3** charges instead of **1** to choose an effect from the list.

- 1 - Burst** - All creatures within **30** feet of you must make a **DEX** saving throw using your spell save DC, taking **3d6** force damage on a failure or half as much on a success.
- 2 - Bamf** - Teleport to an empty space that you can see within **30** feet of you.
- 3 - Cloak** - Turn invisible until the start of your next turn.
- 4 - Replay** - Until the start of your next turn, you can choose **one** ability check, attack roll, or saving throw that that's made and you can see and re-roll the result.
- 5 - Shell** - You gain **+2** to your **AC** until the end of your next turn.
- 6 - Rise** - Choose an empty space within **10** feet to summon a **specter**. You may use a **bonus** action to issue simple commands to it. It acts after your turn and spends its turns doing its best to follow your commands. The specter disappears after **1** minute or if it reaches **0** HP.
- 7 - Alter** - You may choose a new damage type for one spell cast within **60** feet of you until the start of your next turn, including the one triggering this effect.
- 8 - Puppet** - Choose one allied creature within **60** feet. They may spend their **reaction** to make one attack with a weapon they are holding against a target of your choice within range.

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# HOWL

Weapon (Greataxe), Very Rare (Requires Attunement)

The head of this greataxe is shaped to resemble the profile of a yawning wolf, its gaping jaw forming the blade's edge.

While attuned to this weapon, you gain the following effects:

- You gain **+2** to attack and damage rolls made by this weapon.
- **Bloodlust:** This axe can hold up to **6** charges and gains effects depending on how many charges it has. It gains **one charge** at the end of your turn if you've taken damage or dealt damage to a creature while wielding Howl during that turn. You also gain **one charge** whenever you deal a critical hit using Howl. If **one minute** passes without gaining a new charge, the axe loses all charges.

**2 charges** - Deal an additional **1d6 slashing damage** on a hit.

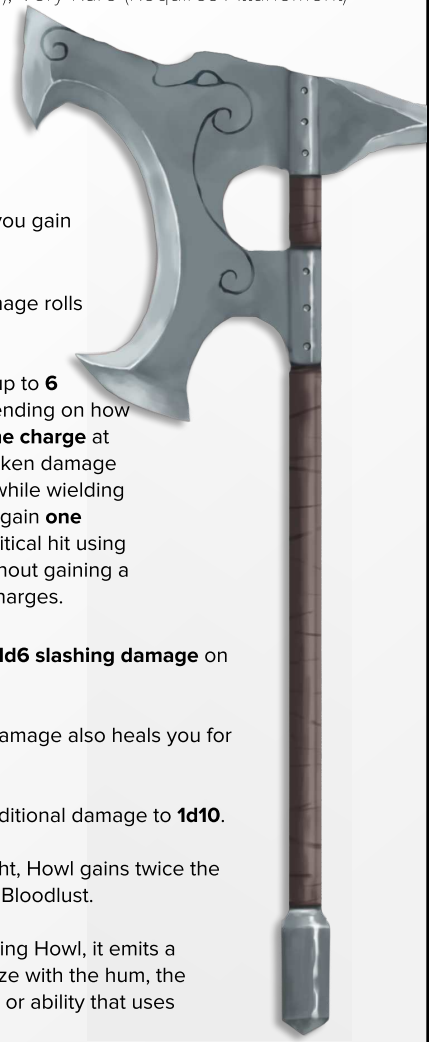
**4 charges** - Howl's additional damage also heals you for the same amount.

**6 charges** - Increase Howl's additional damage to **1d10**.

While fighting in direct moonlight, Howl gains twice the charges it normally would from Bloodlust.

- **Bardic Harmony:** while swinging Howl, it emits a resonating hum. If you harmonize with the hum, the range of your bardic inspiration or ability that uses bardic inspiration is doubled.

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# GRAPPLING BOLT

Ammunition, Common

This specialized crossbow bolt has the effects of a grappling hook but can be loaded into a heavy crossbow, gaining the crossbow's extended range, providing you have enough rope.



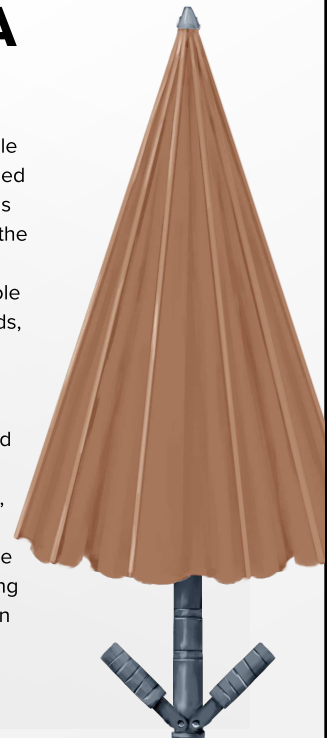
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# UMBRELLA

Wondrous Item, Common

This strange device has a central metal pole and at its tip, several metal rods are attached and folded against the central pole. Canvas fabric is connected between the rods like the webbing of a wyvern's wing. Two handle bars can be unfolded at the base of the pole as a **bonus action**, which will unfold the rods, stretching the canvas taut. While the Umbrella is open in mid-air, it and any creatures holding it gain the effects of the Feather Fall spell. If the Umbrella is opened while falling, you must make a **STR** saving throw with a DC of **10 + 1** per **10** feet fallen, losing grip of the Umbrella on a failure. If more than one creature is supported by the Umbrella, all creatures make the **STR** saving throw with disadvantage. The Umbrella can be held by no more than 3 creatures or medium size or smaller.



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## MASTER MORAG'S MAGNIFICENT MONOCLE

Wondrous Item, Very Rare (Requires Attunement)

The rim of this silver monocle has 4 gems inlaid into it, equidistant from each other. Emerald, sapphire, topaz, and ruby, each slightly glowing with magical light. The rim can be rotated 90 degrees, allowing a slot near the top of the monocle to receive the upper-most gem.

The monocle holds up to **4** charges, regaining any spent charges upon completing a **long rest**. While attuned to this item, you can spend a number of charges to cast any of the following spells. Only one spell can be active at a time. If all 4 charges are exhausted, roll a d20. On a 1, the last gem used turns to dust.

Emerald - 1 charge

### Comprehend languages

1st level divination

For 1 hour, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

Sapphire - 1 charge

### Detect magic

1st level divination

For 10 minutes (requires concentration), you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Topaz - 2 charges

### Identify

1st level divination

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Ruby - 4 charges

### Disintegrate

6th level transmutation

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force.

A creature targeted by this spell must make a DEX saving throw with a DC of 14. On a failed save, the target takes 10d6+40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

This spell automatically disintegrates a Large or smaller non-magical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.



## SHIELD OF HEROIC MEMORIES

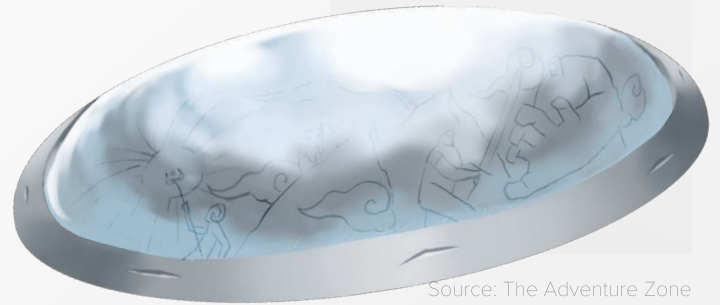
Armor (Shield), Very Rare (Requires Attunement)

This perfectly round steel shield has a mirror finish. Images are etched into its surface, depicting a humanoid form engaging in a complex series of epic events. They stand atop a mountain, pointing at a giant, or engaged in single combat with a massive armored knight, or holding up a torch in the face of dozens of small, sharp toothed creatures. Upon attuning with this shield, the surface is wiped clean, paving the way for your own heroic moments to be recorded.

While attuned to this shield, you gain the following effects:

- Wielders gain a **+1** to their **AC** in addition to the shield's normal bonus.
- As you defeat creatures in battle while holding this shield, you gain an additional **+1** bonus to **AC** in any subsequent battles with those creatures. The events of the battle are intricately engraved on the shield's surface.
- You may also spend 10 minutes to recount a past battle you've engaged in to the shield. Upon a successful DC **15** charisma (persuasion) check, the shield adds the battle to its surface, giving you the armor bonus to the main creature type involved. You cannot use this feature again until you complete a long rest.

Creature types: Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Humanoids (specific race encountered), Monstrosities, Oozes, Plants, Undead



Source: The Adventure Zone



## MANTLE OF THE TORTLE

Wondrous Item, Rare (Requires Attunement)

This heavy cloak smells faintly of swamp, and has a hexagonal turtle shell pattern weaved into its back.

While attuned to this item, you gain the following effects:

- Wearers gain a **+1** bonus to their **AC**.

- You are able to use the Shell Defense turtle racial ability once per long rest.

**Shell Defense.** You can withdraw into your shell as an action. Until you emerge, you gain a **+4** bonus to **AC**, and you have advantage on **Strength** and **Constitution** saving throws. While in your shell, you are prone, your speed is **0** and can't increase, you have disadvantage on **Dexterity** saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.







# FIRE PLUME HELMET

Wondrous Item, Uncommon (Requires Attunement)

This bronze helmet covers the wearers entire head and has triangular 3 pronged slits for the eyes and mouth. A pointed metal ridge extends up from between the wearer's forehead to extend from the helmet as a large spike. Etched into the helmet, behind the spike, are complex arcane runes running the length of the helm to the back of the head.

While attuned to this helmet, you gain the following effects:

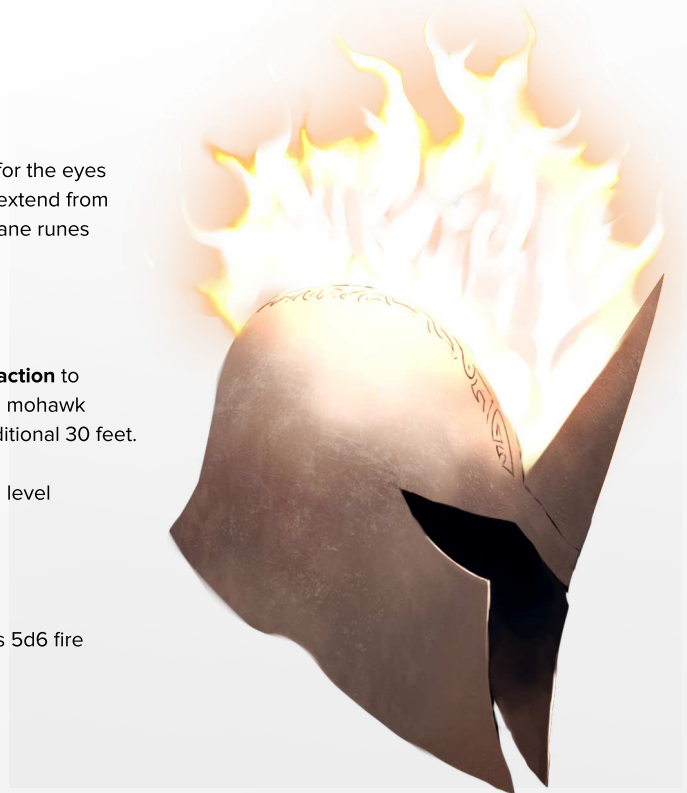
- The wearer is able to set their own command word. The wearer may spend a **bonus action** to speak the command word to ignite the helm, causing a torrent of flame to sprout like a mohawk along the arcane runes. The flames cast bright light within 30 feet and dim light an additional 30 feet.
- While ignited, the wearer can spend an **action** to cast the **Burning Hands** spell at 3rd level originating from their head with a DC of 14.

## Burning Hands (3rd level)

Each creature in a 15-foot cone must make a DEX saving throw DC 14. A creature takes 5d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

You regain the use of this ability after completing a long rest.



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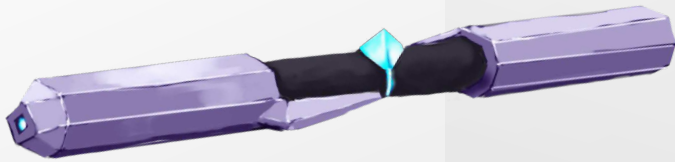


# IMMOVABLE ROD

Wondrous Item, Uncommon

This metal rod has a button on one end. You can use an **action** to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity.

The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.



Source: DND Beyond



# ATLAS GAUNTLETS

Wondrous Item, Very Rare (Requires Attunement)

These intricate mechanical gauntlets give the wearer incredible grip strength. Glowing blue wires that twist throughout the structure stem from bright blue hexagonal crystals embedded from the back of each gauntlet.

Gauntlets can be donned or doffed as an **action**.

While attuned to these gauntlets, you gain the following effects:

- The wearer ignores the two-handed property on any melee weapons they wield.
- The wearer's unarmed strikes deal **1d8** bludgeoning damage.
- The wearer's melee attacks must use **strength** as the ability modifier.
- The wearer's ranged attacks have disadvantage.
- The wearer has disadvantage on any **dexterity** based checks using their hands.
- Spells requiring somatic components cannot be cast while wearing these gauntlets.



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# ARROW OF FARSIGHT

Ammunition, Uncommon

The heads of these finely made arrows are shaped to resemble the head of an owl, with tiny blue crystals for eyes.

After firing this arrow, you can choose to look through the arrow as a free action at any point for 1 minute. While doing this, you can see and hear through the arrow as if you were at its location. The arrow regains the use of this ability each day at dawn.



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## OFF-WHITE SNEAKERS OF THE WIND

Wondrous Item, Uncommon (Requires Attunement)

Imported white leathers made from the wild Ibiks of Mount Gravios have been expertly woven together, stained with the juice of a Pyrefly, before being left to bathe in the full moon's light for 3 nights.



While attuned, creatures wearing these totally rad sneakers gain **10** additional feet to their walking speed. Additionally, your movement is unaffected by difficult terrain.

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## GRAVITY BOMB

Wondrous Item, Very Rare

Crackling purple energy pulses in this fist sized glass dodecahedron. It has a constant vibration and a slight distortion surrounds its heavy iron frame.

As an **action**, the gravity bomb can be thrown at a point up to **30** feet away + **10** feet per bonus to your **STR**. Upon colliding with a solid object, the gravity bomb will break, casting the **Reverse Gravity** spell at its location.

### Reverse Gravity

7th Level Transmutation

This spell reverses gravity in a 50-foot-radius, 100-foot high Cylinder centered on a point within range. All creatures and Objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you cast this spell. A creature can make a **DEX** saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as a ceiling) is encountered in this fall, Falling Objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.



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## NIGHTMARE FUEL

Potion, Very Rare

The contents of this spherical flask resemble a slowly moving cloud of sparkling ash. It's warm to the touch and is tightly sealed with a dark iron stopper.

When you drink this potion, your legs are surrounded by swirling clouds of ash and fire and you gain the following features for **10 minutes**:

You gain **resistance** to **fire** damage.

You gain a flying speed of **90** feet.

Unarmed strikes with your feet deal an additional **2d6** fire damage.

**Once** during the effects of this potion, you can use a **bonus action** to enter the **Ethereal plane**, a dark and ghostly echo of the material plane. While on the Ethereal plane, you can see and hear the plane you originated from within **60** feet, which is cast in shades of gray. You can only affect and be affected by other creatures on the Ethereal plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so. You can use another **bonus action** to attempt a **WIS** save to return to the material plane with a DC of **10** within **30** feet of the entry point, a DC of **15** within **100** feet of the entry point, a DC of **20** within **500** feet of the entry point, or a DC of **25** further than **500** feet from the entry point.

The effect ends if you fall unconscious or die.

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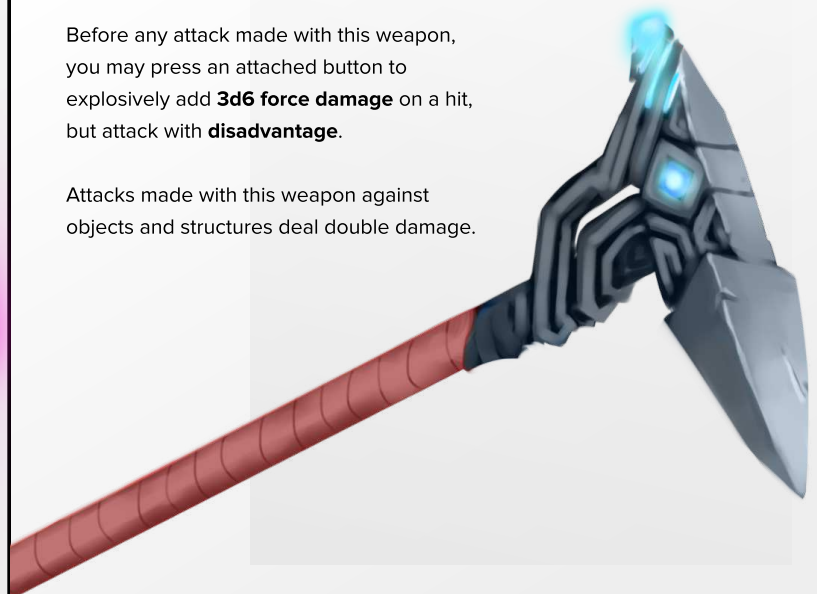
## ROCKET MAUL

Weapon (Maul), Rare

The front of this elaborate metal hammer ends in a sharp point. A glowing red crystal is embedded within a geometrical pattern at the center of the hammer's head. Metal tubing is built around the crystal, channelling its explosive power to propel it forwards at high speeds.

Before any attack made with this weapon, you may press an attached button to explosively add **3d6 force damage** on a hit, but attack with **disadvantage**.

Attacks made with this weapon against objects and structures deal double damage.



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## WAND OF SMILES

Wand, Uncommon

This wand has **3** charges. While holding it, you can use an action to expend **1** of its charges and target a humanoid you can see within **30** feet of you. The target must succeed on a DC **10 Charisma** saving throw or be forced to smile for **1** minute.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a wand of scowls.



Source: Critical Role



## CAP OF MANY FASHIONS

Wondrous Item, Common

While wearing this hat, you can use a **bonus action** to change the style, color, and apparent quality of the garment. The hat's weight doesn't change.



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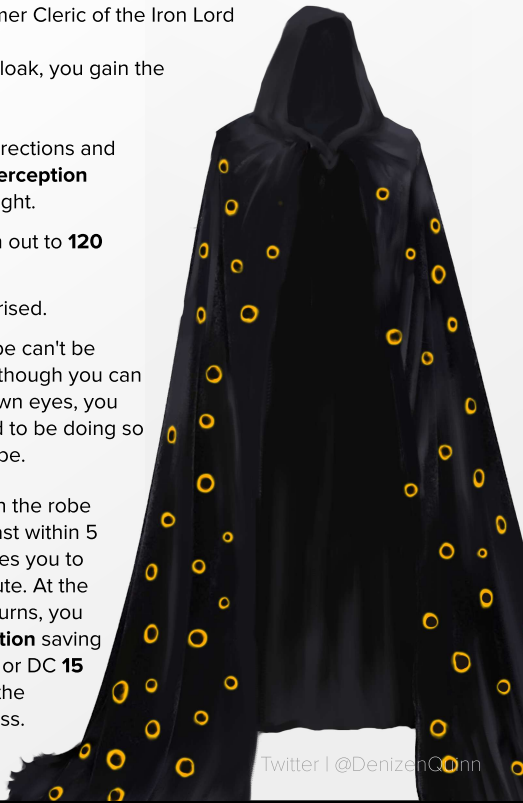
## CLOAK OF DEVOUT VISIONS

Wondrous Item, Very Rare (Requires Attunement)

"From afar, his cloak looks as though its dark form is speckled with blinking stars plucked from the night sky. But As I approached his looming form, I realized the stars were not stars at all, and they were all looking at me." - Former Cleric of the Iron Lord

While you wear the cloak, you gain the following effects:

- You can see in all directions and gain advantage on **perception** checks that rely on sight.
- You have darkvision out to **120** feet.
- You cannot be surprised.
- The eyes on the robe can't be closed or averted. Although you can close or avert your own eyes, you are never considered to be doing so while wearing this robe.
- A **Light** spell cast on the robe or a **Daylight** spell cast within 5 feet of the robe causes you to be **Blinded** for **1** minute. At the end of each of your turns, you can make a **Constitution** saving throw (DC **11** for light or DC **15** for daylight), ending the blindness on a success.



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## REFINED TREANT DRAUGHT

Potion, Very Rare

This globular vial is filled with distilled spirit water from the Feywild - water enriched with untamed natural magic capable of turning trees to treants, bringing dreams into reality, and twisting beasts into savage monsters.

When you drink this potion, pure Fey magic rushes through your body. Roll a **Wisdom** saving throw with a DC of **15**. You have advantage if you're an elf, half-elf or fey creature.

On a successful save, you are able to gain control of the wild Fey magic, and gain the following effects for the next **10** minutes:

- You gain **4d10** temporary hit points
- You grow in size, and gain the effects of the **Enlarge** spell.
- You have advantage to all saving throws against spells and magical effects.

On a failure, the savage side of Fey magic takes control and you succumb to the effects of a monstrous form of lycanthrope. While in this form, you gain the following effects for **10** minutes:

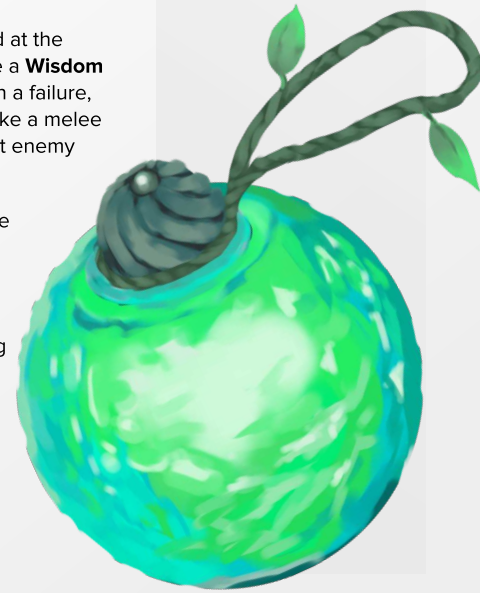
- You lose your sense of self and at the start of each of your turns, make a **Wisdom** saving throw with a DC of **10**. On a failure, you must spend your turn to make a melee attack action against the nearest enemy that you can sense.

- You gain a **+2** to melee damage rolls and your unarmed strikes deal **1d6 slashing damage**.

- If your hands are free, you're able to run on all fours, doubling your speed.

- You gain advantage on **perception** checks that rely on smell.

Either effect ends if you fall unconscious or die.



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## FRIENDLY COLLAR

Wondrous Item, Common

This soft fabric collar is resizeable and can be fit to any large sized beast or smaller. It has a small blank name tag that can be magically rewritten each time it's first attached to a beast.

When this collar is worn by a beast, all animal handling checks made with the creature have **advantage**..



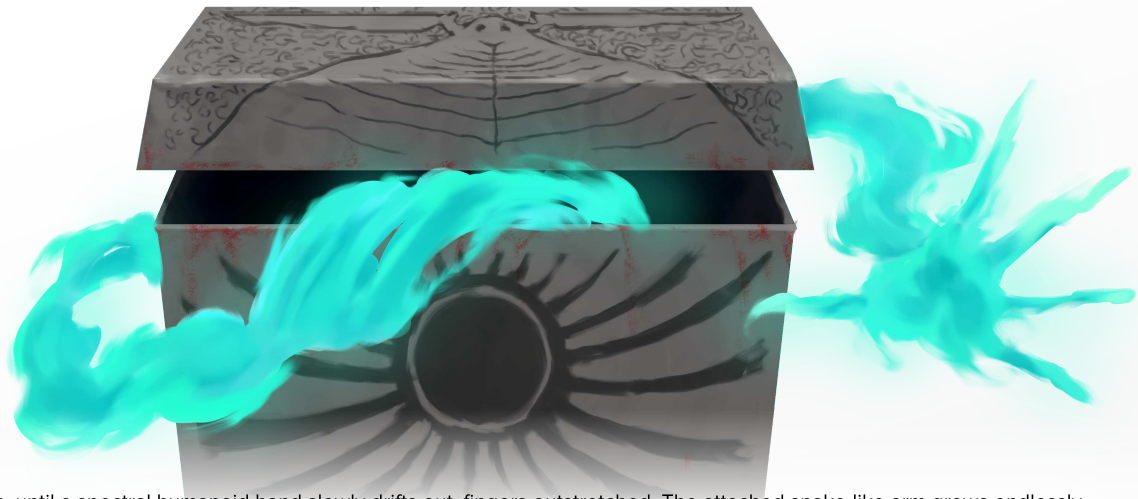
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## THE BOX

Wondrous Item, Artifact

The mouth of this simple stone box is 2 feet long and 3 feet wide. Strange faded labyrinthian carvings cover its surface, depicting a somewhat alien head on the lid with long antlers, and a black circle surrounded by a thin ring on the front. Upon closer inspection, ancient bloodstains can be found in the markings, chipped and flaking.



Opening the box reveals complete darkness, until a spectral humanoid hand slowly drifts out, fingers outstretched. The attached snake-like arm grows endlessly as the hand continues to extend. You can open the box as an **action**, and the hand moves **5** feet in a random direction at the end of each of your turns. It will do so until it reaches, or is given, an object or a creature. If it enters a creature's space, the creature must make a **DEX** save with a DC of **10** or be grabbed by the hand. Upon grasping the object or creature, the hand will immediately attempt to pull it into the box. Creatures must immediately make a **Strength** save with a DC of **30** or be pulled into the box. Once grabbed, the hand will never let go. After a successful save, creatures are considered grappled and must use their action to make another strength save on each of their turns, being pulled into the box on a failure. The creature may also escape if the limb being grabbed is swiftly removed. The box cannot be closed until the hand successfully pulls something into the box.

If an object or creature doesn't fit into the box, they will take **30d6 force damage** as the hand attempts to pull the object or creature into the box with over 8000 pounds of force. If the creature survives the force damage, the limb being grabbed is ripped off their body. If the creature does not survive the force damage, their body is broken as it is pulled into the box. Once an object or creature is pulled into the box, the lid shuts, and it may not be opened until the next dawn. Anything that enters the box can never be recovered.

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## BAG OF HOLDING

Wondrous Item, Uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to **500** pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.



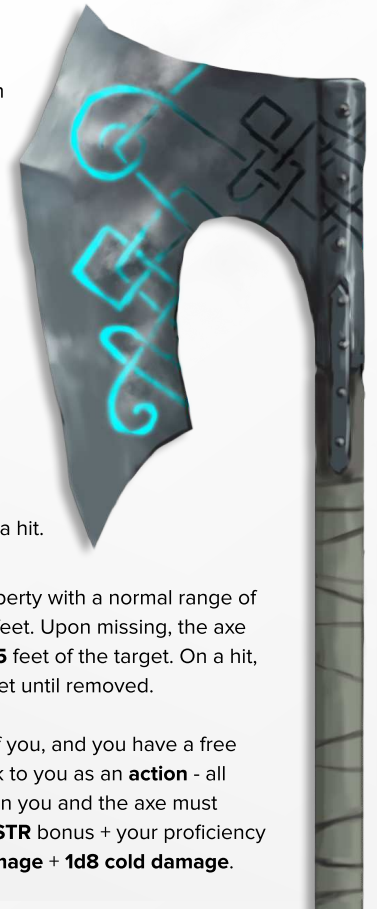
Source: Dungeon Master's Guide 5th Edition



## JOTUNBLOD

Weapon (Battleaxe), Very Rare (Requires Attunement)

This steel battleaxe has a knot pattern that weaves inward from the blade's edge. The pattern glows blue with frigid energy, left from the countless frost giants felled by this weapon.



While attuned to this weapon, you gain the following effects:

- You gain **+2** to attack and damage rolls made by this weapon.
- Steeped in the blood of frost giants, this weapon deals an additional **1d8 cold damage** on a hit.

- This weapon has a thrown property with a normal range of **20** feet and a long range of **60** feet. Upon missing, the axe lands in a random space within **5** feet of the target. On a hit, the axe is embedded in the target until removed.

- If Jotunblod is within **60** feet of you, and you have a free hand, it can be summoned back to you as an **action** - all creatures in a direct line between you and the axe must make a **DEX** save (DC **8** + your **STR** bonus + your proficiency bonus) or take **1d8 slashing damage** + **1d8 cold damage**.

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# OMEN BLADE

Weapon (Longsword), Very Rare (Requires Attunement)

This longsword has an orange, eye-like orb embedded in its hilt, from which, black tendrils twist outwards, giving the blade a strange organic texture.

While attuned, you gain the following effects:

- **The Iron Trial:** Omen Blades are scattered across the realm, and those who wield them are constantly drawn to one another, and upon meeting, are transported to a pocket dimension and compelled to engage in single combat. The winner's Omen Blade absorbs the other, strengthening the blade, and causing the orange eye to grow larger.

## 1 victory

- You gain **+1** to attack and damage rolls made by this weapon.
- You cannot be disarmed while wielding this weapon.

## 2 victories

- You develop a link with the Omen Blade's eye, giving you advantage on **dexterity** saving throws against effects you can see while in combat.

## 3 victories

- Your bonus to attack and damage rolls goes up to **+2**.
- Your connection to the Omen Blade's eye becomes stronger. At any point while both you and the blade are on the same plane, you can close your eyes to see through the blade's eye as if it were your own.
- You have proved your worth and have qualified for the final round of the 'Iron Trial'. When the Omen Blade's eye begins to glow, the trial's end will occur in 7 days. Peer through the eye to see where the final combat will take place. Upon doing this, you know the exact point of the location and how to get there.



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# THE OMEN EYE

Wondrous Item, Artifact (Requires Attunement)

Accepting the orange right eye of the Iron Lord is the final stage in completing the Iron Trial. By carving out your own eye and replacing it with the Omen Eye, you attune to it and the Iron Lord has deemed you worthy of being his champion.

"The world has forgotten my existence. You will be its reminder."



While attuned, you gain the following effects:

- You have **Truesight**.
- You cannot be **blinded**.
- An ability score of your choice increases by **2**.
- The eye has **8** charges. You can use an action to expend **1** or more charges to cast one of the following spells (save **DC 18**) from it: **Cause Fear** (1 charge) **Clairvoyance** (2 charges), **Scrying** (4 charges), or **Eyebite** (5 charges). The eye regains **1d4 + 4** expended charges daily at dawn.

While attuned to both The Omen Eye and Crownrender, you gain the following effects:

- You have one extra **reaction** each turn.
- You can use the eye's **Realm of Judgment** ability.

## Realm of Judgment

As an **action**, you can choose **one** creature you can see within **30 feet** to challenge to a duel of fate. They must make a **CHA** saving throw with a DC of **18**. Upon failure, roll **1d6** and you and the creature are sent to a pocket dimension for that many turns. You both appear in your exact positions centered in a 30 foot tall, 50 foot diameter cylindrical space. The floors, walls and ceiling are made up of an impenetrable collage of discarded metal equipment magically fused together and flattened. The room is lit by a single floating orange sphere of light close to the ceiling's center. After the effect ends, you and the creature are returned to your original positions when the ability was first used.

If anyone reaches **0** HP while in the Realm of Judgment, they are declared the loser and the effect ends early. The winner of the duel receives temporary HP equal to the loser's challenge rating or level multiplied by 3.

This ability cannot be used again until you complete a long rest.

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# CROWNRENDER

Weapon (Longsword), Legendary (Requires Attunement)

Your reward for completing the Iron Trial is the ancient sword, Crownrender, once wielded by the Iron Lord himself. A spherical recess is left in the sword's hilt from where the Omen Eye once laid. The blade is said to be crafted from the melted down crowns of conquered monarchs.

While attuned to this weapon, you gain the following effects:

- You gain a **+3** to attack and damage rolls made with this weapon.
- You gain proficiency in one skill of your choice.
- **Overwhelm:** Whenever making an attack action with this weapon against a creature that you have advantage against, you can make one additional melee attack with this weapon against that creature.

While attuned to both **Crownrender** and **The Omen Eye**, you gain the following effects:

- You have **advantage** on initiative rolls.
- You deal an additional **1d8 psychic damage** on a hit with Crownrender.



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# POTION OF FEIGN UNDEATH

Potion, Uncommon

The viscous liquid in this potion is a foul greyish green and slowly swirls in a stoppered crystal phial.

When you drink this potion, Your flesh becomes sickly grey, your eyes turn a deep yellow, and you emanate the smell of death and decay. You physically appear as if you were an undead zombie for **1 hour**. To the detection abilities of other creatures, both innate and magical, you appear as if undead.



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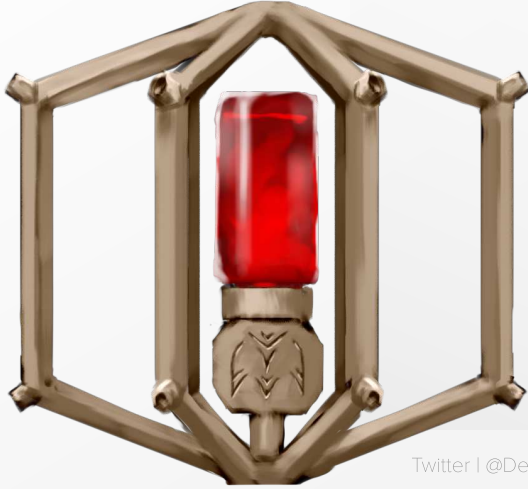
# HEALTH GRENADE

Wondrous Item, Uncommon

This fist sized hexagonal metal chassis has a number small metal nozzles pointing outwards from the center. You can take **1 minute** to transfer any potion of healing into a vial at the center of the grenade.

As an action, the Health Grenade can be thrown at a point up to **30 feet** away + **10 feet** per bonus to your STR modifier.

Upon landing, the Health Grenade converts the potion into a red mist. Each creature within **5 feet** of the grenade regains HP equal to half of the containing potion's value, provided they are able to breathe.



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# MASKS OF KIN

Wondrous Item, Rare

This pair of wooden masks are painted white. One depicts a grinning visage with red details around the eyes and mouth. The other depicts a sorrowful visage with blue detailing.

The creatures that wear these masks share a psychic bond, and are able to communicate telepathically within **500 feet** of each other.

If a wearer of one of the masks takes damage while the masks are within **500 feet** of each other, the wearer of the other is able to spend their **reaction** to take half of the damage in place of the creature being damaged. Once this ability is used, it cannot be used again until the next dawn.



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# SUNKEN ARMOR

Armor (Plate), Very Rare (Requires Attunement)

Clusters of small barnacles adorn parts of this rusted set of dark iron armor. While underwater, the armor fills with air and you can control your movement to effortlessly glide through the water.

While attuned to this armor, you gain the following effects:

- Wearing this armor provides an additional **+1** bonus to your **AC**.
- **Amphibious**: The wearer can breathe both air and water.
- The wearer has a swim speed of **30 feet**.

- As a **bonus** action, the wearer can choose one creature of large size or smaller that they can see within **30 feet** of them. Spectral tentacles shoot out of the armor and the target must make a **STR** saving throw with a **DC** of **15** or be pulled in a line until they are within **5 feet** of the wearer. The wearer cannot use this ability again until they complete a long rest.



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# SERPENTSLAYER CUTLASS

Weapon (Longsword), Rare (Requires Attunement)

This wide bladed cutlass has intricate patterns forged along its jagged edge. Enchanted to combat behemoths of the sea, it grows and becomes more deadly when wielded against larger foes.

While attuned to this weapon, you gain the following effects:

- You gain a **+1** to attack and damage rolls made with this weapon.
- This weapon deals additional magical slashing damage to larger creatures:

Against **large** sized creatures - **1d8 slashing damage**

Against **huge** sized creatures - **1d10 slashing damage**

Against **gargantuan** sized creatures - **1d12 slashing damage**



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## KARKARUS COMPASS

Wondrous Item, Very Rare (Requires Attunement)

This old brass compass is incredibly rusted and covered by a circular lid. A faded jolly roger with a hat is etched onto the surface. Once opened, a pin of pure gold spins aimlessly until the compass is held by someone attuned to it.

While attuned to this item, you gain the following effects:

- Only you are able to open the compass, and only while you are holding it, does it point to the location of the Gilded Leviathan - a legendary sea monster said to covered in glittering gold.

- You have advantage on **Survival** checks.

- Your **Charisma** score increases by **2**.

- Once per long rest, you can use an action to cast the **Fortune's Favor** spell.



**Curse of Greed:** While attuned to this compass, you are cursed. While cursed, you must pass a **Wisdom** saving throw with a **DC of 15** or attempt to obtain any gold that you encounter that does not have an obvious owner. Attunement to a cursed item can't be ended voluntarily unless the curse is broken first, such as with the **Remove Curse** spell.

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## WEAVELEECH ARMOR

Armor (Studded leather), Very Rare, Requires Attunement

This purple-grey set of leather armor is covered by an alien worm-like pattern. There are pink crystals embedded all over the armor, symmetrically spaced apart.

While attuned, you gain the following effects:

- Wearing this armor provides an additional **+1** bonus to your **AC**.

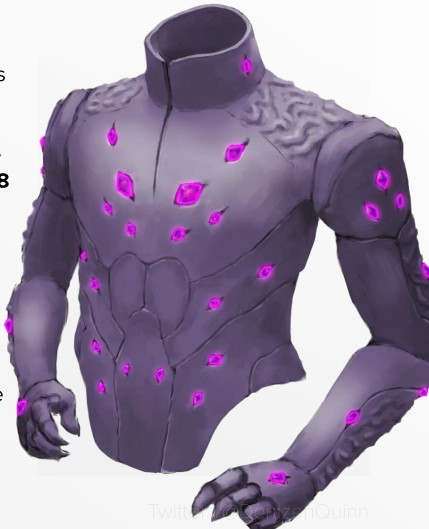
- The armor is capable of storing up to **5** charges. Each time the wearer takes damage from a spell of **1st** level or higher or a magical ability of equivalent power, the arcane crystals embedded in the armor soak up residual magic in the air and they gain **1** charge. If **1** hour passes without gaining a new charge, the armor loses all of its charges.

- While wearing the armor, you can expend some of the charges to use the following abilities:

**1 charge** - As a **bonus** action the wearer can grant themselves **1d8** temporary hit points.

**3 charges** - As a **bonus** action, the wearer can choose one damage type to gain resistance against for **1** minute.

**5 charges** - The wearer can take one additional **action** on their turn.



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## UMBRAL EDGE

Weapon (Double-Bladed Sword), Legendary (Requires Attunement)

The mirrored blades of this two-ended sword are black as night, forged from an ancient celestial ore.

**Damage:** 2d6 slashing      **Weight:** 4 lb.  
**Properties:** Special, Finesse, Two-Handed

**Special:** When making attack action with this weapon, you can make one additional attack with it as a **bonus** action. This attack deals **1d6** slashing damage, instead of **2d6**.

While attuned to this weapon, you gain the following effects:

- You gain a **+3** to attack and damage rolls made with this weapon.

- You gain **darkvision** out to a range of **60** feet. If you already have **darkvision**, the range is increased by **60** feet.

- Whenever you reduce a creature to **0** hit points or land a critical hit with this weapon, you and anything you're wearing or carrying turn **invisible** until the end of your next turn. This effect ends if you attack or cast a spell.

- As a **bonus** action, you can speak the true name of a creature to the blade. For the next **12** hours or until the creature dies, the blade brims with the delicate crimson light of a blood moon and this weapon deals an extra **2d8 necrotic damage** to that creature on a hit. Only one creature can be named at a time and once they are named once, they can never be named again. You cannot use this property again until the next dusk.



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## AK'THUUM

Weapon (Spear), Rare (Requires Attunement)

The shaft of this two-pronged spear is wrapped in behir leather - a monstrous blue creature known for its lightning breath. The spear was once wielded by the chieftan of a clan of storm worshipping orcs.

While attuned to this weapon, you gain the following effects:

- You gain **+1** to attack and damage rolls made with this weapon.

- Attacks with this weapon deal an additional **1d6 lightning damage**.

- If this spear is thrown, the attack builds a stronger electrical charge in the air, dealing an additional **1d6 lightning damage** for every **10 feet** the spear travels, to a maximum of **6d6 lightning damage**.



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## PREYSEEKER BOW

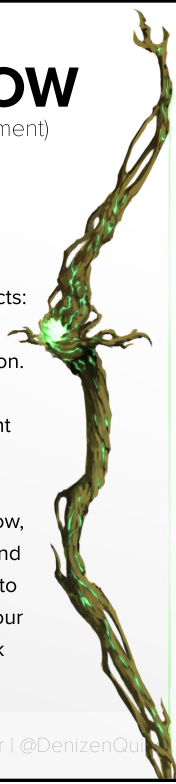
Weapon (Any Bow), Rare (Requires Attunement)

Pale green light emanates from the tangled clumps of knotted roots that make up the limbs of this bow.

While attuned to this weapon, you gain the following effects:

- Gain **+1** to attack and damage rolls made with this weapon.
- This bow can hold up to **3** charges and regains any spent charges each day at dawn.
- **Seeker Shot:** Before making a ranged attack with this bow, you can spend **1** charge to have your arrow grow wings and fly directly to your target. Instead of making an attack roll to hit, your target must make a **DEX** save with a **DC of 8** + your ranged attack bonus or be hit with your attack. This attack deals an additional **1d8** piercing damage.

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## GILDARION, THE GREEDY

Weapon (Longsword), Legendary (Requires Attunement)

The hilt of this golden sword resembles the head of a dragon consuming the handle, its whiskers arcing along the cross guard.

**Sentience:** This blade harbours the soul of a Young Gold Dragon with a witty and impulsive personality. It has hearing and darkvision out to a range of **120** ft. It can communicate telepathically with its wielder and can speak, read and understand draconic and common.

While attuned to this weapon, you gain the following effects:

- Gain **+1** to attack and damage rolls made with this weapon.
- As an **action** you can feed the dragon's head a sum of gold. When the **total gold consumed** reaches certain milestones, you gain greater access to the weapon's effects. The total gold consumed resets to **0** if the wielder unattunes from the weapon.

**Milestones:**

**100 gp** - This weapon deals an additional **1d6 fire damage** to any target it hits.

**1000 gp** - The bonus to attack and damage rolls increases to a **+2**. The fire damage dealt on a hit increases to **1d8**.

**10,000 gp** - The bonus to attack and damage rolls increases to a **+3**. The fire damage dealt on a hit increases to **2d6**. As an **action**, the wielder can call upon the dragon, unleashing its breath weapon. Each creature in a **15** foot cone must make a **DEX** save with a **DC of 16**, taking **5d10 fire damage** on failed save, or half as much on a success. This ability may not be used again until the wielder completes a **long rest**.

**100,000 gp** - Gildarion the Greedy is freed forever from his blade prison. The sword transforms into a **Young Gold Dragon** that appears at full HP in an unoccupied space within **5** feet of you. It is friendly towards you and your companions and obeys any verbal commands that you issue to it as long as they follow its lawful good alignment. It is no longer a sword, and therefore unattunes to you.

Art + Design by Quinn MacDonald | @DenizenQuinn



## BIM'S PORTRAIT OF REFUGE

Wondrous Item, Rare

This beautiful painting has an elaborate golden frame and is 4 feet tall and 3 feet wide. It looks as though it should contain the portrait of a posing noble in an extravagant sitting room, but the tall-backed velvet armchair pictured is empty. The room is furnished with a closed wooden chest, an orange glowing lantern on a small side table, and an empty bookshelf against the back wall.

As an **action**, a creature can choose to magically step into the portrait. They and any objects they're carrying shrink to fit the scale of the simple extradimensional room within. The room is a **10** foot cube, with one wall being a window into the outside world. The creature within can see and hear the immediate outside world through the window and they can freely move within the room but will be seen as a moving painting to the outside world. Creatures cannot be directly affected by anything in the outside world while inside the portrait. With another **action**, creatures can step out of the portrait as long as its face isn't completely occluded. Only one creature can be in the painting at a time.

The portrait has **100 HP** and is immune to **poison** and **psychic damage**. If **8** hours pass without the portrait taking damage, it repairs itself to full HP. Upon reaching **0 HP**, the portrait is destroyed, and any objects stored in the painting are sent flying into outside world. A creature in the painting when it is destroyed must make a **CON** saving throw with a **DC of 15**, taking **5d10** force damage on a failure or half as much on a success as they are twisted back into reality, landing prone in the space where the portrait was destroyed.



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## PENANCE

Weapon (Whip), Rare (Requires Attunement)

The pommel of this vicious looking whip resembles the face of the Dawnfather, wrought in iron.

While attuned to this weapon, you gain the following effects:

- You gain a **+1** to attack and damage rolls made with this weapon.

- As an **bonus** action you can use this weapon to whip yourself, taking damage equal to one weapon attack to gain one of the following effects:

1. You have advantage to all **wisdom** or **charisma** saving throws for **1** minute
2. Remove one of the **frightened** or **poisoned** conditions from yourself
3. Temporarily remove any points of **exhaustion** for **1** minute

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