Mushoku / Overlord RPG Magic Item Handbook

HP Scale Update: Healing values have been revised for the RPG scale where VIT 100 is approximately 1,000 HP. Minor Healing Potion = +225 HP; Potion of Healing = +500 HP; staff and regeneration effects are scaled accordingly.

Numeric Effects Edition

This edition revises the magic item list so every item has explicit RPG mechanics rather than vague effects. Values are conversions for the shared Medieval RPG, Overlord RPG, and Mushoku x Overlord RPG engine.

Core Numeric Rules

Rule	Definition
Enhancement conversion	D&D-style +1 = +5 RPG attack/protection/damage pressure; +2 = +10; +3 = +15.
Healing conversion	Potion/restorative entries list exact HP or MP restored. Do not improvise vague healing unless the item has no entry.
Resistance conversion	Resistance normally reduces the listed damage type by 50%. Vulnerability adds +25% incoming damage. Immunity reduces the listed type/status to 0 unless bypassed.
Scene duration	One scene means one focused encounter, up to 10 combat rounds, or roughly 10 narrative minutes unless an item says otherwise.
World items	World Items bypass normal magic logic and usually require another World Item or explicit scenario rule to counter.

D&D 5e SRD Magic Items - Numeric Effects

Item	Category	Source / Rank	Cost / Bulk	Damage or Protection	Description	Numeric Effect	Usage
Potion of Climbing	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Common	50-100 gp / low magical value / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Climbing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, gain climbing speed equal to normal movement, +20 Climb checks, +10 Balance checks while climbing, and reduce the first 20 fall damage caused by a climbing slip to 0.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Healing	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Common	50-100 gp / low magical value / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Healing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Restores +500 HP immediately. Also closes one moderate bleeding wound or one minor open wound. Does not cure poison, disease, curse, missing limbs, fatal wounds, or death.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Spell Scroll	Scroll	D&D 5e SRD Magic Items / Common	50-100 gp / low magical value / Portable written item; fragile unless protected	No direct damage/protection unless activated	Spell Scroll converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Contains one spell of a listed tier. Casting from the scroll costs 0 MP and consumes the scroll. If the spell tier is above the user's normal casting access, make Spellcraft DC 12; failure wastes the action but not the scroll, critical failure consumes it.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Adamantine Armor	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Adamantine Armor converted into explicit numeric mechanics for the shared	Critical hits against the wearer become normal hits. Reduces fracture, limb-break, and	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the

					Medieval/Overlord/Mushoku RPG engine.	armor-piercing injury pressure by 20. Physical damage reduction +10 against weapon strikes.	listed action, charge, or cooldown.
Ammunition +1	Magic Weapon	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Weapon bulk; usually 1-handed or 2-handed depending form	Weapon damage/accuracy +1 equivalent	Ammunition +1 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Each piece is consumed on hit or miss. Adds +5 ranged attack pressure and +5 piercing damage. Counts as magical ammunition and bypasses mundane resistance.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Amulet of Proof against Detection and Location	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Amulet of Proof against Detection and Location converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Blocks ordinary divination, scrying, locator magic, and magical tracking below Tier 7. Casters must beat DC 18 Spellcraft to locate the wearer; failed attempts reveal nothing.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Bag of Holding	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Bag of Holding converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Pocket-space stores up to 500 lb or 64 cubic ft while weighing 15 lb. Retrieving an item takes one action. Rupture spills contents into extradimensional void; nesting with another space item creates a dangerous portal event.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Bag of Tricks	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Bag of Tricks converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Spend 1 action and 1 charge to summon a random beast ally for 1 scene. Beast has 40 HP, attack +10 pressure, deals 20 damage, obeys simple commands, then vanishes.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Boots of Elvenkind	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Boots of Elvenkind converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Footsteps become silent. Gain +20 Stealth for movement noise and ignore ordinary floor creak/gravel penalties. Does not hide sight, smell, magic, or tracks.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Boots of Striding and Springing	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Boots of Striding and Springing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Movement cannot be reduced below 30 ft unless restrained. Triple jump distance; gain +20 Jump and +10 Balance. Carrying normal gear does not reduce jump distance.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Boots of the Winterlands	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Boots of the Winterlands converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Cold damage reduced by 50%. Ignore ice/snow difficult terrain and nonmagical cold exposure. Gain +15 Survival in snow or arctic travel.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Bracers of Archery	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Bracers of Archery converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain +10 ranged attack pressure with bows and +10 bow damage. If already an Archer/Ranger, also ignore the first 10 points of range penalty.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Brooch of Shielding	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Brooch of Shielding converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Force damage reduced by 50%. Magic Missile-style auto-hit force darts deal 0 damage unless cast from Tier 7+ or equivalent.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Broom of Flying	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Broom of Flying converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Flying vehicle. Speed 50 ft while carrying up to 200 lb, or 30 ft up to 400 lb. Requires command word. If dismounted midair, rider falls normally.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Circlet of Blasting	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Circlet of Blasting converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day action: fire a radiant beam up to 120 ft. Spell attack pressure +15; on hit deal 60 Light/fire damage. Undead and demons take +20 extra damage.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Cloak of Elvenkind	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Cloak of Elvenkind converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While hood is up, gain +20 Stealth against sight-based detection; observers suffer -20 Perception to notice the wearer. No benefit against smell, tremorsense, or true sight.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Cloak of Protection	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Cloak of Protection converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, gain +5 protection against physical hits and +5 resistance against magical status contests. This is an explicit item defense, not a universal roll bonus.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.

Cloak of the Manta Ray	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Cloak of the Manta Ray converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	In water, gain swim speed 60 ft, breathe underwater, and +20 Swim. Out of water the cloak grants no combat effect.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Decanter of Endless Water	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Decanter of Endless Water converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Produces water by command: stream fills 1 gallon/round, fountain 5 gallons/round, geyser 30 gallons/round. Geyser can shove a creature with STR/Balance DC 14 or push it 10 ft.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Deck of Illusions	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Deck of Illusions converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	34-use deck. Throw one card as an action to create a moving illusionary creature for 1 scene. Illusion has no damage; Insight/Investigation DC 14 reveals it as false when interacted with.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Dust of Disappearance	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Dust of Disappearance converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use. Up to 10 creatures in a 10-ft radius become invisible for 2d4 minutes or until they attack/cast. Grants +25 Stealth vs sight while active.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Dust of Dryness	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Dust of Dryness converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One pinch absorbs up to a 15-ft cube of water into a pellet. Breaking the pellet releases the water violently, dealing 20 bludgeoning and pushing 10 ft in cramped spaces.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Dust of Sneezing and Choking	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Dust of Sneezing and Choking converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use in 10-ft cloud. Creatures breathing it make END/VIT DC 14; failure: incapacitated by choking for 3 rounds and takes 15 poison damage/round. Success: coughing, -10 actions for 1 round.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Efficient Quiver	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Efficient Quiver converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Holds up to 60 arrows/bolts, 18 javelin-sized items, and 6 bow/spear-sized items in separate spaces. Drawing stored ammunition or weapons is free once per round.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Elemental Gem	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Elemental Gem converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use. Break to summon one elemental matching gem type for 1 scene. Elemental has 100 HP, +20 elemental attack pressure, deals 40 affinity damage, and follows simple commands.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Eversmoking Bottle	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Eversmoking Bottle converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Creates a 60-ft-radius smoke cloud after 3 rounds, expanding 10 ft/round. Sight-based attacks suffer -20 pressure; nonmagical vision blocked. Wind disperses in 1 minute.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Eyes of Charming	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Eyes of Charming converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Action: target humanoid within 30 ft makes WIS/CHA DC 14; failure charmed for 1 hour or until harmed. Costs 1 charge.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Eyes of Minute Seeing	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Eyes of Minute Seeing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain +25 Investigation/Perception for tiny details, traps, inscriptions, and mechanisms within 1 ft. Requires close inspection; no long-range benefit.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Eyes of the Eagle	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Eyes of the Eagle converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain +20 long-range Perception and ignore up to 50% range penalty for sight-based spotting. Doubles clear-detail sight distance in daylight.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Figurine of Wondrous Power	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Figurine of Wondrous Power converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Command action transforms figurine into a creature ally for its listed duration. Standard form: 80 HP, +15 attack pressure, 25 damage, movement by creature type. Reverts at 0 HP or time end.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.

Gauntlets of Ogre Power	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Gauntlets of Ogre Power converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, STR is treated as at least 40 for attacks, lifting, grappling, and physical force. If natural STR is 40+, gain +5 STR instead. Does not stack with stronger belts.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Gem of Brightness	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Gem of Brightness converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	50 charges. 1 charge: 30-ft bright light for 1 minute. 5 charges: 60-ft flash, creatures make VIT/WIS DC 14 or blinded 1 round. 10 charges: 30-ft cone, blinded 1 minute on failure.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Gloves of Missile Snaring	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Gloves of Missile Snaring converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Reaction once per round: reduce incoming ranged weapon damage by 30. If reduced to 0 and one hand is free, catch the missile.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Gloves of Swimming and Climbing	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Gloves of Swimming and Climbing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain +20 Swim and +20 Climb. Difficult climbing/swimming terrain costs no extra movement unless magical or extreme.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Goggles of Night	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Goggles of Night converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain darkvision/complete low-light sight out to 60 ft. If user already has darkvision, increase range by 60 ft.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Hat of Disguise	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Hat of Disguise converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	At will action: change apparent clothing/body/face by illusion for up to 1 hour. Investigation/Insight DC 14 reveals false details on close inspection.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Headband of Intellect	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Headband of Intellect converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, INT is treated as at least 45 for Knowledge, Spellcraft, Investigation, and crafting calculations. If INT is already 45+, gain +5 INT instead.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Helm of Comprehending Languages	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Helm of Comprehending Languages converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, understand spoken language and read ordinary writing. Magical codes, ciphers, ancient divine scripts, and hidden meanings require checks.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Helm of Telepathy	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Helm of Telepathy converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Action: detect surface thoughts within 30 ft. Deeper probe requires WIS/CHA DC 14; failure gives one clear thought/intent. Also send short telepathic messages.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Immovable Rod	Rod	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Immovable Rod converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Action: lock rod in space. It can hold up to 8,000 lb. Moving it requires STR/force DC 30. Pressing button releases it.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Javelin of Lightning	Magic Weapon	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Weapon bulk; usually 1-handed or 2-handed depending form	Adds Electric/lightning damage	Javelin of Lightning converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day. Throw to create 100-ft line of lightning. Creatures in line take 60 Electric damage, DEX/BAL DC 14 halves. Target hit by the javelin also takes weapon damage +10.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Lantern of Revealing	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Lantern of Revealing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Bright light reveals invisible, ethereal, or illusion-hidden creatures/objects within 30 ft. Consumes oil normally; magical hiding Tier 7+ may contest DC 18.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Medallion of Thoughts	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Medallion of Thoughts converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Action to read surface thoughts within 30 ft for 1 minute. WIS/CHA DC 14 resists deeper probing.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Mithral Armor	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Mithral Armor converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Counts as one armor category lighter. Removes stealth disadvantage/mobility penalty from medium/heavy armor. Adds	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.

						+10 Balance/Tumble while armored.	
Necklace of Adaptation	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Necklace of Adaptation converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Breathe normally in poison gas, smoke, vacuum-like thin air, and underwater. 50% reduction against inhaled poison/toxin damage.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Oil of Slipperiness	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Oil of Slipperiness converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use. Coat creature/object. For 8 hours, +20 escape/grapple resistance and ignore restraint from mundane bindings; on floor creates 10-ft slick area, Balance DC 14 or prone.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Pearl of Power	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Pearl of Power converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day action: restore 50 MP or one expended spell slot up to Tier 3 equivalent. Cannot exceed maximum MP.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Periapt of Health	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Periapt of Health converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Immune to mundane disease and +20 resistance to magical disease. Existing disease is suppressed while worn but not necessarily cured if removed.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Periapt of Wound Closure	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Periapt of Wound Closure converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Automatically stabilizes at 0 HP. Doubles HP recovered from rests and nonmagical medicine. Bleeding damage reduced by 100/round.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Philter of Love	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Philter of Love converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use. Drinker becomes charmed by the first creature seen within 10 minutes for 1 hour. WIS/CHA DC 14 reduces effect to fascination for 1 minute.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Pipes of Haunting	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Pipes of Haunting converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Action: enemies within 30 ft who hear it make WIS DC 14; failure frightened for 1 minute. Repeat save each round after taking damage.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Pipes of the Sewers	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Pipes of the Sewers converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Summon or command rat swarms in 120 ft for 1 scene. Standard swarm: 40 HP, +10 attack, 15 piercing/disease pressure per round.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Potion of Animal Friendship	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Animal Friendship converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, gain +20 Animal Handling and may charm one beast within 30 ft; WIS DC 14 resists. Charmed beast obeys harmless simple commands.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Giant Strength	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Giant Strength converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, STR is treated as at least 55. Gain +20 lifting/grapple/breaking pressure and +20 melee damage from raw force. Does not stack with giant belts.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Growth	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Growth converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, size increases one category. Gain +10 STR, +10 END, +5 ft reach, and +15 melee damage; suffer -10 Stealth in cramped areas.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Poison	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Poison converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Disguised as beneficial potion. Drinker takes 60 poison damage and Poisoned for 1 hour; END/VIT DC 14 halves damage and reduces Poisoned to 1 minute.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Resistance	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Resistance converted into explicit numeric mechanics for the shared	For 1 hour, choose one affinity/damage type when brewed or identified. Reduce that damage by 50%.	Use an action to activate or consume. One use unless the entry lists charges.

					Medieval/Overlord/Mushoku RPG engine.		Consumables are destroyed after use.
Potion of Water Breathing	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Water Breathing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 8 hours, breathe underwater and gain +15 Swim. Does not grant swim speed if the user cannot move through water.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Restorative Ointment	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Restorative Ointment converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Has 1d4+1 doses. Each dose restores +225 HP, cures one minor poison, and cures one mundane disease or infected wound.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Ring of Jumping	Ring	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny worn item	No direct damage/protection unless activated	Ring of Jumping converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, triple jump distance and gain +20 Jump. 3 charges/day may make one leap without run-up.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of Mind Shielding	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Ring of Mind Shielding converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Immune to surface thought reading and alignment/karma detection below Tier 8. Soul can remain in ring at death until released or destroyed.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Swimming	Ring	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny worn item	No direct damage/protection unless activated	Ring of Swimming converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain swim speed 40 ft and +20 Swim. Does not grant water breathing.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Warmth	Ring	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny worn item	No direct damage/protection unless activated	Ring of Warmth converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Cold damage reduced by 50%. Nonmagical cold exposure does not harm wearer down to extreme arctic conditions.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Water Walking	Ring	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Tiny worn item	No direct damage/protection unless activated	Ring of Water Walking converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Walk on liquid surfaces as solid ground. Can suppress/resume as free action. Does not prevent being dragged under if restrained.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Robe of Useful Items	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Robe of Useful Items converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Contains detachable patches. Standard robe has 2d4+4 mundane/magical patches; each patch becomes a listed object. Created objects are real and permanent unless consumable.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Rope of Climbing	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Rope of Climbing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	60-ft rope. Command action moves 10 ft/round, knots itself, anchors to surfaces, supports 3,000 lb, and grants +20 Climb to users holding it.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Shield +1	Armor/Clothing	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Worn; bulky if armor, light if clothing	Protection +1 equivalent	Shield +1 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +5 block/guard pressure while raised. As a reaction once per round, reduce one weapon or projectile hit by 10 damage.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Slippers of Spider Climbing	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Slippers of Spider Climbing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Walk on walls/ceilings at normal speed while hands are free. Gain +20 Climb; fails on extremely slippery/oiled surfaces unless contest succeeds.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Staff of the Python	Staff	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of the Python converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Action to transform staff into giant constrictor ally: 80 HP, grapple +20, constrict 25 damage/round. Reverts if reduced to 0 HP; breaks if killed.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Stone of Good Luck	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Stone of Good Luck converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While carried, gain +5 to luck-related saves/checks, trap avoidance, and misfortune contests. This is a limited fate bonus, not a universal roll bonus.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Trident of Fish Command	Magic Weapon	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Trident of Fish Command converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Command aquatic beasts within 60 ft; WIS DC 14 resists. Affected creatures obey simple non-suicidal commands for 1 minute.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed

							charge/daily/monthly limit exactly.
Wand of Magic Detection	Wand	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Magic Detection converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Detect active magic, enchanted objects, spell residues, and magic auras within 30 ft for 10 minutes.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of Magic Missiles	Wand	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Magic Missiles converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. 1 charge fires 3 force darts at visible targets within 120 ft; each dart deals 10 Force damage and cannot miss mundane defenses. +1 dart per extra charge.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of Secrets	Wand	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Secrets converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Action reveals nearest secret door, trap trigger, concealed latch, or hidden mechanism within 30 ft; does not reveal how to disarm it.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of the War Mage +1	Wand	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of the War Mage +1 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +5 spell attack pressure and +5 spell damage/healing when the wand is the casting focus. Ignores up to 5 points of cover or concealment penalties.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Wand of Web	Wand	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Web converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. 1 charge fills a 20-ft cube with sticky web for 1 scene. STR/DEX DC 14 to escape. Fire burns webs, dealing 20 fire to trapped creatures.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Weapon +1	Magic Weapon	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Weapon bulk; usually 1-handed or 2-handed depending form	Weapon damage/accuracy +1 equivalent	Weapon +1 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +5 weapon attack pressure and +5 damage on every hit. Counts as magical. Also adds +2 to Weapon Technique contests using this weapon.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Wind Fan	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	No direct damage/protection unless activated	Wind Fan converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Action creates 30-ft cone of wind. Creatures make STR/BAL DC 14; failure pushed 20 ft and knocked prone. Also disperses gas/smoke.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Winged Boots	Wondrous Item	D&D 5e SRD Magic Items / Uncommon	100-500 gp / minor enchanted item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Winged Boots converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Fly speed equal walking speed for up to 4 hours/day, spent in 1-minute increments. If duration ends midair, descend 30 ft/round for 1 minute before falling.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Ammunition +2	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Weapon damage/accuracy +2 equivalent	Ammunition +2 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Each piece is consumed on hit or miss. Adds +10 ranged attack pressure and +10 piercing damage. Counts as magical ammunition and bypasses mundane resistance.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Amulet of Health	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Amulet of Health converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, VIT is treated as at least 45. If natural VIT is 45+, gain +5 VIT instead. Max HP recalculates from the new VIT while worn.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Armor +1	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection +1 equivalent	Armor +1 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +5 armor protection and reduces incoming physical damage by 5 per hit while worn. Counts as magical armor.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Armor of Resistance	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection against a chosen damage affinity	Armor of Resistance converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, choose/bind one damage affinity. Reduce that damage by 50%. Does not stack with stronger immunity.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Armor of Vulnerability	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Armor of Vulnerability converted into explicit numeric mechanics for the shared	Choose one physical type at creation: wearer reduces that type by 50%, but takes +25% damage from the other two	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the

					Medieval/Overlord/Mushoku RPG engine.	physical types. Curse prevents easy removal.	listed action, charge, or cooldown.
Arrow-Catching Shield	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Damage depends on base weapon plus item effect	Arrow-Catching Shield converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Reaction once per round: impose yourself as target for a ranged attack against an ally within 10 ft. Gain +20 block pressure and reduce projectile damage by 30.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Bag of Beans	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Bag of Beans converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Contains 3d4 beans. Planting/throwing one causes a random magical effect with DC 16; default effects range from 40 damage explosions to summoned creatures or terrain hazards.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Bead of Force	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Bead of Force converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use. Throw up to 60 ft; 10-ft radius explosion deals 60 Force damage, DEX DC 16 halves. Failed targets are trapped in force sphere for 1 minute.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Belt of Dwarvenkind	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Belt of Dwarvenkind converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain +10 END, +10 poison resistance, darkvision +60 ft, and advantage/equivalent +15 social pressure with dwarves. May grow a beard if biologically possible.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Belt of Giant Strength	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Belt of Giant Strength converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, STR is treated as at least 60. Gain +25 lifting, grappling, throwing, and melee force pressure. Stronger giant variants may set STR 70-90 at GM discretion.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Berserker Axe	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Berserker Axe converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical axe: +10 attack/damage and +25 max HP. Curse: after taking damage in battle, WIS/CHA DC 16 or enter berserk rage and prioritize melee attacks until no enemies remain.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Boots of Levitation	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Boots of Levitation converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	At will action: levitate self up/down 20 ft per round for 10 minutes. Horizontal movement requires pushing/pulling or wind. Max carried weight 500 lb.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Bowl of Commanding Water Elementals	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Bowl of Commanding Water Elementals converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day, spend 1 minute near water to summon water elemental for 1 scene: 150 HP, +25 attack, 50 water/bludgeoning damage, swim 90 ft.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Bracers of Defense	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Bracers of Defense converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	If wearing no armor and no shield, gain +10 protection and +10 dodge/evasion pressure.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Brazier of Commanding Fire Elementals	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Brazier of Commanding Fire Elementals converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day, spend 1 minute with fire to summon fire elemental for 1 scene: 150 HP, +25 attack, 50 fire damage, ignites flammable objects.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Cape of the Mountebank	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Cape of the Mountebank converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day action: teleport up to 500 ft to a visible location in smoke. Cannot pass through anti-teleport wards. Leaves dramatic smoke at origin/destination.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Censer of Controlling Air Elementals	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Censer of Controlling Air Elementals converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day, spend 1 minute with incense to summon air elemental for 1 scene: 140 HP, +25 attack, 45 bludgeoning/sonic damage, fly 90 ft.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Chime of Opening	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Chime of Opening converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	10 charges. Action: open one mundane or magical lock/bar/chain within 120 ft. Works automatically below DC 20; higher locks contest against +25 opening pressure.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the

							listed charge/daily/monthly limit exactly.
Cloak of Displacement	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Cloak of Displacement converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Until hit each round, attackers suffer -20 attack pressure against wearer due to illusionary displacement. Effect is suppressed while incapacitated/restrained.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Cloak of the Bat	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Cloak of the Bat converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	In dim light/darkness, gain +20 Stealth and fly speed 40 ft as bat-like gliding. 1/day transform into bat for up to 10 minutes.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Cube of Force	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Cube of Force converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	36 charges. Action activates one face for 1 minute: blocks gases, nonliving matter, living matter, spells, or all passage. Each blocked attack drains charges equal to threat tier.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Dagger of Venom	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Adds poison/venom risk	Dagger of Venom converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	+5 dagger. 1/day action coats blade in venom for 1 minute. First hit deals +60 poison damage and Poisoned; END/VIT DC 16 halves damage and negates Poisoned.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Dimensional Shackles	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Dimensional Shackles converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Action to lock onto restrained target. Target cannot teleport, plane shift, phase, or dimensional travel. Escape requires STR/DEX DC 30 or high-tier dispel.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Dragon Slayer	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Dragon Slayer converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical weapon +10 attack/damage. Against dragons, dragonoids, or dragon-type creatures, deals +75 extra damage per hit and ignores 25 dragon armor/resistance.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Elven Chain	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Elven Chain converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Armor protection +10, no stealth penalty, can be worn by characters lacking armor training. Counts as light for mobility.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Feather Token	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Feather Token converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use. Token creates its listed effect. Default conversion: anchor holds 10,000 lb, bird sends 50-word message 50 miles, fan creates wind for 1 hour, tree creates 60-ft oak, whip restrains with +20 pressure.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Flame Tongue	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Flame Tongue converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Command ignites blade. Adds +40 fire damage per hit, emits 40-ft bright light, and counts as magical fire. Suppressed in anti-magic or underwater unless protected.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Folding Boat	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Vehicle-scale when active; compact if folded	No direct damage/protection unless activated	Folding Boat converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Command transforms between box, small boat, and large boat. Large boat carries 15 Medium creatures or 4,000 lb; moves as normal vessel.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Gem of Seeing	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Gem of Seeing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. For 10 minutes, gain truesight 120 ft: see invisibility, illusions, true forms, and ethereal overlaps unless blocked by artifact-tier concealment.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Giant Slayer	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Giant Slayer converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical weapon +10 attack/damage. Against giants or Huge+ creatures, deals +60 extra damage and may knock prone; STR/END DC 16 resists knockdown.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Glamoured Studded Leather	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Glamoured Studded Leather converted into explicit numeric mechanics for the shared	Protection +10. At will, armor appears as any clothing/outfit; Investigation DC 16 detects	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the

					Medieval/Overlord/Mushoku RPG engine.	illusion by touch or close magic inspection.	listed action, charge, or cooldown.
Handy Haversack	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Handy Haversack converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Three pocket spaces, total 120 lb. Desired item appears on top; retrieve as free item interaction once per round. Worn weight remains 5 lb.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Helm of Teleportation	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Helm of Teleportation converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Action: teleport self and up to 8 willing touching creatures up to 1 mile known/visible, or farther with high risk. Warded areas block or scatter.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Horn of Blasting	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Horn of Blasting converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day safely. 30-ft cone deals 70 Sonic damage and deafens 1 minute; END/VIT DC 16 halves. 20% chance horn explodes if used again before dawn.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Horn of Valhalla	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Horn of Valhalla converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/week. Summon warrior spirits for 1 scene. Standard group: 2d4 warriors, each 60 HP, +15 attack, 25 weapon damage, fearless until destroyed.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Horseshoes of Speed	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Horseshoes of Speed converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Mounted creature speed +30 ft and +15 travel/endurance checks. Does not stack with magical mount speed effects.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Instant Fortress	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Immobile or structure-scale	No direct damage/protection unless activated	Instant Fortress converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Action command creates 20-ft-square, 30-ft-tall adamantine tower. Creatures in expansion area take 100 bludgeoning damage, DEX DC 16 halves. Fortress has 500 structure HP.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Ioun Stone	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Ioun Stone converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One orbiting stone grants one explicit benefit chosen by type: +5 one stat, +10 protection, +10 perception, or stores 50 MP/spell energy. Max 3 active stones; each can be targeted separately.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Iron Bands of Binding	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Iron Bands of Binding converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Throw up to 60 ft. Huge or smaller target restrained; STR DC 20 breaks. Bands have 100 durability and can be commanded to release.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Mace of Disruption	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Mace of Disruption converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical mace +10 attack/damage. Against undead/fiends deals +50 Light damage. If target falls below 50 HP, WIS/VIT DC 16 or destroyed/banished instead of merely downed.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Mace of Smiting	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Mace of Smiting converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical mace +10 attack/damage. Against constructs/objects deals +60 extra damage; on critical can shatter non-artifact construct parts or armor plates.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Mace of Terror	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Mace of Terror converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. 30-ft cone fear; enemies WIS DC 16 or frightened for 1 minute. Undead and constructs are unaffected unless capable of fear.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Mantle of Spell Resistance	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Mantle of Spell Resistance converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Reduce incoming spell damage by 25 and gain +20 resistance against magical status effects. Does not block area damage automatically.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Necklace of Fireballs	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Necklace of Fireballs converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Contains 3d6 beads. Throw bead up to 60 ft: 20-ft radius explosion deals 80 Fire damage, DEX DC 16 halves. Multiple beads add +20 damage each.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.

Necklace of Prayer Beads	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Necklace of Prayer Beads converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Has 1d4+2 beads. Each bead casts a divine effect once/day: healing bead +75 HP, blessing +15 ally pressure, smiting +60 Light damage, restoration cures one disease/poison/curse tier 5 or lower.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Oil of Etherealness	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Oil of Etherealness converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use. For 1 hour, become ethereal/phase-shifted: pass through mundane matter, cannot make normal attacks, and can be harmed by force, spirit, or ethereal effects.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Periapt of Proof against Poison	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Periapt of Proof against Poison converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Immune to mundane poison; magical poison damage reduced by 75%. Poisoned status below Tier 8 fails automatically.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Portable Hole	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Portable Hole converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Creates 6-ft-wide, 10-ft-deep extradimensional space. Holds up to 2,000 lb. Living creatures inside have 10 minutes of air. Nesting with space item causes portal disaster.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Potion of Clairvoyance	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Clairvoyance converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 10 minutes, create an invisible sensor up to 1 mile away in a known or described location. Grants sight or hearing from that point; warded areas contest DC 16.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Diminution	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Diminution converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, shrink one size category. Gain +20 Stealth and +10 dodge, lose -15 STR for grappling/lifting, and weapon damage decreases by 10 unless weapon shrinks with user.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Gaseous Form	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Gaseous Form converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, become mist: physical damage reduced by 75%, move through cracks, fly 10 ft, cannot attack or cast nonmental spells. Wind can push user.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Heroism	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Heroism converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, gain +250 temporary HP, immunity to fear below Tier 7, and +10 attack/status resistance while acting bravely or protecting allies.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Mind Reading	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Mind Reading converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 10 minutes, read surface thoughts within 30 ft. Deep probe requires WIS/CHA DC 16; failure reveals motive, fear, or next intended action.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Ring of Animal Influence	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Animal Influence converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Command/charm beasts within 60 ft. Small beast: no save if harmless. Hostile/large beast: WIS DC 16; failure obeys for 10 minutes.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of Evasion	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Evasion converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Reaction after failing an area-effect dodge check: convert failure into success, or halve damage again if already successful.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of Feather Falling	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Feather Falling converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Reaction/free trigger while falling: fall speed becomes safe descent, preventing up to 500 fall damage. Works on wearer only.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Free Action	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Free Action converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Movement cannot be reduced by mundane difficult terrain, paralysis, slow, web, or underwater drag below Tier 7. Gain +20 escape pressure vs restraints.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.

Ring of Protection	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	Protection, avoidance, or resistance effect	Ring of Protection converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain +5 protection against weapon damage and +5 resistance against hostile spell/status contests. This is a specific defensive item effect.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Resistance	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Resistance converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Choose one damage affinity at creation. Reduce that damage by 50% while worn.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Spell Storing	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Spell Storing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Stores up to 5 spell tiers or 250 MP worth of spells. Wearer may cast stored spells using the original caster's spell power; storage empties on cast.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of the Ram	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Ring of the Ram converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3 charges/day. Action: force ram up to 60 ft. 1 charge deals 40 Force and pushes 10 ft; each extra charge adds +20 damage and +10 ft push. STR DC 16 resists push.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of X-ray Vision	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Ring of X-ray Vision converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For up to 1 minute/day, see through up to 1 ft stone, 1 inch metal, or 3 ft wood. Each extra minute risks fatigue: END DC 15 or gain headache/status -10 Perception.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Robe of Eyes	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Robe of Eyes converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain 360-degree sight, +20 Perception, see invisibility within 120 ft. Vulnerable to bright light: flash effects impose -20 sight checks for 1 round.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Rod of Rulership	Rod	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Rod of Rulership converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day action. Creatures of choice within 120 ft make CHA/WIS DC 16; failure charmed/commanded for 8 hours, broken if harmed or ordered against nature.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Rope of Entanglement	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Rope of Entanglement converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Command action restrains target within 20 ft. DEX/STR DC 16 avoids or escapes. Rope has 80 durability and can restrain one Large or smaller target.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Shield +2	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection +2 equivalent	Shield +2 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +10 block/guard pressure while raised. As a reaction once per round, reduce one weapon or projectile hit by 20 damage.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Shield of Missile Attraction	Armor/Clothing	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Shield of Missile Attraction converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn/equipped, grants +15 protection against the item's relevant threat and reduces matching damage by 15. If the item names a resistance, that damage type is reduced by 50%.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Staff of Charming	Staff	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of Charming converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	10 charges. Spend charges to charm, command, or countercharm. Standard charm: WIS DC 16, 1 hour. Reaction countercharm gives +20 resistance to charm/fear.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Staff of Healing	Staff	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of Healing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	10 charges. Quick Heal: +250 HP for 1 charge. Greater Cure: +500 HP for 2 charges. Mass healing: +300 HP to up to 6 targets for 5 charges. Regains 1d6+4 charges/day.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Staff of Swarming Insects	Staff	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of Swarming Insects converted into explicit numeric mechanics for the shared	10 charges. Spend 1 charge for insect cloud: 20-ft radius concealment, enemies take 10 piercing/poison per round.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified.

					Medieval/Overlord/Mushoku RPG engine.	Spend 4 charges to summon biting swarm +20 attack, 30 damage/round.	Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Staff of the Woodlands	Staff	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of the Woodlands converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	10 charges. +10 Nature spell power. Can cast plant/animal spells; tree form 1/day. Plant growth creates 60-ft difficult terrain; awaken tree ally has 120 HP, 40 damage.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Staff of Withering	Ring	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Tiny worn item	No direct damage/protection unless activated	Staff of Withering converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	+10 staff attack. 3 charges/day: on hit add +50 necrotic and target suffers -10 STR or END for 1 minute; VIT DC 16 halves damage and negates stat loss.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Stone of Controlling Earth Elementals	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Stone of Controlling Earth Elementals converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day, spend 1 minute touching earth/stone to summon earth elemental for 1 scene: 180 HP, +25 attack, 55 bludgeoning damage, burrow/earth glide.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Sun Blade	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Sun Blade converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Radiant finesse blade. +15 attack/damage, +40 Light damage vs undead, emits 30-ft sunlight, and ignores mundane darkness. Deals normal radiant damage to non-undead.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Sword of Life Stealing	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Sword of Life Stealing converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical weapon +10. On critical/decisive hit, deals +50 necrotic and grants wielder +50 temporary HP for 1 hour.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Sword of Wounding	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Sword of Wounding converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical weapon +10. Each hit causes bleeding 15 HP/round until the target spends an action and Medicine DC 16, receives healing magic, or combat ends.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Vicious Weapon	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Vicious Weapon converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical weapon +5. On strong/critical hit, add +50 damage. On normal hit, add +10 damage.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Wand of Binding	Wand	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Binding converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. Hold/restrain target within 60 ft: STR/WIS DC 16 resists. Failure restrained/paralyzed for up to 1 minute; repeat save each round after damage.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of Enemy Detection	Wand	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Enemy Detection converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. 1 charge detects hostile creatures within 60 ft for 1 minute, even hidden/invisible unless behind total cover or artifact concealment.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of Fear	Wand	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Fear converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. Cone fear or single-target panic. WIS DC 16; failure frightened 1 minute and must move away for first round.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of Fireballs	Wand	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Fireballs converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. 1 charge launches 20-ft radius fireball up to 150 ft dealing 80 Fire damage, DEX DC 16 halves. Extra charges add +10 damage each.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of Lightning Bolts	Wand	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Lightning Bolts converted into explicit numeric mechanics for the shared	7 charges. 1 charge fires 100-ft line dealing 80 Electric damage, DEX DC 16 halves. Extra charges add +10 damage each.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified.

					Medieval/Overlord/Mushoku RPG engine.		Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of Paralysis	Wand	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Paralysis converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. Target within 60 ft makes VIT/WIS DC 16; failure paralyzed 1 minute. Repeat save at end of each round.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of the War Mage +2	Wand	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of the War Mage +2 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +10 spell attack pressure and +10 spell damage/healing when the wand is the casting focus. Ignores up to 10 points of cover or concealment penalties.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Wand of Wonder	Wand	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Wonder converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. Roll/random magical surge: default effect has DC 16, damage 40-100, or equivalent utility/chaos effect. Bot chooses a weird but bounded result.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Weapon +2	Magic Weapon	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Weapon damage/accuracy +2 equivalent	Weapon +2 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +10 weapon attack pressure and +10 damage on every hit. Counts as magical. Also adds +5 to Weapon Technique contests using this weapon.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Wings of Flying	Wondrous Item	D&D 5e SRD Magic Items / Rare	500-5,000 gp / valuable magic item / Small-to-medium magical item	No direct damage/protection unless activated	Wings of Flying converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Command action transforms cloak into wings for 1 hour. Fly speed 60 ft. If dispelled, wearer descends 60 ft/round for 1 minute, then falls.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Ammunition +3	Magic Weapon	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Weapon damage/accuracy +3 equivalent; may bypass high resistance	Ammunition +3 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Each piece is consumed on hit or miss. Adds +15 ranged attack pressure and +15 piercing damage. Counts as magical ammunition and bypasses mundane resistance.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Amulet of the Planes	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Amulet of the Planes converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Action: attempt planar/world travel. Safe known destination requires INT/WIS DC 18. Failure misroutes 1d100 miles or to hostile adjacent plane/region.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Animated Shield	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Animated Shield converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Bonus action command. Shield floats for 1 minute, granting +10 protection/block while leaving hands free. 1 use/day or until dismissed.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Armor +2	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection +2 equivalent	Armor +2 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +10 armor protection and reduces incoming physical damage by 10 per hit while worn. Counts as magical armor.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Arrow of Slaying	Magic Weapon	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Weapon bulk; usually 1-handed or 2-handed depending form	High damage against listed creature type	Arrow of Slaying converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use ammunition keyed to a creature type. On hit, target takes normal damage +120 slaying damage; VIT DC 18 halves extra damage.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Bag of Devouring	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Bag of Devouring converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Appears as storage. Any organic creature reaching inside must make STR/DEX DC 18 or be pulled in, taking 100 acid/void damage per round; destroyed after 3 rounds unless rescued.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Boots of Speed	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	Protection, avoidance, or resistance effect	Boots of Speed converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	10 minutes/day. Bonus action activate: movement doubles, +20 DEX movement/evasion, and opportunity attacks against wearer suffer -20 pressure.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Candle of Invocation	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Candle of Invocation converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Burn up to 4 hours. Allies sharing alignment/karma within 30 ft gain +15 spell/divine pressure. Can gate/summon a divine outsider once if fully burned in ritual.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Carpet of Flying	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Vehicle-scale when active; compact if folded	No direct damage/protection unless activated	Carpet of Flying converted into explicit numeric mechanics for the shared	Command-word vehicle. Small carpet speed 80 ft with 200 lb; larger versions speed 60/40 ft	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply

					Medieval/Overlord/Mushoku RPG engine.	with 400-800 lb. Can hover and carry passengers.	listed charges, cooldowns, and ownership limits.
Cloak of Arachnida	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Cloak of Arachnida converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Gain climb speed equal movement, web immunity, 50% poison reduction, +20 Climb, and 1/day Web effect filling 20-ft cube, DC 18 escape.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Crystal Ball	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Crystal Ball converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Scrying focus. 3/day view a known creature/place on same world. Target WIS/CHA DC 18 resists if unwilling. Warded sites may reflect/trace the scrying.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Dancing Sword	Magic Weapon	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Dancing Sword converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Bonus action release. Weapon flies within 30 ft and attacks once/round for 4 rounds at +15 attack pressure, dealing normal weapon damage +10. Then returns/falls.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Demon Armor	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Demon Armor converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Protection +15 and claw gauntlets deal 30 slashing. Curse: cannot remove willingly; good-karma divine effects against wearer gain +10 pressure.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Dragon Scale Mail	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Dragon Scale Mail converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Protection +10. Choose dragon type. Gain 50% resistance to its affinity, +20 Perception/Survival to detect dragons within 30 miles if traces exist.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Dwarven Plate	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Dwarven Plate converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Protection +15, physical damage reduction 15, +20 resistance to forced movement/knockdown. Heavy but expertly balanced for dwarven builds.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Dwarven Thrower	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Dwarven Thrower converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Warhammer +15. Thrown range 60 ft and returns. If wielder is dwarf/dwarf-linked, +25 extra damage; against giants +50 extra damage.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Efreeti Bottle	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Efreeti Bottle converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day open. 10% hostile efreeti, 10% services, 80% command-limited ally for 1 hour. Efreeti profile: 200 HP, +30 fire attack, 80 Fire damage, flight.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Frost Brand	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Frost Brand converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Weapon +10. Adds +30 Cold damage per hit, grants 50% Heat resistance, extinguishes mundane flames in 30 ft by command.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Helm of Brilliance	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Helm of Brilliance converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Has gems as charges. Fire opal: 80 Fire beam/area. Diamond: 80 Light. Ruby: wall/fire burst. Opal: daylight. Wearer gains +20 Light/fire pressure while gems remain; explosion risk if hit by fire.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Horseshoes of a Zephyr	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Horseshoes of a Zephyr converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Mount hovers 4 inches above ground/water, ignoring tracks, caltrops, mud, and fragile surfaces. Speed unaffected by terrain; max load normal for mount.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Manual of Bodily Health	Book/Tome	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Portable written item; fragile unless protected	No direct damage/protection unless activated	Manual of Bodily Health converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	After 48 hours study over 6 days, permanently gain +5 VIT and +50 max HP. Each character benefits from this exact manual once.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Manual of Gainful Exercise	Book/Tome	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Portable written item; fragile unless protected	No direct damage/protection unless activated	Manual of Gainful Exercise converted into explicit numeric mechanics for the shared	After 48 hours study/training over 6 days, permanently gain +5 STR and +10 lifting/grapple	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply

					Medieval/Overlord/Mushoku RPG engine.	pressure. Each character benefits once.	listed charges, cooldowns, and ownership limits.
Manual of Golems	Book/Tome	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Portable written item; fragile unless protected	No direct damage/protection unless activated	Manual of Golems converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Contains one golem recipe. Cost/time by type. Finished golem default: 250-500 HP, +25 to +40 attack pressure, 60-100 damage, immunity to many mundane statuses.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Manual of Quickness of Action	Book/Tome	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Portable written item; fragile unless protected	No direct damage/protection unless activated	Manual of Quickness of Action converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	After 48 hours study/drills over 6 days, permanently gain +5 DEX and +10 initiative/mobility pressure. Each character benefits once.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Marvelous Pigments	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Marvelous Pigments converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Paint up to 1,000 sq ft of real nonmagical objects/terrain. Created objects can be worth up to 25 gp each and cannot create creatures, magic items, or precious materials above limit.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Mirror of Life Trapping	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Mirror of Life Trapping converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Holds up to 12 creatures. A creature seeing reflection makes CHA/WIS DC 18; failure trapped in extradimensional cell until released. Breaking mirror releases all.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Nine Lives Stealer	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Nine Lives Stealer converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Sword +10 with 9 death charges. When a living target is reduced below 50 HP by the sword, spend 1 charge: VIT DC 18 or instant death; success takes +100 necrotic.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Oathbow	Magic Weapon	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Oathbow converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Name sworn enemy as bonus action. Against that target: +15 attack pressure, +40 piercing damage per hit, ignore range disadvantage. Cannot swear new enemy until target dies or dawn.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Oil of Sharpness	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Oil of Sharpness converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use coats weapon or 5 ammo for 1 hour. Grants +15 attack pressure and +15 damage. Does not stack with existing +3 enhancement.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Flying	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Flying converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, gain fly speed 60 ft and +10 aerial maneuver checks. If effect ends midair, descend safely for 1 round then fall.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Invisibility	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Invisibility converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 hour, invisible until attack/cast. Gain +25 Stealth vs sight and can hide without cover from normal vision.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Potion of Speed	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Potion of Speed converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	For 1 minute, gain +20 DEX, double movement, +10 dodge, and one extra weapon attack or object interaction each round. Afterward, lose one action from fatigue.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Ring of Regeneration	Ring	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Regeneration converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While worn, regain +50 HP at the start of each round if above 0 HP. Regrows lost body parts over 1d6+1 days. Does not prevent instant death, disintegration, or soul destruction.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Shooting Stars	Ring	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Shooting Stars converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	6 charges/night. Light bolts deal 40 Light/fire damage each; shooting star burst deals 80 fire/radiant in 15-ft radius, DC 18 halves. Recharges at nightfall.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of Telekinesis	Ring	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Tiny worn item	No direct damage/protection unless activated	Ring of Telekinesis converted into explicit numeric mechanics for the shared	At will action: move unattended objects up to 1,000 lb within 60 ft or contest creature/object with	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the

					Medieval/Overlord/Mushoku RPG engine.	+25 telekinetic pressure. Fine manipulation possible with focus.	listed action, charge, or cooldown.
Robe of Scintillating Colors	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Robe of Scintillating Colors converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	3/day action: dazzling colors for 1 minute. Attackers suffer -15 sight pressure; creatures within 30 ft WIS DC 18 or stunned/blinded 1 round.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Robe of Stars	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Robe of Stars converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	6 star charges. Throw star as ranged spell attack: +20 pressure, 60 Radiant damage. Also 1/day enter astral/ethereal state for 10 minutes.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Rod of Absorption	Rod	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Rod of Absorption converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Absorbs targeted spells as reaction up to 250 MP total capacity. Stored energy can fuel wearer's spells. Area spells are not absorbed unless directly targeted.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Rod of Alertness	Rod	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Rod of Alertness converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	While held: +20 Perception and initiative. 1/day create 120-ft protective aura for 10 minutes: allies gain +15 detection and cannot be surprised.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Rod of Security	Rod	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Rod of Security converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/week action: create extradimensional paradise for up to 200 creatures. Duration up to 200 creature-days total. Restores food/water/shelter, but cannot bypass plot-level curses.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Scimitar of Speed	Wondrous Item	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Small-to-medium magical item	No direct damage/protection unless activated	Scimitar of Speed converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Weapon +10. Once per round, make one extra scimitar attack as bonus action even if you did not use Attack action.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Shield +3	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection +3 equivalent	Shield +3 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +15 block/guard pressure while raised. As a reaction once per round, reduce one weapon or projectile hit by 30 damage.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Spellguard Shield	Armor/Clothing	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Spellguard Shield converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Shield +10 protection. Against spells, gain +20 defense and reduce spell damage by 30. 3/day reflect a single-target spell if defense beats caster by 10+.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Staff of Fire	Staff	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of Fire converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	10 charges. Fire spells: burning hands 40 Fire cone, fireball 80 Fire radius, wall of fire 30/round. Spell DC 18; recharges 1d6+4/day.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Staff of Frost	Staff	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of Frost converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	10 charges. Cold spells: ice storm 70 Cold/bludgeon area, cone of cold 90 Cold cone, wall of ice 100 durability panels. Spell DC 18; recharges 1d6+4/day.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Staff of Power	Staff	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of Power converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	20 charges. +15 spell pressure, +15 protection. Can cast force, lightning, fire, hold, wall effects. Retributive break deals 200 Force in 30 ft, half to wielder if not teleported.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Staff of Striking	Magic Weapon	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Weapon bulk; usually	Damage depends on base weapon plus item effect	Staff of Striking converted into explicit numeric mechanics for the shared	10 charges. Quarterstaff +15. On hit spend 1-3 charges; each	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the

			1-handed or 2-handed depending form		Medieval/Overlord/Mushoku RPG engine.	adds +20 force damage. Recharges 1d6+4/day.	listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Staff of Thunder and Lightning	Staff	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of Thunder and Lightning converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Staff +10. 1/day each: thunder strike +60 Sonic and stun DC 18, lightning strike +80 Electric line, thunderclap 30-ft deafen/prone DC 18.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Sword of Sharpness	Magic Weapon	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Sword of Sharpness converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Weapon +15. On critical/decisive hit deals +75 slashing and causes severe limb/armor injury unless target is amorphous or immune.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Tome of Clear Thought	Book/Tome	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Portable written item; fragile unless protected	No direct damage/protection unless activated	Tome of Clear Thought converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	After 48 hours study over 6 days, permanently gain +5 INT and +10 Knowledge/Spellcraft ceiling. Each character benefits once.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Tome of Leadership and Influence	Book/Tome	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Portable written item; fragile unless protected	No direct damage/protection unless activated	Tome of Leadership and Influence converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	After 48 hours study over 6 days, permanently gain +5 CHA and +10 Leadership/Persuasion ceiling. Each character benefits once.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Tome of Understanding	Book/Tome	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Portable written item; fragile unless protected	No direct damage/protection unless activated	Tome of Understanding converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	After 48 hours study over 6 days, permanently gain +5 WIS and +10 Insight/Perception ceiling. Each character benefits once.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Wand of Polymorph	Wand	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of Polymorph converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. Target within 60 ft transforms for up to 1 hour; unwilling target WIS/VIT DC 18. Combat form has HP/stat limits equal to creature CR/tier chosen by GM.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Wand of the War Mage +3	Wand	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Wand of the War Mage +3 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +15 spell attack pressure and +15 spell damage/healing when the wand is the casting focus. Ignores up to 15 points of cover or concealment penalties.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Weapon +3	Magic Weapon	D&D 5e SRD Magic Items / Very Rare	5,000-50,000 gp / elite magic item / Weapon bulk; usually 1-handed or 2-handed depending form	Weapon damage/accuracy +3 equivalent; may bypass high resistance	Weapon +3 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +15 weapon attack pressure and +15 damage on every hit. Counts as magical. Also adds +7 to Weapon Technique contests using this weapon.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Apparatus of the Crab	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Apparatus of the Crab converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Two-person submersible vehicle. AC/protection +20, 200 structure HP, swim 30 ft, claws +20 attack and 40 bludgeoning/grapple. Air supply 10 hours for 2 creatures.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Armor +3	Armor/Clothing	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Worn; bulky if armor, light if clothing	Protection +3 equivalent	Armor +3 converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Adds +15 armor protection and reduces incoming physical damage by 15 per hit while worn. Counts as magical armor.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Armor of Invulnerability	Armor/Clothing	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Worn; bulky if armor, light if clothing	Major physical damage resistance/negation window	Armor of Invulnerability converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Armor +20 protection. 1/day for 10 rounds: immune to nonmagical physical damage and reduce magical physical damage by 50%.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Cubic Gate	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Cubic Gate converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	6 faces linked to planes/worlds. Action opens portal up to 30 ft for 1 minute. Unwilling planar banish/summon requires CHA/WIS DC 20. Each face 1/day.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Deck of Many Things	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Deck of Many Things converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Draw declared number of cards. Each card creates a major fate event: permanent stat gain/loss +/-5 to +/-10, wealth, ally, curse, imprisonment, enemy, wish, or	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.

						soul threat. Cannot be safely spammed.	
Defender	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Defender converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Weapon +15. At start of each round, assign any amount of +15 between attack/damage and protection until next round; e.g., +10 attack and +5 protection.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Hammer of Thunderbolts	Magic Weapon	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Hammer of Thunderbolts converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Weapon +15. If paired with giant-strength item and gauntlets, STR minimum 70 and thrown thunder strike deals +80 Sonic/Electric in 30-ft burst, DC 20 stun/prone.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Holy Avenger	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Holy Avenger converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Weapon +15. Against fiends/undead deals +50 Light damage. Allies within 10 ft gain +15 magic/status resistance; paladin/divine champion expands aura to 30 ft.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Iron Flask	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Iron Flask converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Can imprison one extraplanar creature. Target within 60 ft makes CHA/WIS DC 20; failure trapped until released. Released creature obeys for 1 hour if commanded correctly.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Luck Blade	Magic Weapon	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Luck Blade converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Magical weapon. Adds +25 attack pressure and +25 damage. If its name implies a bane/element/status, add +62 matching damage or force DC 20 against that target/status once per hit.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Plate Armor of Etherealness	Armor/Clothing	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Plate Armor of Etherealness converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Armor +15. 1/day command to become ethereal for up to 10 minutes; can pass through mundane matter but cannot affect material creatures except with force/ethereal effects.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of Djinni Summoning	Ring	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Tiny worn item	No direct damage/protection unless activated	Ring of Djinni Summoning converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	1/day summon djinni ally for 1 hour: 220 HP, +30 attack, 70 thunder/wind damage, flight, whirlwind, and limited wish-like utility within GM bounds.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of Elemental Command	Ring	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Tiny worn item	No direct damage/protection unless activated	Ring of Elemental Command converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Choose element. Grants 50% resistance, command lesser elementals DC 20, and 1/day summon/control elemental. Full awakened state may add +20 affinity spell power.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of Invisibility	Ring	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Tiny worn item	No direct damage/protection unless activated	Ring of Invisibility converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Action turn invisible indefinitely until attacking/casting or removing ring. Gain +30 Stealth vs sight while active.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Spell Turning	Ring	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Tiny worn item	No direct damage/protection unless activated	Ring of Spell Turning converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	When targeted by a single-target spell Tier 7 or lower, reaction contest; on success reflect spell back. Passive +20 resistance to targeted spells.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Three Wishes	Ring	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Tiny worn item	No direct damage/protection unless activated	Ring of Three Wishes converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Contains 3 wishes. Each wish can duplicate a high spell, restore/revive, create wealth/item within limits, or alter reality. Dangerous wording can twist results.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Robe of the Archmagi	Armor/Clothing	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Worn; bulky if armor, light if clothing	Protection, avoidance, or resistance effect	Robe of the Archmagi converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Protection +15 if unarmored, +20 spell pressure, +20 spell resistance, and affinity/karma alignment bonus. Evil/good variants may harm opposite-aligned wearers.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Rod of Lordly Might	Rod	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Rod of Lordly Might converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Weapon/tool shifts forms. +15 weapon. Modes: mace/sword/spear/ladder/ram. 1/day fear cone DC20, paralysis hit DC20, life drain +75 necrotic healing.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed

							charge/daily/monthly limit exactly.
Scarab of Protection	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Scarab of Protection converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	12 charges. Grants +20 resistance to curses, death magic, and necromancy. Spend 1 charge to negate one death/curse effect that would kill or bind the wearer.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Sovereign Glue	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Sovereign Glue converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use vial. Bonds two surfaces permanently with 200 structure durability; only Universal Solvent, Wish, or artifact-tier dispel separates.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Sphere of Annihilation	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Sphere of Annihilation converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	2-ft void sphere. Contact destroys non-artifact matter and deals 250 void damage/round to creatures. Control requires INT/Spellcraft contest DC 20 each round.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Staff of the Magi	Staff	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Handheld focus; staff is long bulk	No direct damage/protection unless activated	Staff of the Magi converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	50 charges. +20 spell pressure, +20 magic protection. Absorbs targeted spells into charges. Can cast many high spells. Retributive break deals 300 Force in 60 ft and may destroy wielder.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated. Follow the listed charge/daily/monthly limit exactly.
Talisman of Pure Good	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Talisman of Pure Good converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. Good-aligned user can open holy fissure under evil target: CHA/WIS DC20 or target takes 200 Light/banishment damage. Evil wearer takes 50 Light/round.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Talisman of the Sphere	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Talisman of the Sphere converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Controlling a Sphere of Annihilation gains +30 control pressure. Without sphere, grants +10 void/law magic analysis.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Talisman of Ultimate Evil	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Talisman of Ultimate Evil converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	7 charges. Evil-aligned user opens dark fissure under good target: CHA/WIS DC20 or target takes 200 Dark/banishment damage. Good wearer takes 50 Dark/round.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Universal Solvent	Potion/Oil/Consumable	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Tiny bottle; negligible bulk	No direct damage/protection unless activated	Universal Solvent converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	One use. Dissolves Sovereign Glue, magical adhesives, restraints, tar, web, or alchemical bonds up to artifact-tier; removes one adhesive/restraint effect instantly.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Vorpal Sword	Magic Weapon	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Weapon bulk; usually 1-handed or 2-handed depending form	Damage depends on base weapon plus item effect	Vorpal Sword converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Weapon +20. On decisive critical against a creature with a head/weak point, decapitate/instant kill if not immune; immune targets take +150 true slashing instead.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Well of Many Worlds	Wondrous Item	D&D 5e SRD Magic Items / Legendary	50,000+ gp / national treasure / Small-to-medium magical item	No direct damage/protection unless activated	Well of Many Worlds converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Creates two-way portal to another world/plane. Opening lasts 1 hour or until folded. Destination is random or keyed by campaign rule. World-crossing events may attract cosmic attention.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Orb of Dragonkind	Wondrous Item	D&D 5e SRD Magic Items / Artifact	Priceless / cannot be priced normally / Small-to-medium magical item	No direct damage/protection unless activated	Orb of Dragonkind converted into explicit numeric mechanics for the shared Medieval/Overlord/Mushoku RPG engine.	Artifact. +25 command/knowledge pressure against dragons, 120-ft dragon fear aura DC22, call dragons within regional range, cast 3/day elemental blast 120 damage. Contains a hostile draconic will contesting user.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.

250 entries in this section.

Overlord / YGGDRASIL / New World Magic Items - Numeric Effects

Item	Category	Source / Rank	Cost / Bulk	Damage or Protection	Description	Numeric Effect	Usage
Ahura Mazda	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item / The Twenty	Priceless / World-class balance-breaker / Small-to-medium magical item	Area-scale Light judgment / anti-negative karma	World-class holy/karma judgment item with world-scale anti-negative karma effect.	World Item. 1/month or major-arc use: releases holy world-scale purification in a chosen battlefield/region. Evil/negative-karma enemies take 300 Light damage and suffer -30 dark/evil skill pressure for 1 scene; good allies heal 200 HP and remove fear/despair/curse Tier 8 or lower. World Item defenses can resist.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Five Elements Overcoming	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item / The Twenty	Priceless / World-class balance-breaker / Small-to-medium magical item	System alteration / no direct damage	Rule-altering world item that can change the rules of magic itself.	World Item. Major-arc use: rewrite one elemental/affinity rule in a region for up to 24 hours, such as Fire defeating Water or Dark healing the living. All affected spells/items follow the new rule. Opposed World Item or equivalent cosmic law can contest.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Longinus	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item / The Twenty	Priceless / World-class balance-breaker / Small-to-medium magical item	Existence erasure	Erasure weapon capable of deleting a target from existence at a terrible cost.	World Item. One target within touch/line of effect must pass World DC 30 or be erased from existence and normal resurrection. Use also consumes/seals the item or imposes equivalent existential sacrifice on the user. Another World Item can block or reverse by scenario rule.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Ouroboros	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item / The Twenty	Priceless / World-class balance-breaker / Small-to-medium magical item	System alteration / reality rewrite	World-rule request item that can rewrite game mechanisms or copy certain world-level effects.	World Item. Grants one world-law wish: alter a rule, unlock a sealed path, remove a curse, create/erase a kingdom-level condition, or rewrite a large magical restriction. Effects are campaign-scale, not repeated combat buffs.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
World Savior	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item / The Twenty	Priceless / World-class balance-breaker / Small-to-medium magical item	Scaling weapon damage; extreme late growth	Initially weak club that grows into a world-conquering weapon over time.	World Item weapon. Starts at +20 attack/damage. Each meaningful enemy defeated by the wielder in the same battle adds +5 attack/damage, stacking up to +100. At max charge, 1/scene decisive strike deals +250 true damage.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Avarice and Generosity	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	No direct damage; resource storage	Paired gauntlets that store experience from defeated enemies for later expenditure.	World Item. Stores XP/life-force/level energy from defeated or sacrificed targets. Capacity 10,000 XP-equivalent. Spend stored energy to restore lost levels, fuel rituals, or grant temporary +20 to one stat for 1 scene.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Caloric Stone	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	Crafting material miracle	Consumable world item used to request or create supreme crafting materials for armor, weapons, or golems.	World Item material. Crafting catalyst. One use can create or empower a Divine-class item, granting +30 item pressure or +150 durability to a crafted item. Mishandling releases 200 Heat/force damage in 30 ft.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Depiction of Nature and Society	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	Battlefield isolation / environmental control	Massive scroll that isolates an area into a selected pocket landscape and imposes environmental rules.	World Item. Trap chosen targets into an isolated painted world/territory. Escape requires solving the depicted world's condition, defeating its guardian rule, or using World Item-level resistance. Inside, terrain laws grant controller +30 domain pressure.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Downfall of Castle and Country	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	Mind control / domination	Mind-control world item that can override normal immunities.	World Item. Target within line of sight makes World DC 30 mental resistance; failure places target under absolute domination until released, cleansed by World Item, or scenario condition breaks.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.

						Bypasses normal charm immunity unless World Item-protected.	
Ginnungagap	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	Catastrophic area destruction	A destructive World Item carried by Albedo, associated with vast destructive power.	World Item. 1/major scene: create primordial void collapse in 100-ft radius, dealing 250 Dark/void damage, erasing mundane terrain/structures, and suppressing non-World magic for 3 rounds.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Hygieia's Chalice	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	Restoration / purification	World item associated with supreme restoration, purification, or condition removal.	World Item. 1/day: restore one target or group. Single target heals 500 HP, cures disease/poison/curse/status including death if body/soul remains. Group mode heals 150 HP to up to 50 allies and cleanses Tier 8 or lower conditions.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
The Nameless Spellbook	Book/Tome	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Portable written item; fragile unless protected	Spell knowledge / magic access	World item spellbook tied to ultimate spell knowledge or magic access.	World Item spell archive. Contains or reveals forbidden/unique spells. 1/day study grants one temporary spell known of any tier the user can cast; 1/month may reveal a lost spell or ritual with GM-defined cost.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Throne of Kings	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	Base defense / world item protection	Guild-throne World Item tied to Nazarick's protection and authority.	World Item/territory anchor. While seated or linked to a guild base, grants anti-scrying/anti-teleport ward DC 30 across the base, +30 command pressure over base systems, and 1/day mass defensive barrier reducing damage by 200.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Atlas	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	Unknown / plot relic	Known World Item with unclear ability; use as a high-mystery world relic.	Divine-class heavy armor/shield system. +30 protection, +30 STR for lifting/bracing, immune to knockback below World tier, but speed -20 ft. 1/scene Atlas Brace reduces one incoming attack by 200 damage.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Billion Blades	Magic Weapon	Overlord Wiki / YGGDRASIL / New World / World Item	Priceless / World-class balance-breaker / Weapon bulk; usually 1-handed or 2-handed depending form	Unknown / blade-domain world item	Known World Item with unclear ability; blade-themed treasury item.	Divine-class weapon array. Summons up to 12 spectral blades for 1 scene. Each round attack up to 6 targets for 40 slashing each, or focus all blades for one +180 slashing decisive strike. Costs 100 MP to activate.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Staff of Ainz Ooal Gown	Staff	Overlord Wiki / YGGDRASIL / New World / Guild Weapon	Varies by setting, rarity, and appraisal / Handheld focus; staff is long bulk	High-tier caster focus / guild authority	Guild weapon of Ainz Ooal Gown, symbol and magical focus of the guild.	Guild Weapon. +35 spell pressure, +35 undead command, stores seven elemental/divine/dark powers. Each gem can cast one 150-damage high-tier spell or summon one 200 HP elemental/undead ally per day. Destruction triggers guild-base catastrophe.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Eight Greed Kings' Guild Weapon	Magic Weapon	Overlord Wiki / YGGDRASIL / New World / Guild Weapon	Varies by setting, rarity, and appraisal / Weapon bulk; usually 1-handed or 2-handed depending form	Legendary guild weapon	Guild weapon associated with the Eight Greed Kings.	Guild Weapon. +35 spell/command pressure, 7 charges/day for 150-damage tiered magic or kingdom-scale utility. Carries historical/political recognition and may trigger Dragon Lord hostility.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Ring of Ainz Ooal Gown	Ring	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Tiny worn item	Teleportation / access control	Teleportation/status ring used by Nazarick's rulers and guardians.	Teleport key. Allows authorized teleport to registered Nazarick points without MP cost. Unauthorized wearer triggers security detection. No combat bonus by itself.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Amaterasu	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Light/Heat damage or solar protection	High-grade divine-class item with solar/light motif.	Divine-class Light/fire weapon. +30 attack pressure, +80 Light/Heat damage per hit, undead/demons take +40 extra. 1/day solar flare deals 180 Light in 60-ft radius, DC22 halves.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.

Tsukuyomi	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Dark/illusion defense or damage	High-grade divine-class item with lunar/night motif.	Divine-class illusion/moon item. +30 illusion/control pressure. 1/scene moonlit domain imposes -25 Perception/Insight on enemies and creates 3 major illusions with DC22 to disbelieve.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Susanoo	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Sonic/Electric or martial enhancement	High-grade divine-class combat item named for storm martial power.	Divine-class storm weapon/armor. +30 attack or protection. 1/scene storm barrier reduces ranged/magic damage by 100; storm slash deals 150 Sonic/Electric in a 60-ft line.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Takemikazuchi MK 8	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Elite weapon damage	Divine-class weapon associated with extreme martial power.	Divine-class katana. +35 attack pressure, +90 slashing/electric damage per hit. 1/scene iai decisive cut deals +220 damage if user wins initiative/duel contest.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
God Slaying Emperor Blade	Magic Weapon	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Weapon bulk; usually 1-handed or 2-handed depending form	Very high weapon damage	Named divine-class blade suited to high-level enemy killing.	Divine-class anti-divine weapon. +35 attack/damage. Against divine, angelic, godkin, or holy targets add +120 true damage and suppress regeneration for 3 rounds.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Houyi's Bow	Magic Weapon	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Weapon bulk; usually 1-handed or 2-handed depending form	Very high ranged damage	Divine-class bow associated with mythic archery.	Divine-class bow. +35 ranged attack pressure, range penalty ignored up to extreme range, arrows deal +90 piercing/light. 1/day sun-shot deals 250 damage to flying/solar/divine target.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Spuit Lance	Magic Weapon	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Weapon bulk; usually 1-handed or 2-handed depending form	Piercing damage / vampiric synergy	Divine-class lance/spear used by Shalltear.	Divine-class lance. +30 charge attack pressure. Mounted/charge hit deals +120 piercing and pushes target 30 ft; 1/scene blood-drain thrust heals wielder 75 HP.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Hermes Trismegistus	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Arcane enhancement / crafting or spell utility	Divine-class magic item with alchemical/arcane motif.	Divine-class arcane focus. +30 INT/Spellcraft pressure, +25 spell damage/healing. 1/day transmutation rewrites one material/status condition at DC22 or restores 150 MP.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Earth Recover	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Recovery / earth support	Divine-class item with earth/restoration theme.	Divine-class recovery item. 1/day restore 300 HP to self or ally and repair broken equipment/armor by 150 durability. Also cleanses petrification/earth-bound restraint.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Shadow of Yggdrasil	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Darkness/shadow utility	Divine-class item tied to YGGDRASIL shadow or world-tree symbolism.	Divine-class stealth cloak. +35 Stealth, teleport between shadows up to 120 ft 3/scene, and 50% Dark resistance. Bright Light effects reduce bonus by half.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Suck the Blood and Eat the Flesh	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Vampiric damage / sustain	Divine-class item with predatory/vampiric naming.	Divine-class vampiric weapon. +30 attack, +70 necrotic per hit, heals wielder 50% of necrotic damage dealt. 1/scene devour strike deals 180 necrotic and restores 100 HP.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Female Sensei's Iron Fist of Wrath	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Bludgeoning/impact damage	Divine-class martial/comedy weapon from YGGDRASIL item catalogue.	Divine-class fist weapon. +35 unarmed pressure, unarmed damage +90. 1/scene discipline blow stuns target 1 round on END DC22 failure.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Kal Kan Premium	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Divine Class Item	Priceless or near-priceless / level 100 gear / Small-to-medium magical item	Morale / minor recovery	High-grade YGGDRASIL food/consumable item.	Divine-class consumable bait/food. One use. Restores 250 HP to beast/familiar/animal-type ally and grants +25 loyalty/command pressure for 24 hours; may lure rare beasts.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Shalltear Bloodfallen's Armor	Armor/Clothing	Overlord Wiki / YGGDRASIL / New World / Legendary Class Item	50,000+ gp / national treasure / Worn; bulky if armor, light if clothing	High protection / vampire synergy	Legendary armor belonging to Shalltear; suited to high-level vampire combat.	Legendary armor. +25 protection, +50% Light/Dark resistance balance, blood drain effects heal +100	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.

						extra HP. 1/scene crimson guard reduces one hit by 150.	
CZ's Scarf	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Legendary Class Item	50,000+ gp / national treasure / Small-to-medium magical item	Accessory protection/utility	Legendary accessory associated with CZ2128 Delta.	Legendary stealth accessory. +25 Stealth and +20 ranged ambush pressure. 1/scene vanish from line of sight if cover/concealment exists, breaking mundane targeting.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Beach's Most Beautiful Girl Swimsuit	Armor/Clothing	Overlord Wiki / YGGDRASIL / New World / Legendary Class Item	50,000+ gp / national treasure / Worn; bulky if armor, light if clothing	Social/cosmetic effect	Legendary cosmetic/swimsuit item with YGGDRASIL magic item status.	Legendary social/clothing item. +25 CHA/Performance pressure in beach/social scenes, +50% water/cold comfort, and 1/day charm/fascination aura DC20 for 1 minute.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Black Belt	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Relic Class Item	High-value rare item / Small-to-medium magical item	Martial damage/technique support	Relic belt that supports martial or unarmed technique.	Relic martial item. +20 unarmed/grapple pressure, unarmed damage +40, and +10 END while in martial stance.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Crown of Mental Barriers	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Relic Class Item	High-value rare item / Small-to-medium magical item	Mental defense	Relic crown that protects the mind.	Relic headgear. Immune to mental status below Tier 6; Tier 6-9 mental effects face +25 resistance. 1/day negate one charm/domination/fear effect.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Haste Boots	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Relic Class Item	High-value rare item / Small-to-medium magical item	Mobility / speed defense	Relic boots that increase combat speed.	Relic boots. 3/day for 1 minute: +20 DEX, +30 ft speed, and one extra movement or weapon attack each round. After effect, -10 END for 1 round.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Járngreipr	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Relic Class Item	High-value rare item / Small-to-medium magical item	STR/grapple support	Relic gauntlets named for mythic grip strength.	Relic gauntlets. +25 STR for wielding heavy weapons and grappling. Allows one oversized weapon without penalty. Unarmed/gauntlet hits deal +35 damage.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Necroplasmic Mantle	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Relic Class Item	High-value rare item / Small-to-medium magical item	Dark/necromancy defense	Relic mantle with necromantic/undead affinity.	Relic mantle. +25 necromancy pressure, 50% Dark resistance, undead allies within 10 ft gain +10 attack/END. Living wearer takes -10 Light resistance.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Nemean Lion	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Relic Class Item	High-value rare item / Small-to-medium magical item	Physical protection	Relic protective item named for the invulnerable lion.	Relic cloak/armor. Physical weapon damage reduced by 30 per hit unless artifact/divine. +20 intimidation against beasts and hunters.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Sure Hit Glasses	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Relic Class Item	High-value rare item / Small-to-medium magical item	Accuracy support	Relic glasses that improve aim or target tracking.	Relic eyewear. +25 ranged/spell targeting pressure against visible targets within 120 ft. Negates mundane concealment penalties up to -20.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Ghillie Cloak	Armor/Clothing	Overlord Wiki / YGGDRASIL / New World / Legacy Class Item	Moderate-to-high value item / Worn; bulky if armor, light if clothing	Stealth protection	Camouflage cloak for concealment.	Legacy cloak. +20 Stealth in natural terrain, +10 Survival camouflage. Remaining motionless for 1 round increases bonus to +30 until moving quickly.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Gold Acorn Necklace	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Legacy Class Item	Moderate-to-high value item / Small-to-medium magical item	Nature support	Legacy necklace with woodland/nature motif.	Legacy nature charm. +15 Nature/Survival, 1/day heal plant/beast ally 75 HP, and communicate simple intent to forest creatures for 10 minutes.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Silver Acorn Necklace	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Legacy Class Item	Moderate-to-high value item / Small-to-medium magical item	Nature/social support	Legacy necklace with lesser woodland/nature motif.	Legacy nature charm. +10 Nature/Survival, 1/day heal 50 HP or purify 10 gallons water/one poisoned plant patch.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Guardian Heroes	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Legacy Class Item	Moderate-to-high value item / Small-to-medium magical item	Summon/support	Legacy item associated with calling or representing heroic guardians.	Legacy summoning item. 1/day summons 2 guardian spirits for 1 scene, each 80 HP, +18 attack, 30 damage, and	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and

						interpose reaction reducing ally damage by 40.	ownership limits. Follow the listed charge/daily/monthly limit exactly.
Elemental Gacha	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Top Class Item	Very high magical value / Small-to-medium magical item	Random elemental effect	Gacha-style elemental item that provides random elemental benefit or summon.	Top-class random elemental capsule. 1 use creates random elemental effect: 80 damage blast, 100 HP elemental summon, 50% resistance potion, or terrain hazard. Bot rolls/chooses based on scene.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Torture Device	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Top Class Item	Very high magical value / Small-to-medium magical item	Control/intimidation	High-grade tool for restraint, interrogation, or punishment.	Top-class interrogation/control item. Restrained target suffers +30 intimidation/pain pressure and 20 nonlethal damage/round. Ethical/reputation consequences apply.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Pluton's Magic Shortsword	Magic Weapon	Overlord Wiki / YGGDRASIL / New World / High Class Item	High magical value / Weapon bulk; usually 1-handed or 2-handed depending form	Weapon damage + magic quality	High-class enchanted shortsword from the New World/YGGDRASIL item list.	High-class shortsword. +15 attack/damage, +40 Dark or poison damage on command 3/day. Ideal for rogue/assassin builds.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Gauntlet of the Griffin Lord	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Middle Class New World Item	Priceless / World-class balance-breaker / Small-to-medium magical item	Moderate protection/impact	Gauntlet-type magic item known in the New World.	Middle-class gauntlet. +10 STR, +10 grapple, and 1/day griffin-claw strike deals +60 slashing and knocks prone on STR DC14 failure.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Minor Healing Potion	Potion/Oil/Consumable	Overlord Wiki / YGGDRASIL / New World / Low Class Item	Low magical value / Tiny bottle; negligible bulk	Healing consumable	Low-grade healing potion.	Low-class potion. Drink as action to restore exactly +225 HP. Does not cure poison, disease, curse, missing limbs, or fatal wounds.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Pitcher of Endless Water	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Low Class Item	Low magical value / Small-to-medium magical item	Water generation	Container that produces water repeatedly.	Low-class utility item. Produces 1 gallon/round normally or 10 gallons/round when poured fully. Can extinguish ordinary fires and supply 20 people/day with water.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Mirror of Remote Viewing	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Low Class Item	Low magical value / Small-to-medium magical item	Remote viewing	Mirror used to see distant targets or locations.	Low-class scrying mirror. 3/day view a known location/person within 1 mile for 1 minute. Warded targets contest DC14.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Horn of the Goblin General	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Artifact Class Item	Priceless / cannot be priced normally / Small-to-medium magical item	Summon goblin troops	Horn that summons or commands goblin forces in the New World.	Artifact horn. 1/week summon goblin troop. Standard call: 20 goblin soldiers (35 HP, +10 attack, 15 damage), 4 goblin archers, 2 goblin officers for 1 day or until dismissed.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Mask of Envy	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Artifact Class Item	Priceless / cannot be priced normally / Small-to-medium magical item	Disguise/curse	Mask-like artifact with envy/cursed identity motif.	Artifact mask. Conceals identity, aura, and facial recognition below Tier 8. +25 Deception/Disguise. Curse: wearer suffers envy-compulsion under social stress, WIS DC18 resists.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Moon Jade	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / Artifact Class Item	Priceless / cannot be priced normally / Small-to-medium magical item	Ritual focus	Jade-like artifact with lunar/mystic motif.	Artifact jewel. Stores moonlight/mana. Capacity 300 MP. Can spend 100 MP to create moon barrier reducing incoming magic by 100 or empower illusion/dark spells +25.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Powered Suit	Armor/Clothing	Overlord Wiki / YGGDRASIL / New World / Artifact Class Item	Priceless / cannot be priced normally / Worn; bulky if armor, light if clothing	High protection / powered weaponry	YGGDRASIL-style powered suit with high-level mobility and weapon support.	Artifact powered armor. +25 STR, +25 END, +20 protection, fly 60 ft, integrated weapon deals 80 force/energy per shot. MP/fuel cost 50 per scene; maintenance required.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Ring of Mastery Wand	Ring	Overlord Wiki / YGGDRASIL / New World / Artifact Class Item	Priceless / cannot be priced normally / Tiny worn item	Wand mastery utility	Ring that improves or controls wand use.	Artifact ring. Allows non-wand-specialist to use wands as if trained. +20 wand	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the

						activation pressure; 1/day activate a wand without spending 1 charge.	listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Item Box	Wondrous Item	Overlord Wiki / YGGDRASIL / New World / YGGDRASIL Utility	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Storage / no direct combat	Dimensional inventory used by players.	YGGDRASIL utility storage. Stores up to 1,000 lb/128 cubic ft in protected space. Retrieval action. Cannot store unwilling living creatures unless item specifically allows.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.

58 entries in this section.

Mushoku Tensei Magic Tools and Items - Numeric Effects

Item	Category	Source / Rank	Cost / Bulk	Damage or Protection	Description	Numeric Effect	Usage
Devil Spear	Magic Weapon	Mushoku Tensei Magic Tools and Items / Magic Tool / Cursed Weapon	Varies by setting, rarity, and appraisal / Weapon bulk; usually 1-handed or 2-handed depending form	Major weapon damage / body enhancement / curse	Trident made by Laplace for the Superd; amplifies body, senses, and magic resistance but corrupts the mind.	Cursed magic spear. +20 attack pressure, +70 Dark/piercing damage. Curse: each scene used, WIS/CHA DC18 or suffer aggression/obsession; holy healing on wielder reduced 25%.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Lithograph Stone	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Communication utility	Linked stone writing system used for long-range communication.	Magic recording tool. Stores one magic circle, map, spell formula, or message. Reading grants +15 Spellcraft/Research for that stored content. Can be reused with 10 MP inscription.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Enchanted Shoes	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Mobility / avoidance	Shoes that greatly improve running speed.	Movement magic tool. +20 movement/evasion, ignore first 10 ft fall damage, and 3/day dash without stamina cost. Requires 5 MP/hour maintenance.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Flame Trapping Cloak	Armor/Clothing	Mushoku Tensei Magic Tools and Items / Magic Tool	Varies by setting, rarity, and appraisal / Worn; bulky if armor, light if clothing	Environmental protection	Cloak that stabilizes body temperature.	Absorbs up to 100 Fire damage/day. After absorbing at least 50 Fire, may release 60 Fire cone as action. If capacity exceeded, wearer takes overflow damage.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Gloves of Overpowering	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Impact protection	Gloves that reduce palm impact.	+25 STR for gripping, lifting, grappling, and weapon clashes. 3/scene overpower action adds +50 bludgeoning/force damage or breaks 100 durability object.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Magical Sunglasses	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Perception support	Sunglasses that help detect enemies.	Protect eyes from glare/flash. +20 resistance to blindness, charm-by-sight, and bright light penalties. Can see mana glow faintly within 30 ft with focus.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Steel-Cutting Sword	Magic Weapon	Mushoku Tensei Magic Tools and Items / Magic Tool	Varies by setting, rarity, and appraisal / Weapon bulk; usually 1-handed or 2-handed depending form	Anti-armor weapon damage	Sword capable of cutting through steel far more easily than normal blades.	Magic sword. +20 attack, ignores 30 mundane armor/durability, deals +60 slashing to metal armor/weapons/constructs. Cannot cut artifact/divine metals freely.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Snow Melting Furnace	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool / Structure	Varies by setting, rarity, and appraisal / Immobile or structure-scale	Environmental infrastructure	Large furnace/circle system used to melt city snow with mana.	Structure magic tool. Consumes 50 MP/hour or fuel equivalent to melt snow/ice in 100-ft radius, heat shelter for 50 people, and create 20 gallons water/hour.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Magic Armor	Armor/Clothing	Mushoku Tensei Magic Tools and Items / Magic Tool / Powered Armor	Varies by setting, rarity, and appraisal / Worn; bulky if armor, light if clothing	Powered armor protection and weaponry	Rudeus-style magic armor family that boosts physical capability through mana-fed mechanisms.	Powered armor family. Baseline suit grants +20 STR, +20 END, +20 protection, +50 HP buffer, and integrated weapon slot. Upkeep 30 MP/scene; shutdown if MP depleted.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Magic Armor Mk Zero	Armor/Clothing	Mushoku Tensei Magic Tools and Items / Magic Armor Variant	Varies by setting, rarity, and appraisal / Worn; bulky if armor, light if clothing	Extreme powered armor damage/protection	Prototype/decisive version with extreme power and very poor mana efficiency.	Heavy prototype armor. +35 STR, +35 END, +30 protection, +100 HP buffer, heavy weapon damage +100, upkeep 80 MP/scene; mobility -10 and high maintenance risk.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Magic Armor Mk I	Armor/Clothing	Mushoku Tensei Magic Tools and Items / Magic Armor Variant	Varies by setting, rarity, and appraisal / Worn; bulky if armor, light if clothing	Heavy powered armor and stone cannon weaponry	Large heavily armed armor with high combat capability but enormous mana consumption.	High-output combat armor. +30 STR, +30 END, +25 protection, +80 HP buffer, integrated Stone	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the

						Cannon burst 80 damage, upkeep 60 MP/scene.	listed action, charge, or cooldown.
Magic Armor Mk II	Armor/Clothing	Mushoku Tensei Magic Tools and Items / Magic Armor Variant	Varies by setting, rarity, and appraisal / Worn; bulky if armor, light if clothing	Saint-rank body enhancement	Smaller armor set split into parts, granting Saint-ranked physical capability and better efficiency.	Mobility armor. +20 STR, +20 END, +20 protection, +60 HP buffer, +20 movement/evasion, flight/jump assist if equipped, upkeep 35 MP/scene.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Magic Armor Mk III	Armor/Clothing	Mushoku Tensei Magic Tools and Items / Magic Armor Variant	Varies by setting, rarity, and appraisal / Worn; bulky if armor, light if clothing	Refined powered armor	Later refined armor around two meters, basis for mass-produced versions.	Lightweight armor. +15 STR, +15 END, +15 protection, +40 HP buffer, can be worn longer with upkeep 20 MP/scene and lower fatigue.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Magic Wand	Wand	Mushoku Tensei Magic Tools and Items / Magic Tool	Varies by setting, rarity, and appraisal / Handheld focus; staff is long bulk	Caster support	General wand type that channels mana more efficiently; quality depends on wood and magic stone.	Mushoku casting focus. Reduces spell MP cost by 10% and adds +10 spell control. Quality variants may specialize in one element for +15 affinity pressure.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Arrogant Water Dragon King / Aqua Heartia	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool / Staff	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Elemental amplification	Rudeus's high-grade staff made from Elder Torrent wood and a large magical stone.	Legendary water staff. +30 Water spell pressure, water spells cost 25% less MP, and 1/scene Water King surge adds +150 water damage/control to one spell.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Stone Cannon Gatling Gun	Magic Weapon	Mushoku Tensei Magic Tools and Items / Magic Tool / Weapon	Varies by setting, rarity, and appraisal / Weapon bulk; usually 1-handed or 2-handed depending form	Rapid ranged damage	Rapid-fire stone cannon weapon mounted to armor.	Magic weapon. Spend 10 MP per burst to fire stone rounds: 6 attacks at +15 ranged pressure, each 25 bludgeoning/piercing. Full burst can focus for 120 damage to one target.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Shotgun Cannon	Magic Weapon	Mushoku Tensei Magic Tools and Items / Magic Tool / Weapon	Varies by setting, rarity, and appraisal / Weapon bulk; usually 1-handed or 2-handed depending form	Spread ranged damage	Rudeus-developed multi-projectile stone cannon weapon.	Magic weapon. Spend 15 MP to fire cone blast: 30-ft cone, 90 bludgeoning/piercing damage, DEX/END DC18 halves; excellent at close range.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Zariff's Prosthetic Arm	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool / Prosthetic	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Prosthetic utility and impact damage	Artificial arm with tactile feedback, great strength, and rocket punch functionality.	Magic prosthetic. Restores functional arm use, +10 STR for that arm, built-in tool grip, and 3/day power-grip +30 grapple or 40 crush damage. Maintenance required.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits. Follow the listed charge/daily/monthly limit exactly.
Scroll Vernier	Scroll	Mushoku Tensei Magic Tools and Items / Magic Tool / Scroll Launcher	Varies by setting, rarity, and appraisal / Portable written item; fragile unless protected	Scroll activation support	Mounted device holding multiple scroll slots for quick activation.	Scroll-launcher tool. Stores 6 prepared scrolls. Can fire/activate one scroll as action without hand preparation. Misfire on damaged device may consume scroll without effect.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Curse Suppressing Tools	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Curse mitigation	Tools designed to suppress or manage curses.	Set of magic tools. Suppresses one active curse by 50% severity for 24 hours. Strong curses require 25 MP/day upkeep and periodic ritual maintenance.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Magic Tower	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Tool / Structure	Varies by setting, rarity, and appraisal / Immobile or structure-scale	Structure-scale magic support	Large magical tower/infrastructure tool.	Large magic structure. Provides +30 ritual/casting pressure to occupants, stores 1,000 MP, projects barrier with 500 durability, and can cast one prepared area spell/day.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Illusionary Ring	Ring	Mushoku Tensei Magic Tools and Items / Magic Item	Varies by setting, rarity, and appraisal / Tiny worn item	Illusion countermeasure	Ring linked to illusion-breaking or illusion interaction.	Ring creates disguise/illusion. +25 Deception/Disguise, appearance can change within same body size. Insight/Spellcraft DC18 reveals illusion on close inspection.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Nanahoshi's Magic Rings	Ring	Mushoku Tensei Magic Tools and Items / Magic Item	Varies by setting, rarity, and appraisal / Tiny worn item	Research/summoning utility	Set of rings associated with Nanahoshi's experiments and utility.	Research ring set. Stores 200 MP total and stabilizes summoning/teleportation circles, adding +25 ritual stability and reducing catastrophic failure chance by 25%.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Disturb Magic Ring	Ring	Mushoku Tensei Magic Tools and Items / Magic Item	Varies by setting, rarity, and appraisal / Tiny worn item	Countermagic defense	Ring that supports Disturb Magic-like interference.	Countermagic ring. 3/day reaction: disrupt spell being formed within 60 ft. Caster makes Spellcraft DC18; failure loses spell/action and 50% MP cost.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Barrier Magic Ring	Ring	Mushoku Tensei Magic Tools and Items / Magic Item	Varies by setting, rarity, and appraisal / Tiny worn item	Barrier protection	Ring that creates or supports magical barriers.	3/day reaction or action: create barrier with 150 durability lasting 3 rounds. Blocks physical/magical damage until	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or

						depleted; stronger attacks overflow.	cooldown. Follow the listed charge/daily/monthly limit exactly.
Magic Earring	Ring	Mushoku Tensei Magic Tools and Items / Magic Item	Varies by setting, rarity, and appraisal / Tiny worn item	Accessory utility	Earring with a specific utility effect depending enchantment.	Communication/sensory earring. Linked pair transmits voice up to 1 mile or grants +15 hearing/perception depending type. Requires 5 MP/hour if active.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Mana Recovery Therapy / Magic Potion	Potion/Oil/Consumable	Mushoku Tensei Magic Tools and Items / Magic Potion	Varies by setting, rarity, and appraisal / Tiny bottle; negligible bulk	MP recovery	Potion/therapy used to restore mana.	Potion/therapy restores +100 MP over 10 minutes or +50 MP instantly with nausea. Overuse: END DC16 or mana sickness, -10 MANA control for 1 hour.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Aphrodisiac	Rod	Mushoku Tensei Magic Tools and Items / Magic Potion	Varies by setting, rarity, and appraisal / Handheld focus; staff is long bulk	Social/condition effect	Potion with arousal or compulsion effect.	Potion. Target consuming it makes VIT/WIS DC16; failure suffers strong desire/fascination status for 1 hour, -20 judgment against seduction/manipulation. Not mind control; consent/safety rules apply.	Requires attunement or magical focus training. Spend listed charges/MP as an action unless a reaction is specified. Recharges at dawn if stated.
Mana Absorbing Stone	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Item / Countermagic Tool	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Countermagic / magic cancellation	Stone from Manatite Hydra that emits magic-canceling waves when mana is applied to the correct side.	Countermagic stone. Absorbs up to 150 MP from incoming spell or ambient magic. Reaction can reduce one spell's damage/effect by 100. Shatters if overfilled.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Dragon Tribe's Robe	Armor/Clothing	Mushoku Tensei Magic Tools and Items / Magic Item / Robe	Varies by setting, rarity, and appraisal / Worn; bulky if armor, light if clothing	Magic/blade protection and mobility	Grey robe with strong magic resistance, blade protection, and weight reduction.	Robe. +20 protection against magic, +25 mana control, 50% resistance to one dragon affinity, and +15 social recognition with Dragon Tribe/ancient magic scholars.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.
Dragon God's Armlet	Wondrous Item	Mushoku Tensei Magic Tools and Items / Magic Item / Armlet	Varies by setting, rarity, and appraisal / Small-to-medium magical item	Anti-foresight protection	Armlet marked by Dragon God to block Hitogami's future foresight around the wearer.	Legendary armlet. +30 martial pressure, +30 mana control, 50% resistance to fear/despair/curse, and 1/scene Dragon God guard reduces damage by 200.	Use according to object form: wear, wield, activate, command, study, deploy, or attune. Apply listed charges, cooldowns, and ownership limits.
Summoning Scrolls	Scroll	Mushoku Tensei Magic Tools and Items / Magic Item / Scroll	Varies by setting, rarity, and appraisal / Portable written item; fragile unless protected	Summon/escape utility	One-use scrolls that summon Magic Armor Mk I or link to hidden locations.	One-use scroll. Summons listed creature/object. Standard combat summon: 100 HP, +20 attack, 40 damage for 1 scene. High scrolls may require MP cost 50-200 and ritual circle.	Use an action to activate or consume. One use unless the entry lists charges. Consumables are destroyed after use.
Ring of the Dark King Vita	Ring	Mushoku Tensei Magic Tools and Items / Magic Item / Ring	Varies by setting, rarity, and appraisal / Tiny worn item	Illusion-break curse relic	Ring created to kill Dark King Vita; tied to breaking illusion through loss.	Cursed ring. +25 Dark/illusion pressure and 3/day dream/possession attempt DC20. Curse: wearer risks mental intrusion each rest, WIS/CHA DC18 resists.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown. Follow the listed charge/daily/monthly limit exactly.
Fighting God Armor	Armor/Clothing	Mushoku Tensei Magic Tools and Items / Legendary Magic Armor	50,000+ gp / national treasure / Worn; bulky if armor, light if clothing	God-tier armor damage/protection	Golden armor associated with the Fighting God; grants overwhelming combat power and dangerous will/curse implications.	God-tier armor. +50 STR, +50 END, +40 protection, +300 HP buffer, ignores mundane fatigue/fear, and grants 150 damage unarmed/weapon strikes. Curse/will contest DC25 each scene or armor influences wearer.	Wear, wield, or attune before use. Passive effects apply while equipped; active effects use the listed action, charge, or cooldown.

34 entries in this section.

SillyTavern / Bot Usage Notes

Use trigger keys to load only the relevant item entry. Do not keep this entire list always active unless the model context is very large.

When a player uses an item, apply the exact entry. If an item lists a DC, use that DC. If it lists charges, track charges. If it lists HP/MP/damage, use those values directly.

If two entries overlap, the more specific item entry overrides the general core rule.

World Items, Guild Weapons, Fighting God Armor, and other setting-defining artifacts should require story access, ownership, attunement, or major consequences.