

Homebrew Megapack

Each bolt is valued at 5cp, but the alchemical mixtures must be purchased for 50gp, or remade with an alchemist's kit with a DC of 20 for successful replication.

- Lazy (sloth) - Immune to mind altering effects. At will, can cast Calm Emotion as a 5th level spell. No longer need to sleep. 1/day can scry on self perfectly.
- Fatty (gluttony) - Wearer of the Fatty ring, lives like a fat cat in any town they go to. Food, drink and lodge is free. Can cast suggestion to cause people to eat, drink or indulge at will. Do not need to eat, drink or sleep. When food/drink is offered, must make a DC15 'will save or will indulge.
- Meany (wrath) - Advantage to intimidation checks, People within melee range gain disadvantage on anything targeted towards you. At will ability, target person must make a wisdom save (DC15) or become enraged. 1/day wearer of the Meany ring can go into a
This section deals with a lot of the newbie concerns that come up near constantly when people first start out. These shouldn't need to be said, but they do, apparently.
- Take a break when you need one. Relax, touch grass, take in some media, get a cup of joe, do something that interests you, research a new topic, have a new life experience, etc. It will help you recharge and avoid creative burnout. If you do burn out, just take a break till you're ready to return with a fresh set of eyes. If you make a habit of it, you can organize your thinking and learning such that anything you do is technically helping you learn to make your system better so long as you actively think about how it relates to what you're making and how you might improve it with that information. That said, the "always on approach" is also likely to burn out most people faster, but keep you working more efficiently, so pick your poison with that.
- Ideas are not very valuable or special on their own. You probably like your ideas a lot, and having that enthusiasm is great- harness that and use it to fuel your productivity. But while ideas are necessary, they are also next to worthless, and others are not likely

to be as excited as you are about your ideas. You do need to have them, but it's not the idea or premise that matters, it's your execution as a designer. Execution > Premise. barbaric rage.

- Grubby (greed) - Advantage to deception checks, people within range gain disadvantage to Charisma based skills used against you. At will ability, the wearer can attempt a persuasion check with advantage against the target to acquire an item. 1/day wearer of the grubby ring can trade anything for anything.
 - Douchey (pride) - Advantage to charisma checks and people within range of you gain advantage. At will ability, can cast charm person (DC 15). 1/day wearer of the Douchey ring can cast command as a fifth level spell.
1. Deku Mask - Speak with plants and animals as a cantrip, 1/day walk on water, 1/day can cast fly on self.
 2. Goron Mask - Speak abyssal, +2 to str, damage resistance to fire and adding fire to any weapon you use, dealing an extra d6 damage.
 3. Zora Mask - Speak celestial, breathe underwater, swim speed is doubled, gain fins on Crystal Pyramid: When stared into, allows users to see into historical events of the plane, with a d100 roll to decide how many months back they see. Prolonged usage (using the item more than once per day) causes 1d4 of mental damage to the user.
 4. A collection of humanoid figurines, each doing a morally evil action, packed in a box. When a figure is held, a compulsion effect is placed on the holder, compelling them to enact the action the figure is taking. A DC 15 will save negates this. The figures are:
 - A man stealing from a shop.
 - A woman hitting another person.
 - A bucket of water being dumped on a man.
 - A woman attacking an animal.
 - A man attacking someone asleep.
 - A woman making a deal with an outsider.

5. A merchant's leather case containing a gold pouch (25gp), a book, a quill, a vial of ink, and a merchant's certificate for the region. The name of the certificate is blank, and by all appearances, looks like a legitimate certification for a merchant.
6. A plain stone, which has magnetic properties when wet, despite its non-metallic nature.
7. Circlet of Sadness: Invokes a sense of grief and sadness in the user, compelling them to shed tears, despite not having a reason to be sad. This gives a +8 on bluff checks to appear sad.
8. Two disks of hardened steel laying atop one another. When separated, it reveals a small space that thin objects can be hidden in, such as notes.
9. A newly crafted barrel filled with infinite nails. The nails cannot be melted down, only used for their intended purpose. Want to use it for something else? find out what happens. (Barrel: 2gp, 1 nail: 5cp)
10. Bag of Grass Starters. Can be scattered on fertile soil to promote the growth of new grass. Y'know, how seeds work.
11. A disk of finely polished stone. On one side, the elvish rune for death is inscribed in blackest obsidian. Upon the other, the dwarven rune for life is inscribed in the palest ivory. Used for a sports game. If you grab the obsidian side you die. How do you not touch it? That's the game.
12. A small, leather-bound book filled with prophecies. All of them will be found to be true, but the last of them is dated just a few weeks ago.
13. Thirty storm giant minted gold coins, each is the size of a dinner plate and weighs 17 lbs. The image struck on the coins shows a giant hand flicking a human off a table.
14. A frost giant necklace of silver upon which are pierced 17 human-sized hands (all right hands). (Necklace: 55gp)
15. Dire bat/eagle wings
16. A golden signet ring, origin unknown.

17. Trained rat in wooden cage – sniffs out gold in exchange for treats.
18. Six giant temple candles. Each is 6' tall, 1' thick, and weighs 100 lbs. They are made of fine white wax, rolled in gold dust, and set with emeralds. (320 gps each)
19. Bioluminescent fluid lantern – shake well, 2d4 hours. Light cannot be detected by undead.
20. A cloak of griffon feathers set on black velvet. (60gp)
21. A large tome, bound in leather and clasped with gold. A closer inspection of this volume will reveal that each page is perfectly preserved dragon scale, which has been inscribed with the black blood of a fiend. The book describes the four spirits (quicksilver, orpiment, sal ammoniac, sulfur) and seven bodies (gold, silver, iron, quicksilver, lead, tin, copper) of traditional alchemy.
22. A bandolier holding 8 silver flasks (empty (x3), brandy (x2), acid (x1), ogre blood (x1), gold dust (x1, value of gold: 12gp). (Flasks: 3gp each, bandolier: 5gp, ogre blood (to alchemist): 12gp, acid: 10gp, brandy: 5sp each
23. A large chunk of raw silver ore (roughly 25 pounds). (5gp; 8gp when smelted)
24. A 1' x 3' bronze plate bearing the ancient, and secret recipe for Black Mountain Stout
25. A thick leather satchel containing an adventurer's' kit: 6 wax candles, two pieces of white chalk, two pieces of red chalk, a small bag of (100) clay marbles, a whistle, four pieces of charcoal, three large sacks, six iron pitons, a hammer, a tinderbox with flint and steel, 2 empty copper vials, a chunk of coal, and three large sheets of paper. (10gp)
26. Poison drips – steadily and continuously – from the tip of a stalagmite which stands alone within a natural cavern deep beneath the surface of the earth.
27. A tome whose pages have been yellowed with age and used to press metallic leaves of gold, silver, platinum, brass, copper, and bronze.
28. A small steel shield, triangular, emblazoned with a griffon device in red on a field of gray. This battered shield is inscribed on the interior with the words: "May this shield be your protection in battle, Jallak. Honor the Galbrand name." (7gp)

29. A set of panpipes carved from the bones of a unicorn. When played, they do not make the slightest sound
30. A thick copper necklace set with a small aquamarine. (7gp)
31. A rotting wheelbarrow holding 167 torches. (Torches: 1cp each)
32. Boots of Dry Land: Made for a pirate game I ran a couple of years ago. The wearer of the boots gains water-walking...With a twist. On any body of salt water, the boots generate a 30 ft. radius of dry, walkable sand beneath the wearer. Which means several party members could benefit from the effect. They functioned for an hour per day, but it didn't have to be continuous.
33. Demonic themed tarot/playing cards – extra planar repercussions based on game played; tarot tales come true
34. Bags that summon random animals
35. The Erian Tapestry. A famous (or forgotten) tapestry depicting the Fall of Erian. The figures upon the tapestry move and change, re-enacting – in an artistically abstracted form – the legendary battle over the course of half an hour.
36. A hand axe and belt sheath.
37. A collection case holding fifty spent wands – crafted by the finest craftsman and enchanted by the mightiest wizards of a bygone age, but now reduced to mere wood, bone, and glass.
38. Thunder Hammer – deafening or stunned, DC save, 40' radius.
39. An old boot filled with chunks/flakes of silver-bearing quartz ore (50 gp)
40. A dwarven holy symbol in silver; shaped into a flaming war-hammer set against an anvil-shaped backdrop. (55gp)
41. An iron torc with six small silver figurines: A hare, a horse, a spear, a wolf's head, a simple circle, and an oak tree. (9gp)

42. Elsewhere, a similar comb of ash, engraved with the name Ilthorien and decorated with twin unicorns, can be found.
43. A delicately carved hope chest of polished cherry wood. The box contains nothing but a remarkably fine, gray sand drawn from some unknown locale. Beneath the new moon, this sand glows a faint blue.
44. Waterskin of inexplicable upgrading – water to wine, wine to brandy, brandy to spirits, spirits to dwarven ale, dwarven to poison, poison to water
45. A leather vest with climbing gear: 12 iron pitons, a hammer, 50' of silk rope, a grappling hook, a set of bronze crampons, thick leather gloves, and a leather harness seat. (32gp for all)
46. A cache of ancient coins left from the elder days of the world and made by a civilization utterly alien to the values of today: They are carved from bloodstone, moonstone, and jacinth – with unknown faces and unreadable runes decorating their surface.
47. Trap-checking chickens... Unfortunately the chickens aren't very good at it...
48. Collapsible rod – 1', 10', or 20' – any size you need!
49. A miniature crystal – small enough to lie upon the outstretched finger of a halfling child – glows softly, and pulses whenever an object colored red is brought near.
50. Crayon torches – burn different colors for each torch
51. Bottle of Giant's urine – repels monsters
52. A leather bag containing 6 green dragon scales (young adult). (5gp each)
53. d A set of 8 silver spoons. (6sp each)
54. A goblin skull that has been dipped in molten copper. (1gp)
55. A small, white jade pendant without a necklace. The pendant depicts a unicorn rampant with a cracked back leg. (10gp)
56. Giant-King's platinum necklace with crimson diamond worn by dragon

57. Within a rotten pouch found upon the body of a long dead soldier is a parchment with an unbroken seal. If the seal is broken and the message read, it warns its would-be recipient to guard against an imminent betrayal.
58. The sapling of a young tree. Within a few minutes it will have grown into a wizened oak. A few moments more and the tree slowly fades from existence as a young seedling pushes up from the ground and begins the cycle anew.
59. A decorative fountain, crafted elegantly from a single block of jade and decorated with gold leaf, in which the water flows in the wrong direction.
60. A barrel filled with broken crockery. Near the bottom is a mouse nest in which, amidst the tangled mouse fur, lays a silver ring set with a polished tigerseye. (4gp)
61. A pair of pole mounted fans made of giant raven feathers
62. The mounted head of a deer, its impossibly massive horns possessed of a thousand and one points.
63. A trolls hand mounted on a three foot rod. It will grasp objects or make a fist. Commands: Grabit, Leggo, Fist.
64. Enchanted talking toad – polymorphed noble – knowledge of multiple regions, religions & other-worldly strangeness.
65. Ring of a god –kills the wearers for looking at it!. (4 cp)
66. A sundial which runs backwards. –shows military time. 1/day (10,000 pp)
67. Crystal sword – 2/day nat 1 instant hit for max damage – shatters into crystal shards
68. A large arbalest/bolt thrower. It is disassembled and cratered for shipping. It requires four strong men to lift. When reassembled, it hurls a 5' bolt for 2d12 dmg. (3000 gp)
69. A silver hand mirror with mother-of-pearl backing. (28gp)
70. An age-worn ivory figurine, which, nonetheless, bears an uncanny resemblance to a young woman the characters have just met.

71. A roughly beaten golden orb, roughly 10 inches in diameter. The orb is etched with the likeness of an orcish skull with an axe embedded in it. This was used by an orcish chieftain as his "royal orb". (72gp)
72. A purple-colored apple. (This enchanted apple has all the properties of a potion of Cure Light Wounds. 50gp)
73. Ring of Fake invisibility.
74. An arm chair carved entirely of a single piece of coal. Inlaid with silver runes.
75. A miniature model of a pyramid, which glows a faint blue. If a deceased creature of Diminutive or Fine size is placed beneath the pyramid, they will be reincarnated in 1d20 hours. The pyramid can manifest this ability once per lunar month.
76. A well-sealed cake box with intact cake
77. A 40' coil of rare sea shells strung on a silken cord
78. Magical Camo Paint that provides no protection, but grants 10 to disguise. The only way it works, however, is if the wearer is wearing no clothes, and covered head to toe in the stuff. It's hilarious when a disguise check fails, and they realize they are staring at a naked Gnome.
79. A small bag containing 58 clay sling bullets. Each bullet has a 12 gp opal hidden inside.
80. A cask full of bronze caltrops (6 pounds). (3gp)
81. A complete set of bronze and carved stone weight training equipment issued to the 4th army of the Ancient Empire
82. A tiny jar of glitternight dust (a narcotic)
83. A small sack containing 32 carved ivory mice
84. Exploding gold coins (Looks legit. Should avoid contact with real gold coins for safety...)
85. Mechanical claw mountain boots

86. Crystal prism (d20 x 10 gp)
87. Brass dungeon compass, runic , always points to the nearest exit.
88. A small cedar cask of dwarven pemarkingspe tobacco. (25gp)
89. A cursed fishing pole made of blackened ash. It will never catch a fish – although, if one attempts to use it unbaited, they will succeed in catching skeleton fish.
90. (6gp)
91. Studded leather armor made from sharkskin set with iron disks. (44gp)
92. A large (18"x28"), rectangular electrum sheet with ancient writing on it. The writing, if deciphered, is a brief history of a powerful magical item known as the House of Winds, with several clues as to where the item may have been lost fourteen hundred years ago. The House of Winds is described as an ornate mithral helm of legendary power. (75gp)
93. Pouch of poisoned throwing needles (see dagger damage & dart range)
94. A large barrel of pickled eels
95. An astrologer's chart, inscribed with the finest instruments and the greatest precision upon a vellum which is both supple and expensive. Close inspection by those with the proper knowledge, however, reveals that these charts were constructed around an entirely different night sky – and, possibly, a calendrical system and length of year unlike anything known upon this world.
96. Dagger with blood line to drain victim's blood
97. A butter churn made of bone slats, bound with hoops of silver. A scrimshaw scene depicting a crowd of human villagers beating a Halfling with shovels and hoes wraps around it.
98. Dehydrated Homonculi
99. An obsidian figurine of a dolphin which is always wet to the touch.
100. Metal box of unidentifiable powder

101. The skeletal remains of a long-dead warrior, wearing a suit of plate armor which has long since tarnished. The name of every warrior to ever die by the last wearer's hand has been inscribed upon the front and back of the chest plate, covering nearly every inch of its surface with chaotically written, black runes.
102. Salve of Silence – armor improving sound nullifier
103. A weapons cabinet, unlocked and immovable, containing: 12 score arrows (1gp/score), 40 javelins (1gp each), 120 crossbow bolts (1sp/each), and a short bow (30gp). (Total value: 94gp)
104. Frolees five page guide to mustaches and beards
105. ½ of fool's gold
106. D8 sprigs of wolfsbane
107. A pen made from a raven's feather. Through some magical means it writes continuously from an inexhaustible supply of golden ink upon whatever piece of parchment may be nearby.
108. A pair of bear fur knee breeches
109. Dagger of slicing – ignores armor bonus
110. A wand of eye poking, four charges. It will unerringly poke out the eye of a target creature within arm's reach.
111. An electrum drow house-medallion bearing the image of a crimson scorpion with the house name inscribed on the back in the drow tongue (House Ultrather). (20gp)
112. An abacus with counting beads made of ivory, silver, gold, and vitrified eyeballs (120 gps)
113. Random monster taxidermy
114. The tiny figurine of a fertility goddess, carved from a rare, fist-sized pearl. Found deep beneath the surface of the earth, for two weeks after it is brought to the surface any woman touching the figurines will become pregnant. After the two week period has

expired, the figure will never work again (or until returned to its original spot for 1d12 months).

115. A plain mirror with a frame of pale ashwood. Whenever someone looks in the mirror, however, they perceive an elven face in place of their own.
116. Ring of Sustenance – require no food/water/rations
117. Ring of Ghosts: the wearer of the ring can see and communicate with the ghost of any intelligent being that has died in the past 24 hours within a 1 mile radius. After the 24 hours, the ghost disappears. The ghosts are only visible and audible to the wearer, but remain intangible. Also, the ghosts likely aren't very cooperative if the players killed them.
118. A broad dagger with a hilt that can be unscrewed. The space revealed is sufficient to hold up to 25 coins, and currently holds 10 gold coins and 15 silver coins. (Dagger value: 15gp)
119. A finely woven blue, wool scarf (1gp)
120. A leaf from the great tree Yggdrasil.
121. Miniature golden replica of ancient mythical temple – location map inside
122. A miniature golden chest with tiny emeralds lining the top that trace out a mage's sigil. The chest is crafted in exquisite detail. (This is the material component of a "Secret Chest" (from the spell of the same name) for the ruthless lady-mage Aumurille, who will likely want it back....) (75gp)
123. A dagger sheath of bronze, set with a small moonstone. (10gp)
124. Dust of Coughing and Sneezing
125. Vial #2 contains speculumia, a slightly greenish opaque liquid that when drunk suddenly causes a cloud of smoke and summons an exact copy of whoever drank it. The new person is completely the same as the drinker and will actually think that he is the one who drank the drink, the sudden cloud of smoke will prevent anyone witnessing the situation from being able to tell which one is the original person.

126. The Torturers Dagger. Found on the corpse of an enemy from the realm of chaos. It does 1d6 damage, then heals 1d6 damage.
127. A hand-fan of clipped, black-dyed harpy feathers bound with copper wiring. (9gp)
128. An archer's bracer of leather and electrum. (25sp)
129. A hooded cloak with a dozen inside pockets.
130. A quart of honey.
131. Inhalation herbs & essences
132. An 8' Golden horn
133. A delicate silver chain set with a tourmaline (28gp)
134. Crossbow bolt of chaos – 1 random effect on hit
135. A brown and red flecked egg, about the size of a loaf of bread, that gives off a rancid scent. (Troglodyte egg, worth 50gp to an interested alchemist, wizard, or university)
136. 100' of rope
137. A copper tongue scraper
138. Knife of a god of undeath. It turned whoever owned it immediately undead.
139. Box of 'Top Secret Battle Monkeys'
140. Block of ice with ancient holy symbol
141. A used, slightly rusted (but usable) double-bladed sword. (60gp)
142. One hundred and sixteen 3" white porcelain discs, each has a 1 ounce knob of electrum embedded in its center
143. D6 oily rags
144. A single, platinum skeleton-key on a platinum ring. The key is finely crafted, with a delicate design etched in elvish characters along the length and across the bow. (37gp)

145. A short quiver holding 3 sunrods (2gp each)
146. A leather bag containing a black silk shirt with eight silver buttons. (Bag: 1sp, shirt: 8gp)
147. Potion of purple ooze: Turns drinking player into an ooze for 1d8+1 days. You can make up stats for purple ooze creature.
148. A prismatic crystal which echoes back – in a deep, melodious voice – every word which is said around it two seconds after it has been said.
149. An elaborate, whalebone scrimshaw carving of intertwined orbs, each showing the legend of creation story of one of the seven civilized religions, roughly 10” in diameter. (45gp)
150. A large tome filled with over one hundred recipes for wild boar, goose, and venison; written by Kilan Wester, a former royal chef (retired). (95gp)
151. A lovely ivory-colored dress of silk with flowing sleeves. The dress has tiny pearls sewn at the neckline. (70gp)
152. A ceremonial short spear; ash wood with an iron point. Seven red and three blue dyed vulture feathers are attached to the head of the spear. The iron is fluted to whistle through the air, if thrown. (3gp)
153. A large crystal vase, silver trimmed, with a dozen dead roses and some stagnant water within. (14gp)
154. The neverburning torch. A jet black torch, with an inscription in gold upon its side: “Only in your hour of darkest need will I light.” All attempts – magical or otherwise – to light the torch will fail, but if the character carrying the torch ever finds himself upon the brink of death, the torch will flare to life.
155. An unhafted axe head of exceptional craftsmanship. It’s faces are inlaid with a faience scene showing a crowd of human villagers throwing a Halfling down a well.
156. A famous battle banner, long lost, smells badly
157. Troll-rubber boots for enhanced move silent

158. A pinewood totem pole of the northern barbarians, bearing six faces (from top to bottom): a hawk, a demon, an elk, a man, a fox, and a white dragon. The hawk has a silver feather on the left side of its face (8gp), the demon has a gold nose-ring (6gp), the elk has copper antlers (4gp), the man has electrum eyes (3gp each), the fox has a black onyx nose (15gp), and the dragon has ivory teeth (30 teeth worth 1gp each). The pole is fifteen feet tall and weighs 200 pounds. (57m, 97kg)
159. A set of dies and hammers for minting the kings coinage.
160. Pouch of mushrooms – Mario themed
161. A scabbard stained the dark color of rust. Any blade which is placed within the scabbard will emerge covered in a sheen of blood.
162. The silver hilt of a sword with a grip of black leather. The blade is missing, or never existed to begin with. One night per year, however, on the eve of the new year, the hilt is possessed of a ghostly blade – allowing it to perform its duties as a sword once more.
163. Screaming Arrows – intimidate/fear check
164. Potion of false bluff: drinker of the potion perceives that they are an amazing liar. They believe that every bluff, diplomacy, and intimidation check they make for the next 1d4 hours succeeds, whether it does or not.
165. A wicker basket with a pair of mink furs within. (20gp each)
166. A staff that could change into a hammer and give him extra strength while it was in that mode.
167. Witch's Mad Sack of Bats – releases swarm of bats x3 times total
168. A tiny toy soldier which marches ceaselessly back and forth – eternally vigilant and pissed off if anyone disturbs it.
169. A silver ring shaped into the likeness of a bull's head. (4gp)
170. A tiny diorama made of oak and silver, depicting a prophecy of the last days of the world in vivid detail.

171. In a worn and decaying wall of mud bricks, a single black brick – polished and perfectly preserved – stands out in stark contrast. If the brick is pried out and broken open, it will reveal a quicksilver core.
172. A dozen quality daggers in a rolled up rug
173. A ruby the size of a man's fist which sparkles and gleams with the promise of untold wealth in the faintest of lights, but which crumbles to dust upon the lightest touch.
174. A mask carved to look like the face of a man, but which has been fitted for something wholly other.
175. A carved wooden mantle, meant to be mounted above a fireplace, crafted of ash-wood and stained a medium brown. The left side is carved in images of demons and flames, the right in images of angels and air. The top is carved into an idyllic forest theme and has a moon above the left corner and a sun above the right. This piece weighs just over a hundred pounds. (65gp)
176. Dead/dried up fey hanging from ceiling
177. Four half-pound bricks of compressed Black Lotus pollen
178. A two gallon stoneware jug containing hallucinogenic tree sap syrup (20 owwos)o
179. A cabinet containing 24 glass jars of various medicinal herbs
180. Litmus magic paper: This paper can be used as a standard action by rubbing it on an object. It either detects no magic and can be used again, or changed color and brightness to reflect the school(s) and strengths of magic on the object.
181. A bowl full of golden apples found in the midst of ruins which have long been left desolate and uninhabited. They are quite edible and unspoiled. If they are taken beyond the ruins, they will lose their golden sheen and appear – in all respects – as normal, red apples. So long as they remain within the ruins, however, they are golden, and will not age or rot.
182. Re-animation bomb - 4d20 explosive damage
183. 3 vials of holy water

184. Concealed punching dagger-bracer (Assassin's Creed style)
185. Cat-python
186. Apple of the Gods – gain random ability of 1 god aspect at risk of save vs death, then random forbidden fruit side effect; ability is 1 per day/50% chance success
187. Near-Empty-Ever-Full One Arrow Quiver – always only 1 arrow, will reappear after being shot.
188. Brazier of infiniteimps – 1d4 imps spawn every 1d4 hours
189. A masquerade mask crafted of leather and peacock feathers. (12gp)
190. Dagger of Bleeding – DC save to avoid bleeding damage
191. A hard, roughly cut piece of basalt rock which bleeds when pressure is applied to it
192. A foot-high bronze statuette of a pair of entwined nymphs, dancing. (8gp)
193. Jewel encrusted sarcophagus – mummy inside
194. Piece of Legendary weapon & map with possible locations for other pieces
195. Bad Coin: A coin that always comes up tails. Placing it anywhere tails side down causes it to flip itself over after 1 round. It takes 50 pounds of pressure to prevent this flip.
196. Within a wooden box carved with pastoral scenes lies a leather purse, and within the purse are a handful of seeds. If these seeds are planted, they will take root and grow into plants of unnatural shape, hue, and life unlike anything seen upon this world, and operating by utterly alien principles.
197. Utility belt of flasks
198. A peg leg inscribed with a pirate's treasure map. The map is either false or its treasure has long since been plundered. If you wish to provide the PCs with a true map, then one may be found in the hollow compartment within the leg.
199. A scimitar with a gold and snakeskin hilt set with a citrine. (100gp)

200. Ritualistic tattooing kit
201. Scalpel capable of cutting any substance
202. A broken holy sword, inscribed with the name of a legendary Paladin.
203. Backpack of effortlessness
204. Reversible, finely crafted robes, with removable sleeves.
205. Ricochet-sling – up to 4 targets (d4 for targets, attack roll each; first attack fail causes ricochet to end [unless a tie, in the case of a tie to AC the ricochet continues])
206. A 3' square replica of a castle, in wood, complete with ramparts and miniature ballistae and toy soldiers. Scribbled in some spots are notes written in draconic that suggest a plan to assault the castle (“Kill guard here first”, “Murder holes overhead”, “Fireball this area”, etc...).It weighs 120 pounds. (65gp)
207. Smugglers boots – great for hiding a concealed backup dagger or wand
208. Mechanical mice which run through the walls of an ancient keep. They have done so for longer than written records can attest. They seem to be a benign presence – lacking even the slightest pestilent qualities of their flesh-and-blood counterparts – and have become an accepted presence here. Who their creator was, how they are fueled, and what purpose they serve (if any) are mysteries which may never be solved.
209. A rapier in an ornate, electrum-trimmed steel scabbard worked in swirl-patterns.
(Rapier: 20gp, Scabbard: 45gp)
210. A pound of goat jerky
211. A finely crafted figurine of a blue dragon, rampant, done in wood and painted. (6sp)
212. The Longsword of Balanced Sums. Functions exactly like a generic +2 Longsword... except when you crit miss. Then it heals the target for half its max hit points.
213. Four pairs of snow serpent fur felt stockings (20 gp)
214. Four bars of copper. (2gp each)

215. Silver pan/satyr pipes/flute
216. A reliquary containing the bones of an ancient holy man
217. A small wooden case holding four pairs of fairy wings. (4gp per pair to an alchemist, wizard, or university)
218. Ballistic Fist Hammer (Hammer with each side acting as ballistic fists from Fallout series)
219. A small cask of yellow clothiers' dye. (8gp)
220. Amulets of inedibility. Anything wearing it cannot be seen as food.
221. A piglet, connected to temporal threads through some unknown magic
222. Gold dipped idol of several skulls
223. A large bale of rare furs
224. Lucky Coin: You must have this item with you for 24 hours for it to become attuned to you. Once attuned, you may choose the result any time it is flipped, regardless of who actually flips it. Possible commands include heads, tails, and edge.
225. A finely made silver chalice etched in arcane symbols (non-magical). (7gp)
226. A diamond of incredible beauty which slowly shifts its color from the purest white to canary to blue to black and back again.
227. The Living Lantern, it acts as a decent light source, but it hates wooden items and structures and tends to set them on fire. I haven't decided if it should take a liking to burning cloth. It has some very curious results, mostly involving villagers getting angry at their houses burning or support struts burning down resulting in some catastrophic collapse.
228. Half-full flask of nightmare ale – 1 sip = 1d4 hours fear check per hour; full measure = 1d4 hours horrifying hallucinations vs DC save for early retirement
229. A cracked mask of teak wood, colored in (chipped) blue and red paint depicting the face of a fairy (4sp)

230. Waterskin of lamb's blood
231. A silver brooch depicting a mage's tower. (This could be a pass for magical wards at the mage's tower, at the DM's discretion.) (12gp)
232. Receipt for delivery of slaves
233. A filthy bucket, bolted to the floor, $\frac{3}{4}$ full of urine, containing silver coins, rings and necklaces worth 820 gp
234. A tattered, and sadly unusable, scroll fragment, inscribed with a spell unknown to any living mage.
235. Pouch of healing potions
236. A 5' diameter wheel of fine, aged cheese
237. A small, heart-shaped token carved out of rose-colored sandstone, holding the mad soul of a princess who was trapped there by a sorcerer many centuries ago. Her body remains in the hidden royal sepulchers of her homeland, perfectly preserved by ancient magic.
238. Underworld Currency – lead coins; purple rocks/crystals, fairy dust, dragon scales, dna globules (rocks/capsules with runic understanding of specific creatures), tally bones, soul traps/crystals
239. Ash of phoenix in necklace/choker – instant revive to wearer (takes 10 rounds/1 minute)
240. A set of five small silver statuettes (each about 2" tall) consisting of a cat, an owl, a falcon, a horse and a griffon. (5gp each)
241. A one-gallon cask of Demon's Vale Wine; a fiery red wine known to be made from hot peppers. (10gp)
242. Gold plated idols – possession = death penalty
243. RPG javelin – 5x range, normal range 5x dmg, 2xs range = 4xs dmg, 3xs range = 3xs dmg, etc... - explodes & destroyed after use except at 5xs or 4xs range

244. A large copper shield, embossed with a (copper) dragon's head. "Elvalynte" is inscribed on the interior in a flowing script. (34gp)
245. A large snow globe, with a sturdy base of polished oak, depicting a small farmhouse in the midst of a forest clearing. Shaking the globe causes the snow to gently fall, and as it does miniature figures exit the house and begin performing chores about the farmyard. The figures return to the house as the last flake falls.
246. A small ball of white marble – roughly three inches across – which hovers in the air until it is touched or disturbed, at which point it falls to the floor and ceases to exhibit any supernatural properties.
247. Wind attacking melee weapon – 10' wind attack with slice
248. "Phoenix Egg" from a peddler in the City of Brass. After consulting with a few scholars, he later found that (at least in my world lore) Phoenixes are born of primal energy and not hatched, and that he had in fact purchased a very large jar of Alchemist's Fire.
249. A string of 8 beaver pelts. (4sp each)
250. A long, narrow wooden box containing forty, ½ lb rolls of quality smoking leaf.
251. A detailed rose, with petals and thorns, constructed of silver and electrum. (40gp)
252. Spork of positive reinforcement - that says encouraging things like "Everything's GREAT!" and "Your body temperature is squarely within normal human range!"
253. A small, crystal vial of a clear, viscous liquid that smells strongly of honeysuckle. (Vial: 4gp, Perfume: 3gp)
254. A stone table in the midst of the wilderness which is, nevertheless, always filled with a fresh meal whenever travelers come across it.
255. Shrunk head with command word – 1 ray spell per hour
256. Self-guided grappling hook - +10 to ranged attack roll for aiming
257. Rocks stuffed with lava

- 258. Neverfull Waterskin (It's always half empty.)
- 259. A straw broom
- 260. A thin malachite bracelet with a silver clasp. (6gp)
- 261. A 35 lb keg of iron nails
- 262. An elegant puppet theater. Although its wood is brightly polished and the red of its satin curtains is bright and fresh, the hand-painted sign upon its front (reading "The Wondrous Show of Punch and Judy" in carnival lettering) is chipped and faded. If the curtains are opened (using a set of finely woven pulley ropes which lie inside the theater), the puppets – stored in a concealed compartment "backstage" – will come to life and perform elaborate shows of their own volition.
- 263. Pie bombs
- 264. Smart 50' rope – obeys simple commands, animated like snake
- 265. A high quality sharpening stone
- 266. Potion 3: Phoenix Restorative. The next time the drinker is reduced to 0 hit points, they deal area fire damage, and return to full health, only happens once. The player has no special knowledge this is true, but the flavor of the draught burns their throat but leaves them feeling oddly optimistic. Fire damage dealt should be based on circumstance, but if you can get away with lots, it'd be the most fun.
- 267. A pickle
- 268. A life-sized copper and silver statuette of a cockatrice. (17gp)
- 269. Helm – cherubic infant embellishment, emits confusion spell at will
- 270. Knife vest – holds 1d12 knives!
- 271. ½ of jerked meat
- 272. A blood-soaked book; a partially written history about a long-lost keep on the borderlands. The last written page is done in a different hand, and is scrawled with "The

rules have changed!" in large, bold letters. Roughly a third of the book (of 100 pages) has been used. (5gp)

- 273. Giant spider silk rope – sticks to most surfaces (including oiled gloves)
- 274. A set of wooden wind chimes which plays a different tune depending upon the direction of the wind which disturbs it.
- 275. A life sized copper statue of a fat cat with amber eyes. Purrs if stroked. Can not be detected with a detect magic spell.
- 276. A bestiary! N'y A bright red hooded cape sized for a child, spattered with dried blood. (1gp)
- 277. The skeletal remains of a long-dead warrior, wearing a suit of plate armor which still glistens as if it had been polished yesterday. The name of every warrior to ever don the armor has been inscribed upon the front and back of the chest plate, covering nearly every inch of its surface with precisely written, black runes. A careful inspection of the armor will reveal that there remains room for one last name.
- 278. A large, boxed chess set. All the pieces are small, dead pixies somehow sealed within glass.
- 279. Bound Armor of the Demon/Fey/Lich/Whatever - Gives insane buffs, will eventually turn you into one of whatever it's namesake is.
- 280. An iron flask holding a viscous liquid of intense, emerald-green that smells faintly of citrus fruit. The liquid is a concentrated, magical dye for clothing and the like, equal to four full barrels of normal dye. If consumed, it turns the drinker green for a full month. (65gp)
- 281. Self-incinerating pellets – extra planar/dimensional transport/escape to pocket dimension with scrying/teleportation stone/orb
- 282. The remnants of a massive door of stone which has been smashed into rubble. A magic mouth which had once adorned the door remains intact. As the PCs draw near it

will issue its warning: "Disturb not this chamber, lest the world suffer." Whatever the mouth was set to guard is gone – the chamber beyond the broken door is empty.

- 283. A 6' stack of 1" x 8" x 12' planks of rare, scented jewel wood
- 284. A large, wrought-iron sign crafted to read: "Beware of Wyvern" in a bold script. The sign weighs 80 pounds. (70gp)
- 285. Uncut jewel – size of a dwarf's fist or other incredible size
- 286. A tablet of pure gold, inscribed with the core rites and beliefs of a venerable religion. Careful study of this tablet, however, will reveal subtle – but important – differences between these ancient practices and the current practices of the religion in question.
- 287. An oboe-like musical instrument made from a troll's femur
- 288. A child's cloth doll with a small silver brooch pinned to it in the shape of a butterfly. (Brooch: 4gp)
- 289. A 5 ft. tall book stand in maple-wood, the front of which is carved into the likeness of three intertwined foxes. (6gp)
- 290. "The Box of Do Want" which made anyone looking into the box desire whatever it was that I put inside of it. A rock? The shopkeeper wants it so badly they're willing to pay their entire fortune. A spoon? The tavern keeper is willing to give you his daughter.
- 291. Wand Chamber – fashioned to look like a scroll case, it contains 1d12 slots to hold wands – think of it as a circular bandolier for your everyday wizard
- 292. A hollow glass sphere of surprising proportions – nearly three meters across. If it is broken those nearby will catch the barest scent of alien perfumes, hinting at strange lands belonging to the ancient time when the sphere was first forged and air trapped within it.
- 293. A crown of severed, mummified fingers. Each finger bears three jeweled rings (2200 gp)
- 294. A large sword with jewels that sequentially lit up after activation. After the last jewel was lit, the sword would explode!

295. A sword of truly mammoth proportions. Resting within a chamber more than thirty meters long, the sword stretches from one end to the other. Whatever creature was meant to wield this mighty weapon would truly stagger the imagination of a dragon.
296. Bone crushing mace – critical renders limb useless; two handed by any smaller than large
297. Rabbit-fur mittens and hat sized for a child. (1gp)
298. Eldritch flint & steel – 10' reach – blinding/minor burns
299. Water damaged ledger – hidden location
300. A brass chamber pot in which has been hidden 3 pieces of rosy quartz. (Chamber pot: 3sp, rosy quartz: 4gp, 7gp, 12gp)
301. A sack of prized flower bulbs
302. D8 buds of garlic
303. The potions are a polymorphed group of famous heroes transformed into oozes. Anyone with the ability to communicate telepathically are able to speak with them (and probably help them get back to normal).
304. A pair of blue enameled steel spiked gauntlets. The palms of both gauntlets are designed to display the Cambersome family crest, a stylized 'C' shaped into the likeness of a coiled serpent. (90gp)
305. Ancient gold cube – quite encumbering
306. Refillable curved poison dagger
307. A dirty canvas bag containing twenty pounds of an aphrodisiac root (1000 gp)
308. Charm that tells 1 truth about a creature killed in the area
309. Fossilized skull of lich-arcane power source
310. Potpourri with demon blood – invigorating & entrancing
311. Headless helm – invisibility helm, "headless horseman style"

- 312. Animated pet rock – capable of killing people!
- 313. Tactical defense stick...
- 314. A leather ball stuffed with chicken feathers and a plain electrum ring. (Ring: 35sp)
- 315. Grog_of_Susbtantial_Whimsy_(5e_Equipment) -
http://www.dandwiki.com/wiki/Grog_of_Susbtantial_Whimsy_%285e_Equipment%29
- 316. Silver hand sized harp
- 317. A grandfather's broadsword, plain but quality. An unknown script runs along the inner side of the scabbard.
- 318. A ring of Luck, +1 on all saves
- 319. An ancient mummy which was given full burial rites and laid within a stately royal sarcophagus. Arranged on five pedestals around the sarcophagus are the canopic jars in which the mummy's vital organs were placed. Although the mummy is not of the undead, opening these jars will reveal that its organs continue to function: The heart beats, the lungs fill with air and empty again, and so forth.
- 320. Armor of barbarian raging
- 321. Dinosaur bacon
- 322. Troll calling horn
- 323. A magic kazoo of intimidation
- 324. A large pile of coal. Two small, rough diamonds are hidden near the bottom. (20gp, 25gp)
- 325. Monster presence detecting weapon (Hobbit – Sting, Orcs/Goblins)
- 326. Key chain with multiple types of 'skeleton keys'
- 327. Collection of documents with traces of royal bloodlines

328. A telescope of jade and banded with bloodstone. A character looking through the telescope sees not the world around them, but a strange, alien panorama which – nonetheless – follows the motions of the telescope.
329. A cow
330. A 'God-Helmet' that explained the universe when you put it on. It usually just fried your brain though, small chance of enlightenment or instant death.
331. The holy symbol of a god long thought dead and gone.
332. A large signet ring of gold, worked with a unicorn crest. Any commoner who dons the ring will suddenly discover its metal heated to unbearable levels – causing one hit point of damage per round. However, anyone with noble blood (however slight), or destined to become a noble at some point in the future, who does the same will suffer only a momentary flash of pain (with an accompanying 1 hp of damage). They will find that the unicorn crest has reshaped itself to their own heraldry, which has also been branded in miniature form upon the back of the finger. From this point forward, they can put on or remove the ring at will without any further ill effects.
333. Object of secret door detection/lay out visualization
334. Two six-fingered gloves, along with a matching seven-fingered glove. The set is made of supple black leather, and stitched with fine, silver thread.
335. A human skeleton in rotted priest's robes wearing a ring and necklace. (Electrum ring: 4gp Silver necklace: 3gp)
336. Debt of a Soul – contract of soul ownership
337. A plain, unadorned black obelisk. If brought above ground and into the open, the obelisk will draw down a near-constant barrage of lightning to itself – even if the sky is clear.
338. A horn fashioned from the translucent bone of a storm giant. Those who put their ear to the horn hear it whisper the sounds of an unknown village square. Whether the

village which they hear is – or was – a real place is a mystery which may never be solved. (Twin horn in village square allows communication between the two).

- 339. Whale ivory leg prosthetic
- 340. A finely crafted compass of gold and silver, decorated and labeled with ornate, dwarven and draconic runes. Once every 1d4 hours it randomly changes the cardinal direction to which its arrow points.
- 341. Blindfold – allows comprehension of ancient written languages
- 342. A quiver of golden arrows, They are devoid of supernatural properties, but despite their unusual composition will perform as normal arrows would.
- 343. A small, brown glass jar, sealed with wax, with a gray dust inside. A white label is affixed to the jar, and reads: “Zombie Dust” in a shaky script. (It is zombie dust. Value: 3gp)
- 344. A small bag of saffron. (22gp)
- 345. A five gallon cask of usk brandy.
- 346. Pulsating organ of leviathan (is sack/cloth)
- 347. Nigh-indestructible scroll case – leviathan ivory, jewel encrusted, demon paintings on side – scraps of scroll inside
- 348. Triple ‘barreled’ crossbow
- 349. Huge unbreakable leaf from Tree of Adamant
- 350. A gear-driven ships navigational calculator enclosed in a jewelwood box (5000 gp)
- 351. Semi-reliable Blindfold of Trap Awareness, sends shivers down the wearer’s spine when traps are near – or at random times.
- 352. A clairseach harp in the style of the northern barbarians, but crafted with an elegance which suggests the decadence of a great civilization. Its strings are almost too fine to be perceived with the naked eye, and when they are played they resonate with the force of a full orchestra.

353. With an elegant hinged case of black onyx, the characters find a set of masterwork gaming darts. Although useless for combat, the darts will give a +2 skill check bonus to anyone using them to play a game of darts (due to their superb balance and construction).
354. A scroll detailing the bound service of two men-at-arms sworn to six months of service.
355. Magic F**k You fireworks
356. The curse of the gauntlets was that no magic would ever affect you, beneficial or baneful and anything you were in contact with would lose its magical properties while you're touching it. found out the contact one when visiting flying mages' tower. I was no longer welcome there, but with certain classes the gloves are pretty sweet even considering the downside.
357. ½ kilogram of raisins
358. A stuffed falcon, tattered with age, with black onyx eyes. (Onyx value: 5gp each)
359. A blood-stained dress which, despite being found in ruins which have lain undisturbed for centuries, is still a vibrant, stunning blue.
360. A token/key designed to deactivate all traps within the dungeon, requires activation at security box in secret depths of deepest part of dungeon
361. An owlbear costume.
362. A life-size basalt statue of a raven. (25gp)
363. Globe of Invulnerability (It's a snowglobe. Not even the gods themselves can destroy it.)
364. A charm of twisted black obsidian. Touching the charm unleashes strange, ghostly visions from a strange and alien world – utterly different in every particular, but eerily similar to our own world in its broad scope and form.

365. 4 ceramic canopic jars, holding the stomach, intestines, lungs, and liver of a long-ago monarch. Each has a golden lid with a likeness of a paunchy, hook-nosed man with pale skin and a squint. (20gp each)
366. Satchel of gold painted lead coins
367. A life sized ivory carving of a chicken
368. Seven lengths of extremely thick, 30' long, hemp rope, such as that used for catapults. (5gp each)
369. Unspeakable recipes
370. Extra dimensional flask – holds 1 gallon
371. A jar containing six eyeballs (2 human, 1 goblin, 1 ogre, 1 worg, and 1 hawk) in a clear liquid. (2gp for all)
372. A weather worn wooden board, inscribed with patterns which make it clear that it was once used for a game whose rules have long since been lost to time.
373. Exploding rations – breathe weapon 1d6 hours for 1 use of color theme type
374. A Companion Cube

i. It was created by a wizard who had stuck himself in a tower to show complete dedication to his studies. However, after several decades he became so lonely that he chose to make a friend... literally. Using what little non-component materials he had laying around his tower, he created a small cube and gave it sentience. It was able to communicate telepathically with anyone who made a link with the cube.

ii. Unfortunately, the wizard eventually died and the cube became lonely. Unable to travel and find a new friend, the cube simply sat there and waited for anyone to come along.

iii. Anyone seeing the cube would be compelled to be with the cube and have it in their possession. Upon holding the cube, they would feel the need to keep it with them at all times, and protect it as if it were their own child. Little by little, the

connection between the cube and it's possessor would grow, until the two would be inseparable.

- 375. Electric weapon
- 376. A stoppered behir horn containing 300 gp worth of powdered electrum
- 377. A mithril-headed branding-iron bearing the sigil of the Manticora Trading House. (100gp)
- 378. A dozen chicken eggs; hollowed out and filled with white flour. (5cp each)
- 379. A Weather-worn jade statue depicting a desert beast known only to the people of the far south.
- 380. A statuette of a dragon, forged from the finest mithril, which responds to yes or no questions which are posed to it in draconic. The answers given may appear prophetic or oracular, but are actually random.
- 381. A copper necklace set with a small amulet shaped into a symbol representing the sun. (2gp)
- 382. (can be used as Three angel feathers – aura of good; razor sharp; stronger than steelweapon like dagger)
- 383. Headband/Headdress of enslavement
- 384. A large (36" diameter) bronze bell. (10gp)
- 385. Package of d6 sausages
- 386. "Gloves of Slapping" Gloves that improve a skill but randomly force the Player to slap an ally/NPC during conversations.
- 387. A silver-tipped quill with an elaborate white feather. (7sp)
- 388. Father's old round shield, beneath the boss is the sigil of _____, valiant conduct by the bearer may draw the eye of the God.

- 389. A delicate brass dragon egg; hollowed out and painted into a seascape, resting on a wooden stand. (35gp)
- 390. A 3' diameter sealed glass sphere containing water and a live ornamental fish
- 391. A large bronze wardrobe, banded in steel, which contains Violet Fungi (hp 15) and a human body with rotting noble's clothing, a rusty dagger, and a thin platinum bracelet set with a moonstone. (75gp)
- 392. A very large scroll tube containing the plans for many of the ancient war engines of Armentarious
- 393. A 1 quart jar of rare purple snail dye
- 394. A small colored-glass window depicting the crowning of the first king. (10gp)
- 395. A scroll that when signed with blood would enter the participant into an assassin ranking system. Upon the scroll was also an arrow that always pointed to the assassin that was a rank above you. The goal is to reach rank 1 for a single wish however the only way to gain a rank is to kill the assassin above you. The Rank is infamous and well paid for their trade so strong assassins are always waiting for a rank opening.
- 396. A large, ornate field tent such as a lord would have, room for 12 persons
- 397. Scroll of Cursed Gibberish – DC save of can only speak gibberish
- 398. Torches infused with fragrance
- 399. Rope-fruit
- 400. A pair of steel flasks, sealed with wax bearing the symbol of St. Cuthbert. (Holy water, 25gp each)
- 401. A six foot long smoking pipe made of ivory, possibly a narwal horn, carved to look like a twisting serpent.
- 402. 2 oz bottle of mineral oil

403. An ornately carved quarterstaff of teakwood. The end is carved into the likeness of a dragon's head, with (painted red) flame issuing from its mouth and the butt end carved into an entwining serpent-like tail. (5gp)
404. A leather string holding 11 silver shuriken. (2gp each)
405. A wooden leg, carved to appear as a standing leopard with green agate eyes. (Agates: 4gp each; the whole leg, with eyes: 10gp)
406. A tower shield of bronze, cast into the likeness of a chimera's heads and enameled to provide the appropriate colors. (85gp)
407. Dragon balm – reduced heat damage
408. An ancient deck of cards with five suits – clovers, swords, clubs, hearts, and dragons.
409. A large tome bound in thick bison-hide that is a common-orcish language primer, as well as a primer on orcish culture. The author of the primer, Darius Woodherd, seems to have added a lot of information on orcish heraldry and politics, as well. Darius spent almost twenty years amongst the orcs of the north, and eventually married an orc before being killed a score of years ago in a rival tribe's ambush. Access to this book allows a +2 circumstance check on speaking orcish, knowledge of orcish history and heraldry, and on diplomacy checks when dealing with orcs. (90gp)
410. A silver-headed heavy mace, the head of which is shaped into the likeness of a ram's head. (90gp)
411. A finely made 10' x 12' wool floor rug. The center of the rug depicts a scene of siege warfare. A Halfling is being flung over a city wall by a trebuchet.
412. A battle pennant, triangular in shape, of a black dragon on red silk. The staff is a silver-tipped lance. (Pennant: 30gp, Lance: 25gp)
413. A lucky rabbit's foot which hangs from a golden chain. Although separated from the rest of the rabbit, the foot magically lives on: It will respond to touch, bleed if injured, and so forth.
414. Rust-dust Bomb – metallic eating dust

415. Throwing Axe of Appendage Severing – critical = appendage severed
416. A cane of the purest white ivory, decorated with runes unknown to modern scholars, and topped with a handle of polished amber. Trapped within the amber is a strange creature unlike any the PCs have ever seen before.
417. A bearer-order allowing the possessor to take ownership of a dozen slaves from Zoealage the flesh-monger
418. D3 sprigs of mistletoe
419. An ornate box containing corked vials of different diseases
420. Edible Greatsword (Works like a normal greatsword. Great tasting and low in calories! Regenerates 6 inches per day.)
421. Coiling Rope: This rope coils itself after 10 rounds of being uncoiled, regardless of what is happening to it. It will undo all knots and will wind itself up around one end (always the same end). This process always takes 1 round.
422. An ivory and copper smoking pipe with stale tobacco inside. (4gp)
423. A pouch filled with 13 silver sling bullets. Each bullet is engraved with the holy symbol of Pelor. (1sp each)
424. Hero Dolls: These start getting made after the party does something particularly heroic. Little cloth dolls that look like party members, when squeezed, the caster spouts illusionary flames, the cleric spouts prayers "Praise Avandra!", the fighter has kung-fu action where he swings his sword.
425. A small wooden shield bound in human skin bearing a (full-shield) tattoo that appears to be some sort of map. The skin is held in place with a rim of beaten copper. (7gp)
426. A complete barding for a war horse made of bullette horn plates
427. A dozen glow wasps in a round wire cage with handle. Equal to a torch light at night. Require food and water daily.

428. Seventy-three clay vials of oil (1 pint each). (1sp each)
429. Bone Stylus - Dagger (s) - Write the name of your antagonist in your flesh and he will leave you be. Causes one hit point of damage for every letter inscribed in the bearer's flesh. Lasts until the damage is healed.
430. Back to the Beginning Ring - Take off this ring and it transports you to where you first put it on and disappears.
431. Fire Blanket - Heavy rug unrolls to reveal a fire, roll it up and the fire disappears.
432. Bloody Burden - Each day this blade draws no blood it becomes heavier to bear.
433. A plain quartz gem that cannot be lost or sold. It always returns to the cursed person's pocket or is in their hand when they wake up every day. Inside the gem lives a diminutive fiend disguised as a grump fey creature that claims you have destroyed his home or stolen something from him. He threatens the cursed person with ambiguous retribution then flips a coin telling the person to call it in the air. The coin always lands as the player calls it, and the fiend says "hmm, you're safe for now."
434. The bard's token - The wearer gains proficiency in vocal performance and they gain the knowledge of songs from our world. If they sing a song related to what they are doing (both in character and OOC), they get a bonus to it at the discretion of the DM. For example, if the Ranger sings "Shot to the heart/And you're to blame/You gave love/A bad name," I would rule that he gets an auto-crit if he hits. The only catch is that the player can't use the same song twice between long rests. Feel free to modify it to your hearts content. I usually describe it as a hexagonal piece of wood hanging from a necklace with a music note carved out of it, faintly glowing with blue or golden magical energy.
435. Magic beans - Over 7000 effects.
436. The Never-spill Mug - Nothing inside of the mug will ever spill out. No matter how much jostling, turning, throwing, or tantrums ensue. Does not come equipped with a straw.
- a. The Barber's Brooch - Every morning, the wearer gets a clean shave and a short haircut.

437. Beeping Boots - Any sound the wearer's body makes that might annoy, offend or sicken another creature, like swearing, farting, belching, etc. gets instead turned into a single beep sound. Great for when you need to shush the vulgar party member around kids.
438. Offensive Bracelets - These outstanding ornaments of onslaught feel light and sturdy. When wearing them, one can feel an energy around their hands, as though there was something just out of reach. If one grasps, the feel of solid, polished wood stimulates the tips of your fingers. A strong grip, a taut string; a bow. Pulling the bow string back, you can almost feel an arrow coalesce in your fingers. It's aim will be true. Upon release of the arrow, the radius bone of the user's straight arm shatters, and a long thin shard fires through their arm, splitting through their wrist and knuckles toward the target with deadly force, causing a great deal of (nonlethal) pain to the user.
439. Arrow of transfer - When something is hit with this arrow, archer and target swap places.
440. Claws of the phoenix - Aspergillum with a large phoenix imprinted on the back. When the user is about to die (less than 10% Hp) he can make a "phoenix punch" as a full round action. The punch is always a hit and does strength modifier d12 force/fire damage. The user then is caught flat footed and has a minus 2 on all saves until his next turn.
441. Dollos vortex shield - a shield which diverts all missiles within 50 feet towards the user at 5 feet closer for every 5 feet traveled until the missile either gets in front of the user or passes the user.
442. A key that explodes when put into a lock.
443. A compass that, once per week, makes all living creatures point due north within a 50 foot radius.
444. A pill that, when swallowed, permanently makes the user see everything in photo negative.

445. A cubic foot of human blood that, when melted, reveals a chalice which will instantly freeze any blood put into it.

446. Homeward Bind It's a golden ring, with four gems.

- The Homeward Bind has four different functions.
- Know Direction at Will
- Move half your movement as a swift action at Will
- Mark Location 1/week and Find Marked Location 3/day.
- True Strike 1/day

447. Ascending Rings of the Scale

These rings are used by the Ascendant Order of the Scale (aka. Cult of the Dragon) as training aids for initiates. During their training, each initiate chooses a dragon they share an affinity with. The ring adds a new bond mimicking the personality of the dragon. An initiate becomes eligible for leadership in the Order when they fulfill their bond. Once put on, this ring cannot be removed until the player successfully role-plays its bond. When an opportunity to fulfill the bond occurs, the character must make a CHA save (DC 10) or be compelled to fulfill the bond.

Gemstone Dragon Bond

- Ruby Red Someone challenged my authority. I must break their spirit.
- Pearl White Someone crossed me. I must kill them.
- Onyx Black Someone wronged me. I must make them suffer.
- Sapphire Blue Someone insulted me. They must fall in my shadow.
- Emerald Green Someone interfered with my plans. I must manipulate them to break their ideals

448. Thief's Tankard - A stout metal tankard usually found hanging from a traveler's pack, it looks like it has survived at least a few generations of bar fights and abuse. Place this tankard upon a table or flat surface and it will fill itself with the most valuable wine, ale, beer or other drink it can find within 3 miles. Any amount the owner drinks is removed from the barrel/cup/container where the liquid originally resided
449. Fafhrd's Cruel Bolt - This solid steel crossbow bolt is covered in razor-sharp barbs, made to look and act like fletching. This bolt, because it has no safe surfaces to handle it from, must be treated as if it were poisoned - there is a 5% chance the user slashes themselves with the bolt. As Fafhrd loads the bolt into his crossbow, he casts Heat Metal on it - and the razored fletching means that when it strikes a target, it cannot be removed without a DC 15 Heal check. An enemy who takes damage from the Heat Metal spell must make a Will save to avoid panicking and flailing madly at the bolt - if their hands are unprotected they take 1d6 slashing damage and temporarily lose half that damage in Dexterity.
450. Stargazer's Potion
- This potion was originally used by astrologers in my campaign, but it quickly found favor among night watchmen for obvious reasons. Upon a player drinking the potion, their eyes dilate until almost their entire eye is black pupil. They become extremely sensitive to light, and anything brighter than a candle causes them to be painfully blinded. Unless they are in absolute blackness, the player can see. The focal range of their eyes locks to infinity, and their vision becomes telescopic. They gain +20 to vision-based Perception checks at distances greater than 100 yards, but this modifier becomes -20 at any distance closer. When modifying the DC of a Perception check for distance, this character's range increment is treated as 40 feet instead of 10 feet.
451. Vial of dragon bile - grants the user a random elemental breath weapon when imbibed
452. Telepathic dice - when rolling, the user can think of a number and the dice will land on it (X charges)

453. A cloak clasp shaped like a turtle shell - grants resistance to the next physical attack (reaction). After X uses the clasp shatters.
454. A deck of playing cards - when a phrase is whispered into a card, the card disguises you according to the number (example 1-10 = commoner, J-A = nobility) . Card consumed on use.
455. Bag of acorns - planting an acorn in soil will allow it to instantly grow into a tree of a random height. Concentrating for one minute while it grows will allow the user to shape the tree.
456. Paint brush - this brush allows the user to paint anything into reality in a 1x1 square. X uses
457. Bag of teeth (some rotten) - when a tooth is thrown, a skeleton (or zombie with rotten tooth) appears at target location to fight for the caster. Tooth is consumed on use. (Alternatively, a rotten tooth summons a hostile undead)
458. Vial of vampire blood - when used as perfume, the user is granted advantage on charisma checks.
459. White marble/obsidian knight chess piece - summons a knight/death knight
460. Hourglass - stops time until the sand is spent. Once spent, the sand disappears. X seconds/minutes of use
461. Key made from an unknown skeleton - opens any non magically sealed door. X% chance to break on use
462. Worn blacksmith hammer - repairs anything it strikes. X% chance to break on use
463. Fo zhu necklace (monk prayer beads) - allows the user advantage on save rolls vs crowd control effects such as forced movement, charms, etc. A bead crumbles for each effect negated. (Alternatively - when plucked from the necklace, the bead turns into a Shuriken/monk weapon for X minutes. The bead then crumbles)
464. A coin pouch - gauges the wealth of target person in range. Opening the pouch to reveal a copper, silver, gold, or platinum coin to represent the target's wealth. X uses

465. A white holy symbol - while the user is concentrating, it slowly turns black when a lie is spoken in front of the wearer. Once completely black, becomes non magical.
466. Book of souls - when a person dies the user concentrates and captures that persons soul. The name becomes etched in a page along with their life story. If the user concentrates they can assume the identity of any soul within the book for X hours/days. The page then disintegrates and the soul is released. X pages per book
467. Frayed broom - the broom will clean any area the user commands it to. Works until most of the straw falls out.
468. Wooden dustpan - anything nonliving placed within the dustpan will be sucked into another dimension. X uses before the dimension becomes full
469. Swollen metal key - Locks any non magical door by expanding it and making it slightly larger than the frame. Each use makes it slightly larger. X uses before it becomes too large to fit keyholes.
470. Demonic ring - a powerful demon is trapped within the ring. it's aware of its surroundings but can only communicate with the wearer/party. Will try to strike a bargain to be released. The demon will do its best to make sure the deal isn't what it seems and is in its favor.
471. Hand mirror - concentrating while reflecting this mirror at an object/person will store it in the mirror. Can activate a reflection by concentrating, creating an illusion controlled by the user. Illusion last X minutes. Mirror can store X reflection once all reflections are used the mirror cracks
472. Music box - playing this music box will cast sleep on anyone within range to hear it. Has X uses/can only be used on someone once.
473. Rabbit's foot - grants advantage on the next dice roll. Can be used after the roll but before any effects take place. X uses
474. A set of coins (copper/silver/gold/ platinum) - when this coin is flipped in the air and caught it has a 50% chance to produce a new coin of the same value. The other 50% renders the coin nonmagical

475. Jewelry box - this jewelry box will repair any jewelry placed within and restore it to pristine condition. For each item restored the box becomes more tattered eventually losing its magical properties. X uses
476. A wooden ear - when placed on a closed door the ear magically seals the room. For the next X minutes any sound from the inside of the room can't be heard. X uses
477. A wind up mechanical rooster -This rooster acts as an alarm to wake you up against intruders within X feet of it. It can also serve as an alarm to wake you up after X amount of time. X hours of use before it falls apart
478. A circular pill perforated down the center- taken before you sleep (cut in half. One half taken orally the other rectal). switches the user's brain with their fat. Advantage on saving throws vs psychic attacks. If taken while awake, the user takes 2dX damage. Last X hours
479. A thin cloak that shimmers - when targeted by a spell attack the cloak shimmers and expands to protect the wearer granting resistance to the next magical attack (reaction). Each spell blocked by the cloak reduces the shimmering until it becomes a normal/tattered cloak. X uses
480. An ornate compass that constantly spins - the user speaks the name and concentrates on what they're looking for. The compass stops spinning and points to what the user is looking for. X uses
481. A pair of oars with metal handles. The handles have runes engraved in them - the oars paddle on their own, tiring after awhile, the same way a person might. Once exhausted the oars need to recharge, losing some of their magic. Paddle for X hours, X uses
482. A fan - When used normally this fan produces no wind but stores it instead. As an (action?) You can activate all the stored wind to create a dust devil/giant gust of wind. X% chance to rip the fan when activating.

483. Telepathic map - the parchment is blank. When the user concentrates the parchment fills up creating landmarks and features from your memory. Once the map is complete the parchment becomes non magical.
484. A plate with intricate gold etchings around the edges - brings out the full flavor of food placed on it. Anything placed upon the plate that would normally taste bad is delicious instead. The magic inlaid in the gold fades to silver when changing bad tastes to good.
485. A simple walking stick - whispering a command word allows the user to shape the walking stick for X minutes (examples: short bow/long bow, club, etc.). Each change causes a small crack in the staff until it breaks (Alternatively changes colors as it loses its magic).
486. Paper crane - transforms into a crane that collects fish for the user. Consumed on use.
487. A thick gold ring - this ring is considerably thicker than most. Allows the user advantage on strength checks and strength attack roll. Each use shrinks the ring until it breaks. X uses
488. An expertly crafted elegant table - the table magically summons any food the user can think of. Silver etchings carved into the table store the magic needed. The silver slowly dissipates as the magic is consumed.
489. A metal circlet with several colored jewels placed within it - while wearing this circlet the user can concentrate to see people's mood. The targets skin color changes to reflect the mood they are in.
490. A picture frame - this large picture frame allows any painting placed inside to be an entryway to the painting. If the painting is damaged in any way there is an X% chance to break the frame
491. Red scarf - while the user wears this scarf they can concentrate to activate a flame that doesn't burn but keeps the user warm. When the flame dies out, the scarf loses its magical property. (Alternatively, the user gain resistance to cold) X hours of use

492. Fancy monocle - when worn the user develops a sophisticated accent of a nobleman. Also, the user gains a full flowing beard or an elegant beauty mark. If the beard is trimmed or the beauty mark covered up, the monocle loses its magical property
493. Vial of holy water - imbibing grants resistance to necrotic damage. Consumed on use
494. Thin grey sheet - when a command word is whispered the sheet conforms to a thick Xft by Xft stone wall. Any damage done to the wall carries over to the sheet, becoming tattered to uselessness
495. Ornate miners pick - the user can instantly mine through 5 ft of natural rock/stone/soil. Each time the pick strikes, a chunk of metal is taken from the pick
496. Conch shell - the user can increase the volume of their voice by speaking into the conch shell. Ideal for large crowds. X% chance for the conch shell to break from the reverberations
497. Feather necklace - allows the user to fly for X minutes, a feather is consumed for each use. (Alternatively, each feather grants feather fall)
498. Mermaid scale - cracking the scale releases the magic within granting the user gills for X minutes/hours
499. Divination bowl - a silvery liquid swirls within the bowl. The user can spy into a point in time for X minutes. The liquid used to show the vision is slowly consumed on each use.
500. Extending Scythe – At the shortest length, the extending scythe resembles a hand and half kama weapon. It does $1d8 + STR$ for 1 handed and for 2 handed it does $1d8 + 5 STR$. The weapon can be extended into a 2 handed scythe which does $1d10 + STR$. The weapon can also deal $1d4$ blunt damage if hitting with the other end as part of a 2 strike action. (Related Ability: Double Strike – Once an encounter, the weapon can be used to execute a slashing attack dealing the damage depending on style hands used and extension level). This weapon is considered an exotic weapon.
501. Toxin of Intense Thirst – (Very rare, Potion) This potion is considered a rare and deadly poison found from the Nerium oleander plant mixed with large amounts of salt

cooking gently over a rolling boil. This venom fits its name in the effects it provides. However, many times, “intense” is not enough to describe the effects the poison has on people. The Toxin of Intense Thirst can dehydrate the body so quickly the person dies of thirst within a few hours. Many times, autopsies cannot distinguish blindly whether a person has died from this poison or from weeks spent in a desert. What makes the poison particularly deadly is that it has no taste. It can be used to salt foods just as normal salt would be and is perfectly odorless. This poison is incredibly expensive because of the difficulty of obtaining the Nerium oleander plant due to its toxicity. It is valued at over 500,000 gold pieces.

502. Draught of Wishful Thinking – (Uncommon, Potion). This draught was created in Estafer, a small town near the southern coast of Venisia during the Bloodscall. Originally, the draught was created as a potion believed to allow for future sight. However, the idea of future sight was quickly eliminated and it became clear that the potion only showed the drinker what they wanted to see/hear/and taste. Its effect became quickly addictive and many people quit working just to enjoy the effects. The trade of it sped up immensely as people realized the effects that it provided. Unfortunately, many people began using the drug and because they used it to a point that they were constantly high rather than eating or drinking, they quickly began dying. In response, the King was quickly to outlaw the drug. However trade of the drug continues even today in Venisia. It can be obtained for 65 gold pieces.
503. Ring of Warmth – (Rare, Ring). This simple ring provides the feeling to the wearer as if the wearer is sitting in front of a fireplace. These rings were forged in the northern realms for the people who worked in the sheer cold. This allowed people to work in the cold without becoming effected by the ridiculously chilly weather. For adventurers, the PCs, the ring can prevent the effects of cold. However, the ring can only resist the effects of the cold for 7 hours at a time and must be recharged by placing in the presence of a real fireplace. The ring is valued at 100 gold pieces.
504. Gambling coin – (Extremely Rare, Artifact). This artifact allows the user to flip a coin that allows the user to take a gamble to change their luck. PCs may flip the coin to make one attempt a success. Upon a heads, a failure no matter how bad will instantly change into a critical success. But, if the coin lands on tails, the next two attempts the user

might make will instantly become complete fumbles. (For elaboration purposes, the coin allows any PC to instantly respond as if the roll they made was a nat 20 if heads. If tails, the next 2 rolls a player makes will be nat 1) The gambling coin is a one of a kind artifact. It is valued at 1,000,000 gold pieces

505. Amulet of Sustenance – (Rare, Artifact). This amulet has a very simple effect. It provides the user the ability to remain up to 1 week without food of any kind without any effects such as those of hunger. The Amulet is valued at 472 gold pieces.
506. Bar Fight Balm – (Common, Ointment). This ointment is a special medical crème provided by the Magic Medicine company which has been enchanted to specifically treat injuries obtained from Bar Fights. Specifically, it fixes the bruises or other injuries obtained while the body is deeply affected by alcohol. However, common side effects of this item are advanced hangovers. This balm is available for 3 gold pieces
507. Rex's Flower Pot – (Common, Artifact). This vase produces bouquets from simple ones meant for a friend on a special occasion to the finest of flowers for the best of Emperors. This vase provides flowers exactly 4 times a day at no given intervals. It is common in most households of the upper middle class and the rich. Rex's Flower Pot is available at most upper class stores for 450 gold pieces.
508. Thieves' Garb – (Rare, Armor). This armor provides the wearer with certain key abilities. It is the primary cloth of the Neldorathrean Thieves guild. This armor allows the wearer to blend into shadows easily and slip into the most odd nooks and crannies. The Thieves' Garb curves sunlight around it and allows the thief to blend into daylight as well. However, the weakness of this armor is that it is easily detected by the Amulet of Saint Cuthberth, which most watchmen of the cities carry as a response to the Neldorathrean Thieves guild. This armor is only obtainable from the leader of the Neldorathrean Thieves Guild and comes with a mechanic that destroys the armor upon the wearer's death.
509. Amulet of Saint Cuthberth – (Uncommon, Artifact). This amulet provides protection against deceit and illusion. It allows the holder/wearer to detect those who are invisible or unseen. It is the primary tool used by watchmen to detect and catch thieves. The

amulet is easily obtained from most Temples of Saint Cuthberth, the god of Truth for 50 gp.

- 510. A bracelet with a diamond in it - the bracelet grants resistance to the next magical attack absorbing the resisted damage and changing the the diamond to a gemstone depending on what was absorbed.(fire = ruby, poison =emerald, etc.) A bracelet can have more than 1 diamond.
- 511. A weathered arrow - fired from a bow this arrow always lands pointing north. Alternatively, points to the nearest town/food. X uses before breaking
- 512. A pair of boots - while standing still and concentrating the user gains tremorsense. The magic degrades once the footwear becomes too worn to wear
- 513. Two identical Waterskins - the waterskins are linked to each other. Water flows freely between the two. Submerging one in water will fill the other as well
- 514. An eye patch - grants true sight for X minutes. X uses
- 515. A bag of marbles - each marble contains a weather condition. Breaking the marble causes the surrounding area to change for X minutes
- 516. A piece of ice that never melts - ingesting the ice grants the user fire resistance for X minutes
- 517. A golden letter X - placing the X on a map will reveal the location of any treasure on the map by hovering over it. After X gold is found with it, it stops working
- 518. A flower that never wilts - plucking a petal off the flower and handing it to someone will give a 50/50 chance of either advantage or disadvantage on any charisma rolls for X minutes. Additionally, the target has an X% chance to fall in love or be repulsed by you. Each petal consumed on use
- 519. A king chess piece - rubbing this chess piece grants the user advantage on wisdom rolls for X minutes/next roll. (Alternatively grants advantage rolls on intelligence). X uses

520. A set of two rings - while two separate individuals are wearing these rings, the users may rub the ring to switch places. Must have line of sight and both must be willing. X uses
521. A goldfish made of gold - this fish can be activated by whispering a command word. Once activated any unauthorized creature that touches it causes the fish to transform into a pufferfish taking XdX damage. (usually found in treasure chests). X uses.
522. A Lighting bolt - this lightning bolt was created with divine power. Only someone of good alignment can wield this. Deals XdX radiant damage when thrown at a target. Consumed on use
523. Two identical rings - when worn by two separate people the user can concentrate to take the appearance of the other individual. In addition, both users may concentrate to randomly gain partial features of each wearer, becoming identical twins. X uses
524. A well fitted metal bracer - while wearing this, the user can spend a bonus action to become X times heavier/lighter for X seconds/minutes. X% chance of breaking if the user becomes too big.
525. A small statue of a seagull - the user can use an (action/bonus action) to transform the statue into a seagull. This bird will fly towards the nearest body of water. Consumed on use
526. Earring - This earring grants the user advantage on the next perception check involving hearing. X uses
527. A ragged looking kite - This kite has a X% chance to cause a lightning storm. If the kite is struck by lightning (X% chance) it loses its magic
528. A multicolored potion - This potion allows the user to regain any spent spell slot. consumed on use
529. Ox stone figure - breaking this Ox figure allows the user to carry well over their maximum encumbrance for X minutes/hours. attaching overly large objects to the user doesn't seem to hinder them. (Alternatively the breaking the stone figure allows the user to grow horns for a short duration and while in combat gains access to "Goring charge"

530. A smokeless pipe - This pipe emits no smoke, instead it stores it. you can use an (action/bonus action) to blow in it to create a thick smog caused by the stored smoke. If too much smoke is stored up, the pipe will jam, losing its magic
531. A fancy quill - This quill doesn't need any ink and its writing can be read on any surface. Each use cause the quill to slowly grow smaller
532. A small pocket hourglass - This hourglass will allow the user to reroll their last roll at advantage. X uses before the sand runs out
533. A glass eye - Spinning this eye will allow the surrounding area to be free from any magical scrying
534. A stone slab roughly 3 times larger than a hand - This stone slab will inscribe any spoken language not understood by the user into one that is known on to the slab, eventually fading over a few seconds. If a language is inscribed more than X times, the stone will not be able to translate that language again. (note: 1 conversation counts as 1 inscription)
535. A white fist sized marble sphere - removes evil from an individual. Slowly turns black as it fills up. Once entirely black it becomes non magical. (Alternatively, once completely black, it creates a creature of pure evil)
536. Mug O' Dissatisfaction. A mug that always produces a steaming hot cup of coffee or tea when tapped on the bottom. It conjures the opposite of what the tapper prefers, so if you like tea you get coffee and vice versa. Handing the full mug to another person will make the drink in it transform to the opposite of that persons preferences.
537. Ace of Spades. An ace of spades from a standard card deck. No matter where you store it on your body, you will always be able to find it in your right sleeve afterwards.
538. Gloves of Tinkering. Wearing the gloves will make you able to almost repair any broken item. However, you will always end up with pieces from the item that doesn't seem to fit anywhere.

539. Greater Staff of Random Summoning. Summons a random creature at a random place. You could be summoning a giant Ogre on the other side of the globe for all you know.
540. Bag of Unholding. Quite a large backpack but even the smallest item doesn't fit.
541. Sword of Parrying. Parries every attack, swinging it yourself will force it to "parry" your opponents weapon/attack even though he/she/it is defenceless.
542. Enchanted Book of Collected Stories. Opening this will cause miniature creatures/people to pour out and perform a chapter from the book much like a theatre.
543. Dagger of Untold Secrets. A simple looking dagger. If used to backstab someone to death, it will whisper the most embarrassing secret of that person to you.
544. Dagger of Told Secrets. A simple-looking dagger. If used to backstab someone to death, it will whisper your most embarrassing secret to that person.
545. Sack of Hive Eggs. Crushing one of the numerous tiny eggs will cause the thoughts of everybody in the proximity to merge. Everybody can hear what you think and you can hear everybody.
546. Hoarder's Wand. Does nothing but for some reason you think it might be important later in your quest.
547. Bag of Trading. You can take one thing out of the bag for each object you put in the bag. However, you apparently have no control over what you get, and there are no trade-backs. Past research seems to imply there's some sort of logic to what gets you what, but it's extremely convoluted and far from understood. Supposedly a mad mage once understood it enough to consistently trade for enough food and water to live off of, but he was too crazy to explain. Oh, and don't trade it something you don't own.
548. The Mattress of Poverty. no matter how you fluff this gorgeous, thick, mattress, you will always sleep on the thin part of it.
549. Belt of Tightening. Every time you put this belt on, all of your clothes shrink a fraction of a millimetre. The effect compounds on itself.

550. Diadem of Brothority, When wearing this headpiece, you are as elegant and well-spoken as a famous diplomat or regent, but you can't stop calling everyone bro.
551. Wineskin of the Eternal Primary. This wineskin never runs out of water, but even the tiniest sip makes you have to go, like, super bad. Right now.
552. Bagpipe of Stealth. Grants the user invisibility as long as it is being played.
553. Anti-Matches. A box of matches. Striking one will make it begin to drip water from the tip while the match shrivels away. The amount of water a match releases is about enough to fill a tablespoon.
554. Ring of First Impression. Wearing the ring will make you able to perform a perfect handshake with the hand wearing it.
555. Belt of Unbathed Breath. When worn around the waist, allows the user to breathe underwater. Does not function when wet.
556. Indestructible Notebook of Memories. This otherwise normal notepad of normal notepad size cannot be damaged or destroyed, and anything written in it cannot be obscured or defaced. It also has unlimited pages despite its finite size. However, the data it holds only lasts as long as the writer independently remembers it, and decays in exact proportion to the relevant memories. Remember who and when, but not where? Then the words describing the location in that particular entry are the only ones gone.
557. Hood Of Worrisome Facades. This hood will change your identity in the eyes of others, however the identity used will be random.
558. Hood of Offensive Facades. This hood will change your identity in the eyes of others to the appearance of the person they most personally dislike.
559. Lunchbox of Delicious Unfulfillment. This lunchbox will hold whatever food you desire. However you will never get full and the food will deliver no nourishment.
560. Decanter of Endless Sorrow. A pewter flask that produces limitless alcohol when held to their lips by someone who is troubled. It gets them drunk but they never feel any better.

561. Beam Sword of Severed Nerves. A beam sword. It cannot cut anything but nerve strings. Will pass through any other material leaving no harm.
562. Shoes of the restless traveler. These shoes allow their user to run for miles without feeling fatigue, but if they try to do anything else with it (walk, sit down, jump), they will instantly trip
563. The Artist's Bludgeon. Inanimate objects hit with this bludgeon will receive no damage; they will however change color.
564. Needle Of Learned Compromise. This needle will create beautiful tattoos of any design, however they hurt a tiny bit more. When used to sew it is entirely normal.
565. Bullying Gloves. At random intervals, these gloves instil the wearer with a near-irresistible urge to hit themselves.
566. Ball of Eyes. A snowglobe filled with miniature eyeballs. When shaken, it grants the user a blurry, jittery vision of some future event.
567. Intransigent Rod. When the button on this artifact is pressed in, the holder's opinions solidify and they become impossible to convince.
568. Focusing Ring. The digit on which this ring is worn can be viewed in extremely high definition from a great distance.
569. portable Dark Tavern Corner. Consisting of two wooden boards connected by a hinge, this artifact draws those nearby into assuming it is a perfect spot to conduct seedy business.
570. Fade to Black Belt. The wearer of this belt will be unable to remember any sexual encounter begun while they were wearing the belt.
571. Cymbal of Symbols. This musical instrument enables the user to comprehend dead languages, but only while they are deafened by noise.
572. Vorpal Grindstone. It can "sharpen" any object to become vorpal. Any object.
573. Compacting hammer. The force imparted by it is multiplied, but is spread around the surface of a struck object facing inward.

574. Murder Dagger. All damage it would deal is instead replaced by the target being harassed by crows for that many hours.
575. The Water Hat. A small red hat, when worn, causes water to pour from the wearer's fingers at the speed and pressure of a kitchen faucet at half power. The PC who kept it would always scream when he put it on because of how weird it was.
576. Sunglasses of Charisma. Found on an airship captain, I described them as something you'd see on Elton John. They're big, gaudy, gold and gem encrusted and probably heavy. They gave bonuses to Charisma and Diplomacy. The PC's, who up to this point were all good, immediately put the game on hold to plan a way to steal these and/or kill the owner in the attempt.
577. Box of Infinite Wolf Spiders. A small wood box, when opened, would spawn wolf spiders the size of your hand at a rate of 5 per second. They weren't hostile but they were spiders and did spider things. This also caused a lot of IC screaming when they opened it the first time and each subsequent opening. It was originally used against them in an attempt at sabotaging a tavern they were opening by a rival barkeep.
578. Key to the City - 1/day you can unlock anything.
579. Lunchbox - Each day it will refill with a nutritious lunch.
580. Armor of Invulnerability - Armor is invincible to any and every attack. The way it does this is by teleporting away from the attack without the wearer.
581. Watch of Warning - Aura of "Alarm"
582. Glasses of Translation - Can read any language
583. Cloak of Escapism - 1/day can go to ethereal realm
584. Ring of Time - Has one charge of Time stop
585. Ring of Pleasure - Causes you to orgasm until you die
586. Ring of Energy - -2 to int, +2 to str

587. The Oracle of Seasons This is a large ring (like a key ring) that doesn't do anything by itself. You can find magical rings to hook into it and gain their powers.

- Power Ring - you deal an extra d4 damage
- Armor Ring - Gives you +1 to AC (there are three of these)
- Red Ring - Crit range increased by 1 (there are two of these)
- Blue Ring - Damage reduction 1 (there are three of these)
- Green Ring - You deal 1 extra damage (there are three of these)
- Cursed Ring - You deal half damage
- Blast Ring - Ranged attacks deal 1d6 explosive damage
- Range Ring - Thrown weapons, including arrows, return
- Steadfast Ring - Advantage against grapple
- Toss Ring - No negatives for throwing weapons
- Heart Ring - Regenerate 1hp every round (there are two of these)
- Swimmer's Ring - Can swim your movement speed
- Light Ring - Can cast light
- Luck Ring - Advantage on Dex, Str and Con saves
- Holy Ring - Resistance 5 to fire, ice and lightning
- Dbl. Edge Ring - Swords do d10 extra damage, but you take 5 dmg
- Whisp Ring - Immune to Poisons
- Gasha Ring - Can grow vines from the ground
- Zora Ring - Water breathing
- Whimsical Ring - Deal half damage and prone to clumsiness

- Protection Ring - Damage dealt to you is done to an ally

588. The Rings of the Bad Men

- Slutty (lust) - Wearer of this ring casts an aura of eroticism. People within range must make a wisdom save (DC15) or be inexplicably attracted to the wearer. Can cast suggestion as a fifth level spell at will. Your touch causes one of the following, all at a DC15; orgasm (con), paralyzed (con) or inflict wounds (as the spell).
- Jelly (envy) - Advantage to persuasion checks, people within range act as if in a circle of truth. At will ability, social camouflage allows wearer to attempt a charisma check (DC15) to be accepted among social circles. 1/day wearer of the jelly ring can acquire one object from someone under their control.

589. Fierce Mask - Swords deal an extra d8 of damage and bows deal and extra d10. If you spend a turn targeting an opponent, you can shot a beam from the mast dealing 2d10 holy damage.

590. Great Fairy's Mask - Speak with fey, it glows when there are fey nearby, fey treat you will kindness.

591. Bremen Mask - Allows you to speak to animals and gain a animal companion.

592. Kamaro's Mask - Gives you advantage and proficiency with all performance checks.

593. Blast Mask - Allows you to cast fireball 1/day.

594. Bunny Hood - Allows you to cast jump and longstrider.

595. Keaton Mask - Allows you to detect traps and secret doors.

596. Mask of Truth - Allows you to cast detect thoughts

597. Captain's Hat - Allows you to cast command and charm person. You can also summon a skeleton companion.

598. Stone Mask - This mask changes your face randomly. Gain advantage to stealth checks.
599. Gibdo Mask - Gives you advantage to intimidation checks.
600. Couple's Mask - Gives you advantage to Charisma saves and diplomacy checks.
601. Giant's Mask - Makes you large. +4 to str, -2 to ac (armor and weapons grow with you).
602. All Night Mask - Don't have to sleep.
603. Moonlight Greatsword - +2 greatsword with secondary attack of a line of energy, dealing 2d10. It comes with 5 charges. When charges run out, sword breaks.
604. The Dark Drift - +1 Katana. Blade is invisible so it is easily hideable. Ignores all non magical armor.
605. Smelter Demon's Greatsword - +2 greatsword, with secondary attack of a cone of fire, dealing 3d6 dmg.
606. Manslayer - +1 katana, blade is constantly coated in a deadly poison. Constitution save of DC15 or target takes 1d4 constitution drain.
607. Wicked Eye Greatshield - +1 tower shield, when wielder deals damage, wielder absorbs d8 hp from target.
608. Drakewing Ultra Greatsword - +3 greatsword. Choose a target, sword shoots a burst of air at target, DC13 str or be blown back. Regardless, target takes 2d6.
609. Spitfire Spear - +1 spear, does and extra 2d6 damage.
610. Spiderfang Dagger - +1 dagger, secondary attack shoots a spiderweb, Dc15 str to escape.
611. White Ring - Makes a wearer appear as an ethereal being as like a disguise.
612. Ring of Thorns - When wearer is attacked, roll d100, if between 000 and 035 it shoots out thorns in a 10ft radius, dealing 2d8 dmg.

613. Sun Ring - When wearer is attacked explosion emanates from target, dealing 1d10 damage to attacker.
614. The Hawk Ring - Bows double in range.
615. Ring of the Evil Eye - Every time a target is slain by the wearer, wearer gains d6 hit points. There are variations on the ring, noted as a +1-+5, each variation gives additional hit points equal to the +.
616. The Silver Serpent Ring - Every time you score a critical hit, the snake ring spits out ten silver pieces.
617. The Gold Serpent Ring - Every time you score a critical hit the snake ring spits out ten gold.
618. The Copper Serpent Ring - Same as above but spits out copper.
619. The Platinum Serpent Ring - Same as above but spits out platinum.
620. Southern Ritual Band Ring - Grants extra spell slot depending on the + of the ring (1-5). Normal ring gives an additional first level spell slot. Every plus afterward grants an additional spell slot to the next level.
621. Ring of Life Protection - When character would be dead (-10 hp) they will be brought back to 5hp and the ring breaks.
622. Red Tearstone Ring - When hp drops below 10, +10 to dmg; happens once, then breaks.
623. Blue Tearstone Ring - when hp drops below 10, +5 to ac, +5 to dmg resistance.
624. Ring of Blades - Slashing weapons you hold are treated as +1
625. Ring of Resistance - Gives you advantage against poison, petrification, immune to critical hits. Also grants advantage against cursed items.
626. Bracing Knuckle Ring - Equipment regenerates damage.
627. The Second Dragon Ring - Grants 5 additional hp, increases str and dex by 1. There are third and fourth dragon rings that double the effects.

628. Crown Chakra Concentrate on the top of your head. It deals with pure cosmic energy and is blocked by earthly attachments. Meditate on what attaches you to this world. Let your emotions flow and be forgotten. You must unlock this chakra to gain your energy from the universe. Spirits

- Eye - You can see in all directions, advantage on perception, and into the ethereal plane
- Hand - Once per day, when you would miss, you hit instead, and you can ignore one resistance
- Death - Can cast True Resurrection on self once, Create Undead and Circle of Death 1/day
- Angel - You stop aging and once per day you can reduce damage done to you to 0
- Dragon - Speak draconic, locate dragons, can cast dominate monster (1/day, dragons too)
- Psi - Read thoughts 3/day, Telekinesis 1/day, Scrying 1/day, Foresight 1/day,

629. Third Eye Chakra Concentrate slightly above the point between your eyebrows. It deals with insight, and is blocked by illusions. The biggest illusion of all is the illusion of separation. Things we think are separate are actually one and the same. Like the nations of the world: we are all one people but live as if divided.

- Eye - You constantly have true sight
- Hand - Anti-magic cone (one target, con save)
- Death - Fear Ray (wis save)
- Angel - Darkvision (no limit) + detect alignment
- Dragon - Blindsight 60ft
- Psi - Telepathy 120ft

630. Sound Chakra (Throat) Concentrate on the base of your throat. It deals with truth and is blocked by lies. The lies we tell ourselves. You must not lie about your own nature. Accept who you are.

- Eye - Petrifying Gaze – One target, Con save,
- Hand - You gain an additional attack
- Death - Hellfire Orb (120ft range, 20ft radius, dex save, 4d8)
- Angel - Weapons gain radiant property (2d8)
- Dragon - Breath Weapon (choose element, 30ft line or 15ft cone, 5d8)
- Psi - Psychic Blast (60ft cone, Int save, 4d8)

631. Air (Heart) Concentrate on your spine, level with your heart. It deals with love and is blocked by grief. Lay all of your grief out in front of you. If you have lost someone close, you must realize love is a form of energy and it swirls all around us. The love is still in your heart, and can be reborn in the shape of new love.

- Eye - Wisdom becomes an 18
- Hand - Strength becomes an 18
- Death - Constitution becomes an 18
- Angel - Dexterity becomes an 18
- Dragon - Charisma becomes an 18
- Psi - Intelligence becomes an 18

632. Fire Chakra (Navel) Concentrate on your spine, just above your navel. It deals with willpower, and is blocked by shame. Recognize the biggest disappointments in yourself, and what you are ashamed of. Accept that these things happened.

- Eye - Allows you to cast invisibility 1/day
- Hand - Gives you proficiency with all armor/weapons
- Death - Advantage to all magic saving throws
- Angel - Resistance to martial damage
- Dragon - Immunity to one element (fire, cold, lightning, acid, poison)

- Psi - Allows you to cast Mage Armor 3/day

633. Water Chakra (Tail Bone) Concentrate on your lower spine. It deals with pleasure and is blocked by guilt. Look at the guilt from your past that burdens you. Let them go, or they will poison your energy. Meditate and realize that these things happen for a purpose.

- Eye - Allows you to cast Arcane Eye 1/day
- Hand - Allows you to cast counter spell 1/day
- Death - Allows you to cast Phantasmal Killer 1/day
- Angel - Allows you to cast Magic Circle 1/day
- Dragon - Allows you to cast fly 1/day
- Psi - Allows you to cast polymorph 1/day

634. Earth Chakra (Sacral) Concentrate on the tip of your spine. It deals with survival and is blocked by fear. Let your greatest fears become clear to you. You may be concerned for your survival, but you must let those fears go.

- Eye - Immune to petrification
- Hand - Cannot be flanked/surprised
- Death - Ignores a failed death save
- Angel - Auto succeed a death save
- Dragon - Immune to frightful presence of dragons
- Psi - Immune to being charmed

651. Four Sword. This is a weapon forged by the four elements and the elemental sanctuary. This sword grants the wielder different abilities depending on what they sacrifice to charge it. Charging it requires infusing it with your own constitution.

- 0 - It's just a normal long sword

- 2 - You can make three temporary copies of yourself that last one round and can attack.
- 4 - You can make three copies of yourself that last for as long as you have the sword.

652. The Fisher King - A seed that contains a magical house. Once planted the seed will grow into a house to your exact specification (this location is the building's core and cannot be moved). The house is capable of defying the laws of physics in minor ways (floating staircases, rooms slightly bigger inside than out). Max volume cannot exceed the largest building currently exists.

- Spend 1 constitution point to move the house up to 100 miles.
- Once per day, house replenishes with desired food, drink and entertainment (these objects cannot leave the house).
- Spend 1 constitution point to create 5 golems from materials in the house. Can be any shape or size as long as it fits in the house and is visible. They have a lifespan of 1 year and their materials disintegrate.
- House is invincible and owner of the house cannot die within its walls. Others cannot enter the house without an invitation.
- For every day you are outside of the house you lose one point of constitution.

653. The Aegis. The Aegis appears to be a simple steel kite shield. The only things that betray it's magical nature is the border or swirling blue around it's outside edge and a faint aura of abjuration magic. Even this aura waxes and wanes over a 3 day period from faint to non-existent. When worn, it acts as a +2 shield, however it has incredible defensive properties. When a blow would strike the wielder, it reacts instantly and moves to deflect the blow with unerring accuracy (reaction to block any one blow, including carried effects). With a command word and a defensive stance, the Aegis can project it's protection to not only the wielder, but those two stand with him by projecting an impenetrable wall of force towards the threat. (Action, up to 5 rounds. Can be non-consecutive, 10ft either side wall - immune to mundane weapons, antimagic field coats this wall negating spells and turning magical weapons into mundane ones). Being the manifestation of protection, the Aegis itself cannot be damaged or destroyed in any way in it's normal state. The Aegis does not just protect the adventurer, but can be used

to keep forts and cities safe from harm. Any defensive wall within 5 miles of the Aegis becomes magically reinforced, resistant to damage and tougher overall. It even makes walls repair themselves slowly! (Resistance mundane/siege weapons, +1AC for wood, +2 for stone, +3 for metal, double HP and regenerate 5HP/hour). In the direst circumstances, the power of the Aegis can be released to bolster this effect even further. All walls within 1 mile gain the defensive bonus twice over (2x AC bonus, 2x HP bonus) and regenerate at a visible pace (5HP/round). Further, the walls themselves will aid in the defense of the city, striking out at attackers and siege engines, pushing or destroying any that near. This takes a great toll on the magic of the shield, however, so much so that it begins to take wear and damage from powerful blows. (16AC, 500HP). In this weakened state, the shield at great danger. This does not mean that it is weak, it will eventually reform even if broken. However, legend says that if the shield is frozen solid, then smashed with a master smith's hammer, followed by exposure to a powerful acid from a malevolent force, like the breath of an adult Black dragon, the shield will be utterly destroyed and will never reform. "We hold them here! No Surrender! No Mercy!" - King Leon to the at the Black Dragon Gate in 247 DR

654. Wand of friendship - a foot long wooden wand with a clear crystal on the handle, when the user points the wand at a target and concentrates the crystal changes color based on the target's disposition towards the user (red= hostile, blue =friendly, clear= neutral).
655. Flare Bow: *This red-lacquered bow is inlaid with intricate gold patterns that resemble flames.* when a command word is spoken, the next arrow fired from this bow bursts into a fiery ball that is clearly visible at long ranges. When aimed and shot at a creature, the arrow deals an additional 1d6 fire damage. When shot at the sky, however, the arrow acts as a flare that slowly descends and bathes the party in dim light for 30 seconds. Needs a short rest to recharge.
656. The Black Bow: *At a first glance, this bow seems to be a nondescript, utilitarian bow of scorched wood. Closer inspection reveals that the scorch marks are precisely worked to form barely perceptible patterns that center around two concentric circles.* When the wielder touches the two circles, the bow momentarily becomes as black as night. The next arrow fired from this bow can be shot at a square, casting the darkness spell. If

fired at a creature, the target takes 1d10 additional necrotic damage and is blinded for the next round as a magical cloud of darkness covers its eyes. The bow needs a long rest to recharge.

657. Hawkeye Bow: Gives advantage against targets at Long Range.
658. Spectre Bow: Any arrow that hits is followed by a Magic Missile that strikes the same target. Needs a long rest after 6 arrows to recharge.
659. Stormcaller: *A masterfully stylized cloudburst made of silver is inlaid across half the bow, with three gold bolts of lightning streaking forth over the remainder.* With the appropriate command word and a standard action, the wielder may pull forth the silvery cloud as an arrow, and fire it above them (this requires at least 100ft of open space above the wielder) to call forth a storm that covers an area with a radius of 50ft centered around the wielder. This douses the area with heavy rain, and the appropriate repercussions. A minor penalty to damage for flame-based spells, and light cover to a target more than 30ft away through the rain. In addition, with another command word, the wielder can pull forth one of the three lightning bolts and use it as an arrow that deals an additional 2d6 lightning damage (or more - depends on the level you're giving it to). This does not require the storm to be called. If you desire, you could also allow the wielder to shoot the lightning bolt into the sky if the storm is called (or a natural storm is in play), which will summon a more potent lightning bolt in 1d3 rounds. The cloudburst recharges after one week, and 1d3 lightning bolts recharge after a long rest. This could be more frequent if you're playing in a magic heavy campaign.
660. A heavy, 2 handed battle hammer. It causes no sound when it strikes against another object. The object also creates no sound (hitting a gong with the hammer will create no sound. In addition if it is attuned to the character, when striking a creature solidly (no tapping a team mate to prevent making a sound) it causes the target to be unable to make a sound for one minute. In addition once per day the bearer can cast a silence spell with 20' radius spell, that lasts for 1 minute centered on the hammer.
661. The Talisman of Azun'dar takes the form of a necklace, containing two droplet-shaped clear crystals, bound by golden thread. To use, the user (wearing the

talisman) must concentrate for a few seconds, then tear the two crystals apart. The user is then rendered into two separate entities, representing the two sides, mentally or physically, of the user (For example a charismatic fighter divided into a brute and a philanderer). Using the Talisman transforms it into two linked Talismans of Fouz'yaan, worn by each of the divided halves after separation. They each contain a piece of the other. To reform the original being, the two parties must wear their talismans and hold both in their hands (or other appendages) clasped together, and concentrate. This will only work if both halves agree to combine. If both parties are sentient, they must both have a sincere desire to be together as one. The talismans will merge them, and reform into the Talisman of Azun'dar.

662. Babel Worm. A parasite that attaches to the players tongue and slowly eat away and replace it. In return, it gives the ability to speak any language. However, the player doesn't understand the responses if he does not also speak that language naturally
663. Arrows of Teleportation. When the arrows impact, the shooter and anyone touching him are transported to the location of the arrow.
664. Specimen Jar. Any organic tissue placed in the Specimen Jar is preserved perfectly until the jar is opened. Once the jar is opened, the tissue ages as normal.
665. Dark Torch. These are special torches treated with alchemical reagents and enchanted with minor enchantments. When the torch is lit, it briefly flashes, then appears to go out. However, if the user holds it up, it grants them darkvision out to 40 ft. No one else but the user can see this way. The torch is used up after 4 hours.
666. Sunstring. This bowstring is made of solid light. It has the tensile strength of a steel cable an inch in diameter, and gives the arrows it shoots the radiant damage property. In addition, you can extend the string to a length of 50 feet by pulling on it and it will remain that length until you want it to return to its original length. It sheds dim light in a 30 ft. radius, so it's not ideal for sneaking around with.
667. Living Maul +2 maul. The Living Maul is a hammer made entirely of dense ironwood and a living cutting from the mother tree of the Grand North Woods. Even with its powerful magical enchantment, however, the Living Maul possesses more unique abilities. While the owner possesses the Maul, it grants a portion of the Mother

Tree's life essence to the owner. The owner becomes half plant and is immune to poison, sleep, and fear effects. However, the owner also becomes vulnerable to fire damage.

668. Blade of Grass +2 scimitar. This scimitar is a uniquely winemagical blade which is made out of a single blade of razorleaf grass. It is extremely sharp and extremely strong. In addition, when not in use, it curls around the wielder's wrist like a bracelet. When the wielder wants to use it, the blade instantly straightens out to become rigid. While the Blade of Grass is an excellent weapon, it does have an inherent weakness: fire. If the blade is ever thrust into a fire, it will burn just like any normal blade of grass. For each round the grass is on fire, it takes a cumulative -1 to its damage. Once it reaches -5, the Blade of Grass is destroyed. So the wielder must take care not to allow it to come into contact with fire. A Blade of Grass can be regrown from its ashes if the wielder waters the ashes with purified water, as the water purified by a purify food and drink spell. It takes a month of watering to get the blade back, but many consider this an even exchange.
669. Enitha's Ravenous Spinner. A brass spider-automaton with the head of a ram which can be fed plant matter once a week, after which it will produce enough silk to be turned into several balls of twine, a rope, or a tunic or pair of hose. If fed the equivalent of 20 coins of iron or precious metal, it will spin extremely durable metal thread instead; metallic tunic and hose are the equivalent of +1 but non-magical leather armor (AC 15). If fed metal more than once a week, each feeding has a 1 in 6 chance of enraging the Ravenous Spinner, causing it to attack as a 4 HD creature with armor equivalent to chain (AC 16.) If it kills its owner, it goes feral and carnivorous, turning corpses of its victims into meat-thread. A slain Spinner will no longer function.

670. Hand of Bane

Wondrous Item, Uncommon (Requires Attunement by a worshipper of Bane) - This black gauntlet, to be worn on the right hand has a three sided blood red gem set into the palm.

This gauntlet has the following abilities:

- Cast fear (level 1) on a single creature within 30 feet (1 charge)
- Make a touch attack to deal 1d6 + wisdom modifier necrotic damage to a target and heal the wearer for half the damage dealt.
- Cast command (drop and grovel) as a touch spell. The target has disadvantage on their saving throw. None of these abilities may be used whilst holding an object, shield or weapon in the gauntlet.

The gauntlet has up to three charges.

- The gauntlet recovers 1d3 charges at midnight if the wearer makes appropriate ritual submission to the will of Bane at that time.
- The gauntlet recovers 1 charge when used to crush the still beating heart of the worshipper of a good aligned deity who has been ritually tortured for at least 1 hour.

671. Dagger of Taken Lives

Weapon (dagger), very rare (requires attunement) - This weapon appears to be entirely mundane, with the exception of a faded list of infernal runes along the blade, reading 1,2,3,4... Wielding this dagger in combat confers no special bonuses to the owner. This dagger may be used ritually to create a Notched Staff of Taken Lives.

672. Notched Staff of Taken Lives - Beginning as a simple quarterstaff of oak or ash, this item is created by the ritual carving of notches with the Dagger of Taken Lives. To carve a notch, the dagger must be wet with the fresh blood of a slain creature that the wielder defeated in combat. As the staff accrues notches, it gains the following benefits:

- 10 Notches: Dealing a killing blow with this weapon allows the wielder to make their next attack roll with this weapon with advantage.
- 25 Notches: Opponents struck with this weapon are disadvantaged on any constitution or death saving throws they make before a short rest.

- 50 Notches: The wielder gains advantage on Charisma(Intimidation) checks when the target recognises the staff.
- 100 Notches: Once per long rest, the wielder may attempt a killing blow with the staff. The target, if successfully struck with an attack roll, must make a DC 12 Constitution save or take 100 damage. On a successful save the target takes 50 damage.

673. The Hungerer

Weapon(Any Sword), Uncommon (requires attunement) - This sword is found in an ornately enamelled scabbard, depicting devils and imps feasting on the flesh of men, women and elves. The crossguard is a stylised devils maw, with a forked, outstretched tongue filigree along the blade. When drawn the wielder feels a painful hollowness in the pit of their stomach, as if they had not eaten for three days. Wielding this blade gives +1 on attack rolls. When a living creature is struck by this weapon a creature taken an additional 1d4 points of necrotic damage, with drawn blood being sucked along the blade and into the devil's maw. The blade may not be sheathed until 4 points of necrotic damage has been dealt to living creatures in this fashion. For each 10 minutes the wielder holds the drawn blade they must make a DC 12 constitution check or suffer 1 level of exhaustion.

674. Origami Cloth *Wondrous Item, rare* .This simple black rectangle of linen cloth, 1 foot by 2 feet is seemingly mundane until folded into the correct pattern while focusing on the correct command word.

Patterns:

Blindfold - by folding the cloth diagonally and then over four times to make a wide band, the cloth may be used to render any unconscious creature magically blind. Upon regaining consciousness the creature will not feel the fabric of the cloth or be able to interact with or remove the blindfold. *Dispel Magic*, a similar magical effect or the aid of another person may be used to remove the blindfold.

Garrotte - by rolling the cloth up tightly, the fabric may be used to strangle an unaware medium or smaller creature. Once placed around a creatures neck, the

ends of the cloth bind together tightly. The creature must make a successful DC 12 Strength check or be unable to breathe. Use the rules for suffocating found on page 183 of the Players Handbook.

Cravat - Folded elegantly around the neck the cloth provides advantage on all saving throws against ingested poisons.

Mask - When used to cover the nose and mouth, the wearer is immune to mundane and magical effect that require breathing (such as the spell stinking cloud). The wearer is unable to smell, taste, speak audibly to others (verbal spellcasting components are unaffected), ingest potions, eat or otherwise use their mouth whilst wearing the mask.

Concealment - The cloth may be draped over any magical object it can cover completely to prevent scrying, detect magic or other divination spell from discerning the location of the object.

Crane - By folding the cloth into the shape of a bird, it will fly, carrying an object up to 10 pounds in weight to a location within 1 mile that the folder has previously visited.

675. Spell Scroll (Bestow Curse), Philter of Love: These two items are found in a small drawer in the captain's quarters along with a note attached to each. On the scroll, the note reads "For Jenna" and on the potion bottle, the note reads "For Delia".
676. Bone Shard Sword (Two-Handed Sword +1) x 3: This disturbing sword writhes in the hands of those of good alignment. Its handle is made from the femur of a human and its crossguard seems to be made of human pelvic bones. The long blade is pitted and scored and writhes with worms and maggots. The sword smells of grave dirt and casts a cold green light in a 5 ft. radius. On a critical hit, the sword deals an additional 2d10 poison damage and the target must make a DC 15 Constitution save or it becomes poisoned for 1 hour.
677. Bone Armor (Scale Mail +1): This unhealthy-looking armor is made of interlocking metal scales and human bone. It allows the wearer to cast the Bane spell 1/day.

678. **Chitin Mask:** When worn, the Chitin Mask causes the wearer's skin to become as hard as magical plate mail (20 AC, magical) with none of the penalties of plate mail, the wearer's strength becomes 25, and the mask gives the wearer the ability to climb on surfaces as per the spider climb spell. These abilities last for 5 rounds. Once the 5 rounds have ended, the Chitin Mask becomes inert and the wearer loses all special abilities granted by the Chitin Mask and the mask becomes dry and dull. To recharge the mask, the wearer must subsist on a diet of insects for 5 days while wearing the mask. Once it's recharged, the mask once more becomes supple and lifelike.
679. **The Burning Wheel of Fire:** The Burning Wheel is a mithril chakram with a +1 magical enhancement bonus. When thrown and the command phrase yelled (by the player), the Burning Wheel ignites and streaks toward its target like a falling star. It has a 30 ft. range and travels in a straight line, burning through all enemies in the line. It does the same thing when it returns. The Burning Wheel does not burn non-enemy targets (like walls, wood, or other environmental things. It only burns monsters.) Its damage is 1d8+1 slashing, considered fire damage, and the weapon is considered to be light. The command phrase is, "Ashes to ashes!"
680. **Weaponsmaster's Gloves:** These supple leather gloves appear to be simple but high quality leather gloves worn to protect fencers' hands. In reality, they hide a subtle yet extremely useful glamour. The wearer is able to instantly send a single weapon into an extra-dimensional pocket, effectively safely storing it. The weapon can be recalled as a reaction. Only one weapon may be stored in such a way. Furthermore, the wearer cannot be disarmed of the weapon which he has stored so long as the gloves are worn.
681. **Pnemonic Charm:** This mithril charm bracelet has 5 spaces for charms on it. The Pnemonic Charm is used by casting a spell of any level upon it. Depending on the level of the spell, a different charm with a specific power appears on the bracelet. If the user wishes to use the power of the charm, he plucks it from the bracelet and uses it as a spell component in a spell he wishes to cast. Only one charm may be created for the bracelet per day.

Level 0-2: Golden Star: The spell's area of effect is increased by 10 feet or its damage may be increased as if the caster had cast it at one level higher than it was cast.

Level 3-4: Silver Meditating Man: The spell may be cast without the verbal component.

Level 5-6: Onyx Spider: The spell is cast as a reaction.

Level 7-8: Brass Treasure Chest: The spell may be cast without the material component.

Level 9: Platinum Tome: Any spell between level 0-6 may be cast, no matter the source. This charm may not be used in conjunction with any other charms.

When found, the Pneumonic Charm has 2 Golden Stars, 1 Onyx Spider, and 1 Silver Meditating Man.

682. **Nice Jacket:** The Nice Jacket is a very dashing long coat made of black leather with silver buttons. It looks dashing. When worn, it grants the user an 18 Charisma. If worn in conjunction with the Nice Hat, the Nice Jacket also functions as +2 leather armor and its pockets become mini Bags of Holding, capable of holding up to fifteen pounds (2 cubic feet) of items.
683. **Amulet of the Guardian.** This amulet functions as the amulet required to control a Shield Guardian. In addition, there is a tiny metal figure that resembles a shield guardian which can only be removed once the amulet is attuned to the wearer. Once the amulet is attuned, the figure can be removed; as the figure is removed, it transforms into a full-sized Shield Guardian and functions as the wearer's Shield Guardian. If the wielder wishes it, the Shield Guardian can be transformed back into a figure and reattached to the amulet. However, if the wearer transforms the guardian back into a figure, they must wait until completing a long rest before returning the shield guardian back to its full size.
684. **The Fury of the Red.** This pendant is a crystallized drop of red dragon's blood hung upon an adamantium chain. Once attuned, this pendant will give the wearer the ability to breathe fire, as per the Dragonborn ability (Breath Weapon phb 29). If the wearer is a dragonborn, the pendant changes their breath weapon to the fire type, doubles the effective range of the breath weapon and adds +1d6 damage to the normal damage of the breath weapon.

685. Tooth of Ragnarok. Greatsword +3. The wielder of the Tooth may designate a target which then suffers under the Wrath of the Wyrms. The wielder then makes attacks against the target with advantage. If the wielder deals the deathblow to the target of their Wrath, they regain hp equal to the value of the damage dealt by the attack which resulted in the target's death.
686. Cloak of Incarnations. While wearing this cloak, the wearer gains +1 to their AC and can use the wild shape ability one more time per day. At the wearer's option, they may choose to forgo the bonus wild shape and the AC bonus and instead use the wild shape ability to transform into a beast whose CR level is equal to their own level (as per the normal wild shape ability). Once this ability has been used, the cloak does not grant the user any further powers until she has completed a long rest.
687. Blood-Forged Hammer of War. +3 Maul; when used as a primary weapon, the Blood-Forged Hammer of War gives the user the ability to use the Charging feat at will. If the user activates the Barbarian's rage ability while wielding the Hammer, then they gain +2 AC while raging.
688. Pulse spear - This long wooden shaft appears to just be some sort of bow staff or perhaps a magical staff, but when thrown it sends a pulse of energy throughout the target's body, doing 1d12 force damage. It can also be used as a normal bow staff.
689. Beacon Bow - longbow, doing 1d8 radiant damage, and casting Light wherever its arrow lands. It blinds its target for 1 round on a critical hit.
690. Commander's Plate - unseen servants help put it on, halving the time needed to do so. It also gives the wearer the ability to use a booming voice, clearly audible at 120ft.
691. Lady Luck - a shortsword that critically hits on a 1, and has advantage if you have under 1/4 of your max HP. Those who wield this sword tend to discover a latent love for games of chance, often to their detriment.
692. Repeating Crossbow - a dwarven contraption that flings out bolts at a startling rate. It does 3d4 piercing damage and can attack twice per round. It costs 3 bolts per attack, and the crossbow has 12 bolts loaded. It costs an action and your movement to reload instead of having the loading quality.

693. Grasping Whip - if you hit with this weapon, as a bonus action you can make a strength or dexterity contest to disarm or trip your enemy. You have disadvantage in this contest if disarming a two handed weapon or tripping a creature larger than yourself.
694. Betrayers' Blade - a small dagger with a jagged black blade. You have advantage on any stealth/sleight of hand check to hide it, and get a surprise a round when attacking any non-hostile character.
695. Achilles Spear - a legendary +3/+3 spear, but all critical hits against you take you to 0hp. Fatal damage still kills you.
696. Torturer's Flail - gain 1 min of advantage on Insight checks on those who have taken damage from this weapon. Cannot do non-fatal damage.
697. David's Sling - +100 damage on a critical hit against any creature larger than you, 5 non-replenishing charges.
698. Hammer of the Farseer - when you kill a monster with this weapon, you glimpse a random moment from its future or past. You may cast Augury once per day.
699. Belt of the Last Man - gain +1AC for each party member that is unconscious.
700. Mirrored Shield - you can add your shield's AC bonus to any Dexterity saving throw you make against a spell that targets only you, and a roll of 20 on one of these saves reflects the spell back at its caster.
701. Ghost Mail - scale mail that allows you to use a reaction to have a melee attack pass through you, as if you were ethereal. Each use pulls you towards death, and next time you must make death saves you automatically fail one for each use of this item. If you survive, this is reset. Would likely only be used to avoid fatal damage.
702. Stone Warrior Breastplate - fatal damage instead reduces you to 1hp and turns you to stone, giving you the petrified condition.
703. Suede Shoes of the Coward - you have disadvantage on saves against fear, but can cast Expeditious Retreat once a day.

704. Mask of Confidence - an ornate mask, like those worn for masked balls. The wearer hears a constant stream of sycophantic praise. Allows you to cast the Charm cantrip.
705. Cloak of the Matador - as a reaction you may have an enemy attack against an ally within 5ft of you target you instead, if you took the dodge action on your turn - possibly causing it to miss.
706. Dancing Shoes - when an attack misses you you may move 5ft as a reaction. Float like a butterfly, sting like a bee.
707. Thunder Fist - a gauntlet of black metal. Can cast Shocking Grasp, with a pushback of 5ft on a hit.
708. Academic Focus - an orb that functions as an Arcane Focus, giving -5 to Passive Perception, but expertise on Arcana checks. When attuned you can cast Legend Lore as a 4th level spell, and Identify without expending a spell slot. These spells are added to your spell list if you do not already know them, and they do not count against spells known.
709. Archmage Krylles' Instant Campsite - throw down this magical pack and a have a furnished 4 man tent appear, with a fire pit and roaring fire, and pot of water on the boil.
710. Smoke Bomb! - a glass vial of swirling grey mist that casts Fog Cloud when broken on ground.
711. Pocket Sand - 5ft range, DC10 Con save or the target is blinded for 1 turn.
712. Ring of Shark Detection - plays the Jaws music when a shark is within 30ft.
713. Staff of Life - as an action you may call upon the power of this staff. In a flash of light, a single lemon appears.
714. Regency of Beasts: You can speak to all beasts, and they are friendly while you maintain individual contact with them. You can have 1 creature up to CR 1 under your permanent influence, who follows you as a companion but will not fight unless it fails a CR 13 Persuasion check.

715. Draconic Birthright: This cloak has a number of daily charges equal to your proficiency modifier. Expending 1 charge allows you to cast Feather Fall, 2 allows you to cast Levitate on yourself, and expending 3 charges allows you to cast flight.
716. Photoreflexive Lenses: Once a day, you can duplicate the last spell and/or magical ability that you have witnessed, as long as you have witnessed it within the last 10 minutes.
717. Beast Adaption: When Wild Shaping, you can infuse your transformation with the last damage type you have been exposed to, as long as it has touched you within the last round, altering your beast form to be reflective of that (Flaming hound, electric eagle, etc.). You gain resistance to that damage type, and you do an extra damage dice worth of that damage type.
718. Brand of Vengeance: When you kill a creature that has damaged you, you absorb their soul into the brand. The brand can hold (Proficiency mod/2) souls. When you use one of the stored souls, you gain advantage on the next roll of your choice. Also, you can mark 1 creature at a time by hitting them with a melee attack. While marked, whoever holds the Brand can sense the Marked One's direction whenever they are outside of a 60 foot radius.
719. Sticks about the size of a pencil, that when broken cast a spell (cantrip level) (give them a few dozen all with a marking that gives the impression of what it does.)
720. A collapsible 10' pole (collapses to 2')
721. A sword that, when activated, ejects an arrow like a hand crossbow (same reload)(can be either mechanical or magical)
722. A cloak made from a griffins hide, not exactly magical, but it's really cool to have a hood covered in feathers(and water resistant) that fades into a fur cloak that keeps you very warm
723. A sling that when you make an attack roll a 1D4 it hits one target per result (1= it hits the target for 1d4 damage, 2= it hits the target + 1 other target for 1d4, 3= hits

target and at least 1 other target (may then treat the original target as a new target). ... each target requires a new attack roll and must beat its armor class, if it fails to beat a targets armor class it does not hit any more targets

724. Racist torch, only works when held by a human

725. A rabbit's foot (consumable) adds 1 use of "luck"

726. Stress ring, when worn you make a fist and the ring squeaks and 2 gems pop out like eyeballs

727. "Kite Shield" a hyper light weight shield that when held overhead slows your descent, like a feather fall spell.

728. Floppy Hat of the Traveler- this wide brimmed hat protects the wearer's eyes from the sun. Creature's with sunlight sensitivity negate it will wearing hat. The wearer also gets advantage against light based blindness spell and abilities.

729. Wizards staff; Once touched by a spell caster, the spell caster is subsequently absorbed by the staff and takes the form of the staff (You can flavor the staff to take the shape of the casters personality). They can still talk, and cast spells, but that's it. They can polymorph back into their original form 2 times a day for X hours. There's a ritual to rip the sentience out of the staff and just have this really awesome staff to cast spells. Remove curse obviously, afterwards it becomes a normal quarterstaff.

730. Collar; A simple pet's collar that turns you into a normal housepet. You cannot remove the collar yourself, and must somehow convince someone else to take it off of you. That's the last time you'll sleep in the streets.

731. Godly longsword; fantastic looking, ornate, beautiful. These words aptly describe the real sword, too bad this one is a knockoff. All it does is cast the light cantrip on itself. And it doesn't sell for shit cause all the jewels are fake.

732. Necrenominocoff; Looks like a necronomicon. But... most of the pages are smudged, illegible, or torn. Only one page works and it claims to summon a horde of skeletons! But uh... only summons one, then crumbles to dust having exhausted its magic. But hey, free skeleton butler?
733. Mini-mimic; It's said that not ALL mimics are evil. Some are kinda small. This one looks like a gold coin when you pick it up, and turns into a copper piece when you try to buy things with it. He's attached to you.
734. Cupid's bow; Somebody killed a cupid... This longbow causes unnatural attraction between whatever you shoot and yourself. Looks like a bright pink +2 longbow, one time use before it vanishes from this plane.
735. Simpletons spellbook; Pretty picture book, not lot words. Has wizard spell(s) inside (1/day uses) is only usable by one with 8 int or lower. No, you can't copy Mr. Wizard.
736. Really badass weapon of the; warlock/sorcerer/ranger/barbarian/bard/etc. +1 sword/quarterstaff/bow/etc., forces a level up in a certain class when leveling up happens.
737. Fighting fan favorite; Created by a necromancer who quite enjoyed watching fight rings. This little weapon forces the slain foe to rise as a skeleton/zombie and fight once more. Extra experience I guess? Only works on not-undead.
738. Treant staff; After planting this staff in some soft ground, it grows and expands into this really cool treant. DM discretion on how it acts. Happy for the freedom? Pissed from the enslavement? Ready to fight? Ready to protect? Takin a nap?
739. Dex/str/con booster potion; Side effects may include acute silver allergy... and lycanthropic tendencies... Mwahaha

740. The Fabled Fey Destroyer; Locked hidden away behind a multitude of traps and a labyrinth of dungeons, this fabled weapon lies in slumber. Best, Crowbar, Ever. Or at least best quest for the crowbar.
741. Flaming Fury; Ruby Necklace that grants flame resistance when in use (So half dmg). It also causes a flaming sphere to spring into existence in your position and follow you. Concentration. X/day, or infinite! Screw your own safety! Tuning required.
742. Training sword; Heals your opponent for whatever you deal. Used mainly for training soldiers, but your players don't have to know that.
743. Scroll of telepor-trap-tion; Oh yay! a scroll of teleport! oh crap... it teleports to a convenient dungeon cell owned by a crazed psycho and his minions. Yay for sacrifice! Cleric? Demons? Kobolds? Who cares!?
744. Four sword; Splits you into four of you! Sounds awesome? No, no it's not. You have a quarter of your original health, and if any get hurt they all get hurt. Treat it as one character with multiple attacks. Really live up to that glass cannon potential.
745. Eye of the Storm: Necklace, for the archery focused ranger. When standing still (movement resource is not used for the entire turn) and on stable land (not a ship, floating rock, free falling), bestows Precision: The difference between the attack roll and the AC is dealt as additional piercing damage.
746. Gambler's Coat: Enchanted cloak for the bard. Allows him to use a persuasion roll instead of a stealth roll when sneaking, with the idea of him hiding in plain sight. He's visible, but the magic convinces others to not pay attention to him. Will not work on people who are close friends/know him well. If he is being actively searched for, searching party rolls perception and takes the higher number between that roll and their passive perception to contest the persuasion roll. Once per day, he can use Last Gambit: Reach into any pocket or fold of the coat and procure one non-magical item of choice. Item is not conjured, it is taken from somewhere unknown. The second he lets

go, the item returns to its original place. Cannot be used to kill (aka I reach into my pocket for his heart).

747. Sanity's Edge: A weapon for our barbarian. Greatsword that depends on rage. At the beginning of each rage, roll a d4. Applies to weapon if he spends an additional rage to activate it. Ex: He has 2 uses left, so either rage normally twice or rage once but activate the weapons effect. To clarify, he only finds out which effect he gets when he chooses to activate it. He pays blindly and hopes he gets the one he needs.

1- Burning Fury: During rage, deal X additional damage as fire damage. This bonus doubles on crits.

2- Storm's Fury: During rage, spread X damage between all creatures near the target, as evenly as possible. Dealt as lightning damage.

3- Cold Fury: During rage, add X to your attack roll.

4- Howling Fury: During rage, movement speed is doubled. Movement does not trigger attacks of opportunity.

748. The King under the sea : cloak, very rare (requires attunement)

It is well known that the ruler of every sea possesses a magical cloak that protects him when he needs to go on land. This cloak looks (and sounds) like a small cascade of salty water that flows out of your neck and shoulders.

On your turn, you can spend a bonus action to cover yourself with it. Water then flows all over your body: you are considered under water and need to hold your breath.

While under that protective layer of water, you gain the following properties:

- immunity to fire damage
- resistance to bludgeoning or slashing damage
- disadvantage to attack rolls

- at the beginning of your turn, you can spend a hit dice and be healed of that amount + your constitution modifier

The protective effect ends if you take cold damage or if you dismiss it as a free action.

However, that cloak's powers are bounded to the sea: it only retains its properties out of sea water for a number of day equal to your Charisma modifier. After that, the water stops flowing and you need to bath in the sea to get it back

749. Chained Axe - is chained to your wrist and cannot be disarmed, but it takes an action to stow. Can cast Ensnaring Strike a number of times equal to your proficiency, with chains bursting from the ground to imprison your enemy. Recharges 1d6 per day.
750. Morningstar of the Dawn - can cast Searing Smite a number of times equal to the wielder's proficiency, recharges 1d4 per dawn.
751. Giant Axe - +1/+1, 1d20 slashing, two handed, disadvantage on attack rolls, ignores shields. Roll and add another 1d20 damage if you roll a 20 on a damage roll. A ludicrously oversized and unwieldy axe.
752. Orcish Falx - two handed, 1d12 slashing, does max damage against targets with under 11AC, or who are unarmoured. Critical hits lop off limbs.
753. Abyssal Lance - 2d6 fire damage, and you can only speak Abyssal while wielding it.
754. Ice Sickle - 1d4 slashing and 1d4 cold damage, a hit prevents reactions. Its blade is a translucent shard of ice, and its handle is bone.
755. Silent Knife - a hit against a target who is yet to take an action on the initiative order causes them to be unable to speak or cry out for one round.
756. Poisoner's Needle - dagger, has a hidden compartment in the handle, in which 4 doses of poison can be stored. A small button secretes poison on to the blade as an object action.
757. Duelling Sword - an ornate and elegant rapier. Can cast Compelled Duel on hit, taking its save DC from your charisma modifier. 4 uses, recharges 1d4 per day.

758. Serpent Staff - a silver ring in the the shape of a writhing snake that transforms into a magic staff, which can summon four 'Swarm of Poisonous Snakes', under your command, and gives you the ability to speak with snakes. One use per day. When it transforms it is as if the ring comes alive, and it slithers around you while it extends. The staff seems scaled and is topped with a carved cobra's head.
759. Escape Rope - a shimmering silk rope that can cast Rope Trick once per day, and is as long or short as desired. Edit: Any damage to it robs it of its magic powers. It extends in length as fast as a PC can unwind it - roughly 30ft per round.
760. Babel's Ornament - an earring that translates all languages, but sometimes lies and causes mischief.
761. Lead Helm - gives immunity to psychic damage, charm and sleep.
762. Arrow of Rest - if it hits on a surprise round it casts Sleep on that target.
763. Flesh Stitcher's Needle - +1 to Medicine checks.
764. Banner's Smalls - Whenever a hostile creature damages you while wearing these shorts, you must succeed on a DC 10 Wisdom saving throw or for 1 minute go berserk, and transform into a giant hulk (destroying all other worn items). While berserk, you must use your action each round to attack the creature nearest to you. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You gain one size and have 24 Strength and Constitution, 18AC, 70ft speed, resistance to all damage, and 200hp. You gain a level of exhaustion afterwards.
765. Band of the Shimmering Shield - a brass arm band that projects a disk of force, giving +2AC, but leaving your hand free enough to still take the 'use an object' action.
766. King Sidam's Circlet - anyone who puts this crown on is instantly cursed - you gain the flaw 'insatiable greed', but gold turns to lead in your hands.
767. Juggernaut Plate - AC18, requires str 18, max speed 30ft, gives disadvantage on Dexterity saves while wearing, but allows a special attack action - Charge: move 30 ft

straight and make a Shove contest against all in the path of the last 20ft, doing 1d8 bludgeoning to all who fail. You do not provoke OAs, and moving through enemy space is treated as normal terrain. You have resistance to mundane damage until the end of your next turn after Charge is initiated. You have advantage on Strength checks when charging.

768. Wisdom Tooth - hangs from a necklace, gives proficiency in wisdom saves.
769. Enchanted Chess Board - PCs play chess against the DM over the week. Get a combat of Bless if they win, Bane if they lose.
770. Boulder Seed - small pebble-like seed that can be thrown 30ft, and then grows into a 20ft diameter boulder, doing 2d10 bludgeoning damage, with an extra 2d10 if it crushes targets against the walls.
771. Hymn of Zeus - prayer book, gives +2 on Religion checks when held. Has one charge of Call Lightning.
772. *Dagger +0, rare* A small dagger with a nacre handle. If cut against a solid surface, it tears a hole in reality forming a passage to a pocket dimension, forming a 10 feet cube. The opening can be the size you wish, ranging from a hole to stick your finger in, a window to grab something from, or a door to step through. Otherwise it works like a portable hole. If cut against something living or construct it does no damage, but is a nice parlor trick for the dramatically inclined.
773. Handy Puddle *Wondrous item, rare* The Handy puddle is not the lidded pot itself, it is the black liquid within. When in its pot, it works like a *Heward's Handy Haversack* – you retrieve any object you've put in it, by thinking of it, and sticking your hand in the liquid. Both the hand and the object remain dry. When the liquid is poured on a surface it becomes a puddle with a small hole to the same pocket dimension, which is open for two rounds before evaporating. It replenishes itself every day.

774. The Strindberg Zipper *Wondrous item, uncommon* A closure mechanism, normally used on clothings or bags, or – indeed – openings for tents. When zipped, it's a foldable strip of cloth. When unzipped perpendicularly against the ground, it becomes a triangular opening into a volume about the size of a one-man-tent – with a soft surface on the bottom. Impossible to zip together if there's a living being or construct inside it – and if zipped together, any object inside disappears to the Astral Plane.
774. A small magical candle that burns without being consumed.
775. A spool that causes the thread wound on it to match the color of any fabric that it is touched to.
776. A small gold ring set with a magical stone that dimly glows any color the wearer desires.
777. A leaf from a Silveroak Tree that never wilts. While you hold the leaf you can speak Sylvan.
778. A heart shaped locket that allows you to mentally send up to thirteen words once per day to the person whose name is engraved in the locket. They can immediately respond back with thirteen words.
779. A hat that keeps you magically dry in the rain.
780. A tent big enough for two people that folds, with its poles, into a 4 inch cube.
781. A pair of shoes or boots that never get dirty.
782. An egg sized stone that grows wet, cold, hot, or dry depending on the weather in 24 hours. If hung from a string the rock swings or hangs depending on the wind in 24 hours.
783. A small herb pot that can be used to cast prestidigitation on up to 1lb of food 3/day to flavor the food.
784. A vase that keeps any flowers placed in it from wilting.

785. A silver broach that can change into the shape of any flower the wearer is familiar with.
786. A pea sized crystal and a compass that always points toward the crystal.
787. A small copper feather that negates the first 20 feet of falling damage.
788. A fishing hook that wriggles like a worm negating the need for bait.
789. A magical stone hawk that can be set to attack any tiny or small beasts that approach within 300 feet.
790. A small box that opens on the top and bottom. Each side of the box opens into a separate extradimensional space the size of the box.
791. A stone mug carved with images of feasting dwarves. Any water put in the mug turns into dwarven ale. If you drink the ale you must make a constitution save DC 13 or become drunk for the next 1d4 hours. While drunk you are poisoned and can speak Dwarven.
792. A rose from the Shrine of Roses that never wilts. Once per day the rose can cause a flowering plant to sprout flowers and bloom.
793. A Sun Sphere from the Empire of the Sun. When activated the Sun Sphere looks like a miniature sun six inches across and provides light equal to a light spell.
794. A gemstone with a bloodshot and constantly roving beholder eye visible deep inside it. Once per day the owner can gain 1d4 to a saving throw against a spell.
795. A flat iron rod with a button on one end. When the button is pressed the rod becomes magically fixed in place until the button is pressed again. The rod can hold up to 80 lbs of weight. A DC 8 strength check allows the rod to be moved up to 10 feet.
796. A horn that when blown can clearly be heard by everyone within 300 feet. After blowing the horn the users' words are amplified for the next minute and can also be heard by everyone within 300 feet.
797. An ancient and unbreakable ring.

798. A necklace or circlet woven of meadow flowers that never wilt.
799. A key that opens any lock you locked.
800. A water skin that can hold a barrels worth of water (59 gallons)
801. A bell that awakens anyone within 30 feet when rung.
802. A torc engraved with horses that allows you to march an extra hour a day without having to make an exhaustion check.
803. A pair of glasses that gives you 10' darkvision.
804. A sewing needle that will finish sewing any seam you started on its own
805. A wood cutters axe or adze (treat as a hand axe) that deals double damage to wooden objects.
806. A small raven carved out of stone or wood. When activated the raven will count any humanoids it sees other than your allies. The raven can tell you if it has seen one, two, three, or many humanoids since it was activated.
807. A dragonfly carved out of jade that, when active, flies around you killing mosquitos and flies.
808. A tiny platinum figurine of Bahatmut that gives the bearer advantage on diplomacy checks with good dragons.
809. A preserved and shrunken eye set in a ring. While worn the bearer has advantage on deception checks to mimic animal sounds.
810. A pound of troll flesh that constantly regenerates providing enough meat every day for two humans. The flavor is disgusting.
811. An outfit of clothing that never gets dirty and magically mends any rips or tears.
812. A chamber pot that disintegrates any excrement put in it.
813. A comb made of bone that causes your hair to grow 1 inch for every minute you brush it. Your hair stops growing when it is as long as you are tall.

- 814. A pin with clear glass beads that keeps natural smoke at least 1 foot away from you.
- 815. A glowing rod that drives away dampness and moisture in a 10 foot radius.
- 816. A set of seven glowing magical gems that can be set swirling around you.
- 817. A two inch tall animal spirit that is friendly and always remains within 5 feet of you.
- 818. A small blank book. As an action you can copy another book or other document into your book. The copy remains until you will it to be erased or copy another document.
- 819. A staff that can be turned into a tree or back into a staff.
- 820. A fish mask that lets you hold your breath twice as long as normal.
- 821. A petrified rat brain that lets you cast dominate monster once per long rest on a small a tiny rat or mouse.
- 822. A gold coin that you can summon back to your hand as long as it's within 20 feet.
- 823. A small red gem that is warm to the touch. When the gem is placed on inanimate flammable material the material catches on fire in 1d4 rounds.
- 824. A small magical snake that can take the form of a tattoo on one of your arms. Once per day while the snake is a tattoo you may add 1d4 to a diplomacy check. You also have advantage on diplomacy checks with Lamia.
- 825. A holy symbol of Sawan that you can activate once per day to weed, water, and care for a field of crops no larger than half an acre.
- 826. A holy symbol of Gewin that you can activate once per day to gain 1d4 to an initiative roll.
- 827. A holy symbol of Fian that gives you 1d4 on checks to run a business.
- 828. A holy symbol of Scaedwain once per day you can use it to animate a tiny beast. The tiny skeleton or zombie remains under your control until it is destroyed or you animate a new undead. (AC 10, 1hp and unable to deal damage)

829. A holy symbol of Yeenoghu that once per day as a bonus action you can use the Incite Rampage ability as a Gnoll Pack Lord.
830. A holy symbol of Evegren that makes you immune to the exhaustion effects from hot weather.
831. A holy symbol of Beorg that makes you immune to the poisoning effects of alcohol.
832. A holy symbol of Wurdan that allows you to sing beautifully.
833. A holy symbol of Skilja that allows you to reroll 1s on skill checks to craft items.
834. A jar containing an aboleth mucus gland. If you breathe in the mucus you are able to breathe through your skin underwater for thirty minutes. The gland refills the jar with mucus in 24 hours.
835. A whistle that can only be heard by your allies.
836. A cup or plate that changes color when it comes in contact with poison.
837. A brass pitcher and a silver fly. As long as the fly is within 15 feet of the pitcher it whispers anything the pitcher hears.
838. A musical instrument that magically plays simple tunes and songs.
839. A small doll that mimics your movements.
840. A halter that when placed on a cow, donkey, mule, horse, or camel gives you advantage on animal handling checks for that beast.
841. A pack saddle that doubles the weight the beast wearing it can carry.
842. A necklace of animal teeth. Once per long rest as a bonus action you can cause the necklace to bite you dealing 2 points of piercing damage.
843. A pair of silver bars twisted together. Once per day when you use Bardic Inspiration you may designate two individuals. Either can use the Bardic Inspiration die but once it has been used it's gone.

844. A set of sheep's knucklebones that allow you to cast the ritual Augury in 1 minute if you can normally cast it as a ritual.
845. A fetish made of bone and feathers that lets you cast the ritual Speak With Animals in 1 minute if you can normally cast it as a ritual.
846. A gem that adheres to your forehead like a third eye. If you spend a Ki point your speed increases by 5 feet for that round.
847. A vial of holy water (fiends) or glowing crystal (undead) that focuses your divine senses. When you use Divine Sense you can choose to only detect fiends or undead, depending on your trinket, and the range of your senses extends to 90 feet. (If not playing 5e, sense undead or fiends within 30')
848. A mummified body part of a creature. If this creature's type is your favored enemy selection than once per day you can reroll a 1 on a Survival or Intelligence check related to the creature type.
849. An elemental gem (pick cold, fire, thunder, electricity) that once per day can act as a focus for a metamagic spell. The gem changes half the spells damage type to match the gem.
850. A token of a fey (electricity), far realm (psychic), or fiendish (fire) power. Once per day if you cast eldritch blast the token changes the damage type of the blast.(If not playing 5e, 1/day deals 1d8 damage)
851. A ritual book that lets you cast arcane rituals half the normal time.
852. An obsidian ring that allows one individual you can see who can't speak in Thieves' Cant to understand you when you speak in Thieves' Cant.
853. A steel torc engraved with the image of boars. If you roll a 1 to recover hit points when you use your second wind you may reroll the die. You must use the results of the second roll.
854. A mirror that can grow and shrink from hand sized to full length.
855. A ring that turns a willing wearer to stone until the ring is removed.

856. A nightcap that, when worn, gives you pleasant dreams.
857. A small fan with a humming bird painted on it that will hover near you and fan you.
858. A glass orb filled with smoke. If you concentrate on it an image of the person you are thinking about appears.
859. A stone orb that half lit and half dark. The dark and light halves rotate around the orb once per day.
860. A 6 inch long crystal coffin. When empty if touched to a dead body the body is shrunk and placed inside the coffin. The body can be released from the coffin by opening it. While in the coffin the body is under the effects of a gentle repose spell.
861. A brass key that burns you when you hold it (1pt per round), if you aren't resistant to fire, and allows you to speak Ignan.
862. An iron pot or pan whose handle never gets hot.
863. The feather of a Solar that is always immaculate. While holding it you can speak Celestial.
864. A horn from a Devil or Demon that allows you to speak Infernal or Abyssal respectively.
865. A spirit in the shape of a gear. The spirit can instantly count anything you can see or let you know when a specific amount of time has passed.
866. A dowsing rod that points to any water within 20 feet.
867. A wooden wand that lets you magically move unattended objects weight less than a pound that are within 15 feet.
868. A statue of a cricket that chirps softly in the dark. The cricket stops chirping if an invisible or incorporeal creature comes within 10 feet.
869. A collar that lets a dog or cat speak in common. It doesn't change the animal's intelligence.
870. An acorn that prevents you from being hit by natural lightning.

871. A finger bone from an executed man in a small wooden box. You have +1 on death saving throws while it's in your possession.
872. A book of very short stories. Reading a story from the book (an action) acts like using a healer's kit.
873. Felsheet - Felsheet is very high-quality parchment, enhanced with alchemical and arcane techniques. Each sheet is perfectly blemish free and perfectly evenly weighted, and has a plain bone-white surface. Felsheet does not rot or burn, is resistant to acids, and is foul-tasting to virtually all animals and insects. Felsheet is not particularly useful for making books or other complex structures, as it loses many of its qualities if cut or shaped, and thus is primarily used in the creation of scrolls. Any spell scribed onto Felsheet does not trigger a Scroll Mishap upon a failed casting. In addition, there is a chance that the scroll will not consume itself upon casting. When you cast or copy the spell off the scroll, roll a d20. On a 20, the scroll is not consumed and can be used again.
874. Coward's Shield - The Coward's Shield is a pair of fine leather gloves, with steel plates covering the the palms. The gloves are enchanted to grant protection to the wearer, but only when they're fleeing. When you Disengage, choose a creature within 5 feet of you. That creature has disadvantage on attack rolls against you until the start of your next turn.
875. Worms of Purgation - This thick, clouded jar is inscribed with strange runes, and appears to contain a mass of strange worm-like shapes. The first time a creature touches the jar, it must succeed a DC 15 Charisma saving throw or suffer short-term madness. (DMG 259) When attuned, the shapes inside come alive, becoming foul-smelling, eldritch, worm-like creatures that seem to shift in hue and texture unnaturally. Any dead organic matter placed into the jar will be quickly devoured by the worms, while living flesh is untouched. The jar contains two handfuls of worms. Swallowing a handful of worms removes poisons, disease, fright, low-level curses, and charm effects. After consuming the worms, one must succeed a DC 20 Constitution saving throw or spend the next minute vomiting bile and pus, and gain a level of exhaustion. The jar regains one handful of worms every seven days, up to the maximum of two. If attuned to by a Warlock of a Great Old One, the Warlock is immune to the negative effects of the worms, and regains 2d8 hitpoints upon swallowing a handful.

876. Shattered Shield - This shield is a ruin, the wood petrified and blasted to pieces in the right corner, the faint remains of a sigil painted on the front. The shield's effectiveness would be hindered if not for its enchantments. If the shield loses its magic through any means, its AC bonus drops to 1. Once attuned, the shield provides the bearer with the ability to draw upon the essence of the battle that shattered it. When you are hit with a weapon or spell attack, you can use your Reaction to gain a +1 AC bonus, as well as resistance to force damage until the start of your next turn.
877. Heart of Stone - This large, brown gem is infused with elemental energy. As an action, you can press the gem to your chest, activating it. Upon activation by a creature, that creature transforms into an Earth Elemental for 1 minute, as if they had used Wild Shape. After the transformation time is up, the creature transforms back into their original form, and the gem falls to the ground. The gem cannot be used against until the next dawn. For every ten damage taken while in Earth Elemental form, the gem cannot be used again until an additional dawn.
878. Abolitionist's Key - This shortsword is shorter than normal, almost as short as a dagger, giving you advantage on Dexterity (Sleight of Hand) checks to conceal it. When you roll a 1 on the attack roll with this weapon, you can reroll the die and must use the new roll.
879. A Sword of Ice and Fire - This sword is engraved with a variety of heraldic animals engaged in pitched battle. This sword deals both cold and fire damage each time you strike with it, but each damage type cancels the other out. Bonus Damage = $|1d6 - 1d6|$. When the interior sum of damage is positive, the bonus damage is fire, when it is negative, the bonus damage is cold. Resistances, immunities, and vulnerabilities are applied before calculating the total damage, so a creature that is immune to one damage type will take 1d6 damage of the other type.
880. Pyrrhus' Rod - This rod was granted to a king by a trickster fey. When you cast Eldritch Blast, you can target any number of additional creatures within range, firing an extra beam at each creature. At the end of your turn, you take the sum of all the damage you dealt.
881. Bad Trip

This is a +1 short sword that goes off of Charisma rather than strength. It was created by the nightmare of a sentient weapon. It's form waver, never forming a full blade, looking like a rip in space, bleeding stars.

Long Sleep - Targets killed by this weapon are disconnected from their corporeal body, floating in the dream world, where they seek the dreams of others.

Dream Catcher - While holding this weapon, the wielder knows the dreams of anyone sleeping within 60ft.

wisdom of 15. it communicated to its wielder and those around it in dreams. it appears as someone trustworthy to the dreamer.

Personality - Bad Trip wants to go home, which is located in the Dreamscape. It was born of a nightmare had by another sentient item, which it considers its sister. Being reunited isn't easy on the wielder thought. It's a quest that must be taken alone, through the Dreamscape to the place where the original blade sleeps.

This blade starts with 5 charges and they don't recharge. It gains a charge if it slays a creature. Expending a charge casts a 3rd level magic missile. Expending 3 charges casts dimension door on the wielder. Expending 6 charges sends the wielder to the Dreamscape.

882. Once More 'Round the Sun

These brilliant gauntlets bring with them the might of our mighty star. They were created by a wizard who collapsed a star. One is dark and silver like the moon, and the other is bright and golden like the sun.

1/day the golden gauntlet can cast daylight and 1/day the silver one can cast darkness. When the sun is down you gain resistance to necrotic damage and when the sun is up you regenerate 1hp per combat round.

Lastly, these gauntlets can hold and wield a sphere of annihilation without repercussion.

883. Fruit Punch

This +1 cursed weapon comes as a bottle filled with reddish-black liquor. When drank it infused with your blood, giving you the essence of a dead god.

Infusion - Your blood pulls from your forearms and forges either a large great axe (slashing), a mighty maul (bludgeoning), or a halberd (piercing).

The Black - Critical hits with this weapon grant you 1d8 temporary hit points as you drain the blood from your enemy. Kills grant you 1d8 as well.

Symbiote - The blood inside you, in order to protect itself, copies your DNA. The first time you die, and only the first time, the blood will reform your body, albeit in a younger form, tinging your hair red and your iris black.

Sentience - Fruit Punch is sentient and chaotic neutral, with an intelligence of 8 and a wisdom of 12. It used to be a creature, a god, and it was killed. Its blood soaked into the earth and thus certain things contain parts of it.

Personality - Fruit Punch wants to absorb more of itself by locating the other items and gathering together in a singular body. it will tattoo maps on the drinker's body.

884. Good Eye, Sniper

This +1, sleek firearm looks like a white M1 Garand. It has the logo of the galactic rangers emblazoned in black.

Orbital Targeting System - Looking through the scope targets one creature and tracks them. This functions as the spell "Hunter's Mark".

Death Domain - Against undead this weapon deals an additional d6 and all attacks against them have advantage.

Artificial Intelligence - This weapon is sentient with a wisdom of 18 and an intelligence of 10. it communicates to the wielder through an earpiece found with the weapon.

Personality - The A.I. is very nosy about your personal life. It wants to band so you can trust each other. It always warns of the galactic zombie plague and wants nothing more than to kill undead.

This weapon has 10 charges and replenished 1d10 per day. Expending 1 charge fire a shot that deals 2d10.

885. Sword of Mimic-- This longsword does 1d8 base damage, but can be augmented to do more for a price of 250 gold. Or, you could have the sword transform. That's right! This sword is also a mimic. He knows one language of the DM's choice, can be outfitted with armour to make the sword hit harder, and you can have the mimic train and exercise to become stronger.

886. Ring of Mind Reading: This ring is made of jade and circles on itself. This ring lets one read their own mind.

887. Adrenal Parasite

Consumable

This small leech-like parasite latches on to your skin, filtering your blood for adrenalin and storing it for slow digestion. Crushing the parasite causes it to dump any it's collected back into your bloodstream.

Free action: Fight or flight - Gain an additional standard action, make a WIS save DC12.

If you fail you must use this action to run away.

200g

888. Amulet of Contingency

Arcane focus +1

An hourglass is cut into the emerald set on the front of this silver amulet. The tiny grains of green sand within appear different every time you look, though you never see them move.

During a long rest you may conduct and store the effect of a ritual you know in the amulet. Bonus action: Instantly unleash the stored effect.

750g

889. Betrayal

Long Sword +2

This long blade hums with a malevolent energy. It hates everyone and everything, but most of all, you.

While unsheathed, on any failed roll (attack, skill, save) Betrayal takes the opportunity to twist in your hand and cut you for 1d8+2 damage.

1500g

890. Bonsai Boulder

Artifact

This rock is roughly spherical, tiny fissures and crags running across the surface. Moss and lichen have been artfully arranged around it in pleasing patterns.

Though only a few inches in diameter, the boulder weighs 200lb.

100g

891. Boots of The Coyote

Magical Boots

Soft boots trimmed with brown fur. Each bears the cryptic four letter symbol of a notorious gnomish workshop.

Falling is delayed by one round.

500g

892. Foolsmiter

Maul +2

Made of petrified wood and granite, Foolsmiter was forged for a hill giant clan who could not decide on a chieftain. Hopefuls took turns hitting each other with the maul, until only the smartest remained conscious.

Passive effect: Deals additional damage based on the difference between the attacker & defender's Intelligence Attribute. The creature with lower INT always takes this damage.

1500g

893. Ghost Trick

Magical wand

A short, stubby wand made of finger bones. It is surrounded by a soft green nimbus.

Bonus action, daily. Shunt a creature into the ethereal plane until the end of your next turn. The creature becomes insubstantial and immune to effects and damage from its previous plane until it returns.

500g

894. Imp-in-a-box

Artifact

A cherry-wood box carved with arcane symbols of conjuration and binding. It is covered with scratches made by small claws.

This box contains an imp, bound to serve the owner. It can be given commands, though will attempt to twist and pervert them if not made specific enough.

300g

895. The Iron Codex

Arcane Focus +1

A huge tome of metal pages, acid-etched with arcane lore. It stands 4ft tall, reinforced hinges decorated with iron filigree and is bound with chains. The pages crackle and snap with power as you turn them.

Disadvantage on Acrobatics and Athletics checks while equipped.

500g

896. Lucky Number Three

Hand crossbow +1

This beautifully crafted crossbow is of gnomish make, decorated with engravings of dice, cards and prayers unto Gond.

Every third shot with this crossbow will deal critical damage if it hits.

1000g

897. The Madness of Azael

Magical Horn

A large, cracked, spiral horn of some great beast, bound in silver and caked in blood. When blown, hot winds and swirling sands erupt from the mouth. All who hear the horn's call fight with the fury of the hells.

Daily, Bonus action: All creatures in a 300ft radius deal double damage. Effect lasts for 1 minute. Roll a d6, on a 1, the horn is destroyed and deals 20 necrotic dmg to the

wielder.

1500g

898. Magician's Collar

Artifact

A novelty item enchanted by an eccentric hedge wizard, used to scare local children during festivals.

A metal collar consisting of upper gold band interlocked with a lower silver one. Once equipped around the neck, the parts may be detached, cleanly separating head from body. The user suffers no ill effect due to this separation regardless of distance.

400g

899. Many-As-One

Arcane Focus +1

A large enchanted ruby, cunningly cut into the shape of a brain. Forged by a forgotten magus obsessed by a rare species of rat which grows more intelligent when close to others of its kind.

Passive effect: Add +1 to spell damage rolls for every sentient character you are currently adjacent to.

1500g

900. Obsidian Knife

Short Sword +1

This fragile dagger is made from a jagged piece of enchanted volcanic glass. A simple leather grip is wrapped around the handle.

+1d6 piercing damage per attack. On a critical hit the knife will shatter, dealing 10d6 damage to the target but destroying the knife. On a critical fail the knife shatters and deals that damage to the wielder.

300g

901. Otiluke's Mystical Sphere Artifact

An obsidian orb which gives cryptic advice once a day.

Daily: Consult the orb for wisdom (d20).

1 Outlook... unclear - Cast darkness on location, remains for 24 hours

2 Stow your possessions evenly so as not to affect your balance. - Advantage on Acrobatics rolls.

3 Some animals fake-charge to assert dominance, some just charge. - Advantage on Animal Handling rolls.

4 Seal your chalk runes with wax to prevent accidental demons. - Advantage on Arcana rolls.

5 Always warm up before rigorous physical activity. - Advantage on Athletics rolls.

6 Work a small truth into a large lie for authenticity. - Advantage on Deception rolls.

7 Mnemonic devices aid retention of facts! - Advantage on History rolls.

8 Everyone has a tell. - Advantage on Insight rolls.

9 The threat of torture is often more effective than torture. - Advantage on Intimidation rolls.

10 Beggars and servants hear everything. - Advantage on Investigation rolls.

11 Leeching is not a cure-all. - Advantage on Medicine rolls.

12 Herbaceous hydrangeas hum harmoniously. - Advantage on Nature rolls.

13 Learn what gold smells like. - Advantage on Perception rolls.

14 Make confidence your second string. - Advantage on Performance rolls.

15 Don't tell someone what to do. Make them realize it's their idea. - Advantage on Persuasion rolls.

16 Make up the words as you go along, what matters is tone of voice. - Advantage on Religion rolls.

17 Misdirection forgives even the clumsiest fingers. - Advantage on Sleight of Hand rolls.

18 Remember: shine, sound, silhouette. - Advantage on Stealth rolls.

19 Make your priority shelter, then water, then food. - Advantage on Survival rolls.

20 Outlook, exceptional. Next attack auto crits. Reroll.

902. The Phoenix

Magical Amulet

The mystical phoenix is depicted rising from the ashes on this copper amulet. It

remains pleasantly cool to the touch.

Grants immunity to fire damage. Any fire damage you would have taken is doubled and applied to a random creature within 300ft. If no creature exists, the damage dissipates into the environment.

500g

903. Rapport Spores

Consumable

A small jar of floating white spores harvested from a sovereign myconid.

Once the jar is opened, all creatures within 30ft line-of-effect can communicate psychically for one hour after.

50g

904. Reckless Charge

Shield +1

This wedge shape of this heavy steel shield reminds you of a plow. It spurs you ever forward, for the glory of the vanguard.

Advantage on initiative, +10ft speed on first turn of combat.

-2 Wisdom

800g

905. Rust Scarab

Artifact

A small beetle with a dirty orange shell and two feathery antennae is contained in this sealed glass jar.

The scarab can consume up to 1lb of non-magical metal per day. Must be fed at least once a week.

40g

906. Sacrificial Dagger

Dagger +1

A wide, black steel dagger that has been stained by the blood of countless sacrifices. No

matter the means, you cannot clean it.

If used to strike a killing blow, the wielder takes on a unique racial attribute from their target for one hour (DM's choice).

500g

907. Starpoon

Spear +2

An oddly shaped spear made of silvery metal, studded with gems in the patterns of unrecognizable constellations.

Starpoon returns to your hand after a ranged attack. If the attack was successful, you pull the target up to 10ft.

1500g

908. Transmuter's Ring

Magical Ring

A lead band, said to have been worn by one of the greatest alchemists in the realms.

When the wearer of this ring imbibes a healing potion, they receive 1d20 additional healing. On a 20, you are returned to full health, but also turned into a solid gold statue for 1 hour. 750g

909. Valiant Helm

Enchanted Helmet

A great-helm commission by the famous knight Ser Kesselred, who observed the calming effect of blinkers on his warhorse.

Advantage on checks against fear. Disadvantage on perception checks.

400g

910. Lock pick short sword - This copper short sword has oddly shaped outcroppings on its spine. The pommel is engraved with the phrase "Versatility is key". This +1 short sword can also act as a thieves kit for the purpose of picking locks, and 1/day the wielder can make both an attack roll against a door and add their (insert check for picking locks in your system) check to the damage.

911. Warhammer of the Forest - This large +1 warhammer has a square head, and is covered with moss and lichen. If investigated closely, it is found that the whole hammer is actually just made of a hardwood, deeply rooted together with fungus and plant life. If placed against any sort of plant matter and a command word is spoken, it can deeply root itself into the plant, (Treat as an immovable rod). If broken, any one piece can be placed into the ground and watered for 1 month to regrow it.
912. Longsword of Vampiric Touch - This black +1 longsword is thin and light, easy for quick piercing strikes. If you do more than 5 damage in any 1 strike, roll 1d4 and gain that much health
913. Fairy Spear of Speed - This pastel pink +1 spear is reminiscent of a sunset. Small wings and imagery of messengers and travellers adorn the shaft of the spear. At the beginning of every turn, the wielder can either choose to increase their speed by 10 feet, or double the amount of attacks in a round while halving the damage of all attacks.
914. Volcanic Cloak - This dull grey cloak appears to be made from compacted ash, and is constantly warm to the touch. A copper air filter is connected to the cloak at the neck. Whenever a critical hit is achieved, the wielder can choose to have the damaging part of their weapon (the blade or head, but not the shaft) turn into smoke and ash and begin to suffocate the enemy that was hit by the critical. This lasts until the enemy dies, the wielder chooses to stop the effect, or the enemy succeeds at 3 consecutive saves against suffocation, in all cases the ash flies out of the enemy and reforms the weapon. During this time, the weapon does damage as an unarmed strike.
915. Axolotl Hairband - This very fashionable headband is imprinted with various imprints of axolotls in water. It not only keeps the wearer's hair moisturized and flawless, but also gives the wearer fast healing 3 and water breathing.
916. Skeleton Ring - Makes the wearers body transport into a parallel dimension, except for their skeleton. Everything acts the exact same, except they have damage resistance against slashing and piercing, and might frighten people who see them in this undead-appearing form.
917. Black magic Staff - This arcane focus has a very fooling name and appearance. Despite being very large, dark, and giving off a very intimidating vibe, it is actually a completely neutral staff with a fondness for the color black. Any spells cast through

this will change into dark blacks and grays. A very important item for those that must keep their aesthetic while adventuring. It can also be fused into any other magical arcane focus, and add the black effect to that arcane focus.

918. Devils Driving gloves - These red leather gloves are very comfortable and fashionable, while also being embroidered with some infernal imagery. When the wielder drives a vehicle or rides an animal, it's appearance changes and becomes fiery and infernal. The vehicle gains +20 feet per round, and, 1/day, can triple its speed for one round by yelling the command phrase "Fast as hell"
919. Demon Compass - This dark embroidered box is about the size of a music box. When opened, the bottom appears to actually be a portal into another dimension, which a hand comes out of. The hand is sentient, and is quite friendly. When asked for directions towards a certain non hidden place, it will point in that direction. It can give thumbs up and thumbs down to yes or no questions within its knowledge (It only knows about geography and history). If opened in front of someone it doesn't like, it will make various rude gestures.
920. Black cat bow - This chic, black +1 longbow feels comfortable, and eerily mischievous. On a natural 20, the target of the bow has disadvantage on all rolls made on their next turn.
921. Dizzy goggles - When you first put on these goggles, the world becomes weird and deformed. That's it. It literally just sucks.
922. Bubble wand - Makes very pretty bubbles. 50/50 whether they're magic or not.
923. Shooting star ring - This beautiful ring is covered in imagery of nebulae and stars. The wielder of this ring gains darkvision out to 60 ft, but only if it is natural darkness caused by time of day. As a standard action at night time in open air, the wearer can throw or shoot their weapon into the night sky, at which point the weapon comes down the next turn. Make an attack at advantage against any creature within 30 ft. This is only affected by cover straight above, essentially allowing for attacks against enemies behind walls.
924. Potion of labyrinth vision - Upon Imbibing this potion, user gains +7 on all checks related to finding their way through a maze for an hour.
925. Midnight Ink- Invisible ink that is only visible at midnight, sunset, or sunrise. Made from Vistani's Secret, a rare white flower that grows in secret shadowed places like

inside logs, caves, and under bridges and brewed by a Vistana seer that's never told a soul her visions.

926. Draft of Wakefulness- For the next 48 hours you do not risk taking levels of exhaustion due to lack of sleep and gain advantage on saves vs sleep spells. However, to regain spells, HP, or HD you still need 8 hrs uninterrupted relaxation (while still awake). Once the 48 hours are over or the spell is ended by dispel magic, the consequences of this sleeplessness hits at once (gaining 1 lvl of exhaustion per day gone without sleep). Drinking more than one of these potions at a time can have very dangerous effects.
927. Spider Queen's Syrup- This chunky brown and black liquid smells like dirt and is sticky and syrupy like molasses. The imbiber can use the spider climb ability for an hour as well as navigate webs freely and gain a bite attack (dex or str based) that deals 1 dmg and 1d8 poison dmg.
928. Voice Theft- This tightly corked jar contains a low lying green smoke that swirls about quickly whenever a creature speaks aloud within 10 ft of it. It tastes like sea water and old parchment. When pointed at a creature that is speaking within 30ft and uncorked, the green smoke drifts out and is replaced with a glowing gold smoke and the target completely loses their voice, unable to make any vocal sounds or cast spells with verbal components. When imbibed it allows the drinker to perfectly mimic the stolen voice for 48 hours and any insight checks made to discern it from the real one are at disadvantage.
929. Nightmare Talisman- This wooden talisman is carved a screaming human face. While wearing it, you gain advantage on initiative rolls and as long as you are not incapacitated by something other than non-magical sleep, you and your companions within 30ft can't be surprised. It also magically awakens you and your companions if they are sleeping naturally when combat begins. However, once attuned, it requires a remove curse spell to take it off and suffer horrible nightmares resulting in you only gaining half as many HD as you would normally (1/4 HD per night)
930. Birchblossom Arrows - When a target is hit by this arrow the spell triggers causing the subject's bones to grow thick thorn-like protrusions dealing an extra 3d6 piercing damage and paralyzing the target for 1 minute. At the beginning of the target's turn they may choose to make a DC 15 constitution saving throw, on a successful save the

target is no longer paralyzed but takes 3d12 bludgeoning damage as it snaps the protrusions. If the effect ends naturally the target takes no damage. A target cannot be affected by two of these arrows at the same time. Creatures without bones are unaffected by the special effects of this weapon.

931. Fang of the Dragonlord - *Requires Attunement by a Paladin* The +2 glaive also has 3 charges. As a bonus action a the wielder can spend one charge to cast any of the following level one spells *bleed*, *cure wounds*, *detect good and evil* using the paladin's Charisma as it's casting ability for these spells. A paladin may expend a charge instead of a level one spell slot when smiting an enemy. At dawn the weapon regains all missing charges. While attuned this weapon gives off a dim, silver-gold light in a 5ft radius.
932. ShadeBane - *Requires Attunement by a Good-Aligned creature* - This +2 bow begins with 10 charges and regains 1d4+3 missing charge every night at midnight. When attacking with the bow you may choose to make one of the following actions instead of one attack. You may expend 2 charges to enchant an arrow as you fire it, causing it to ignite with holy moonlight dealing an additional 1d6 radiant damage and causing the arrow to shine with a radius of dim light 20ft for the next hour as it burns away. When you hit an undead with this ability it deals an additional 1d6 radiant damage. You may expend 5 charges to instead create a 45ft cone of cold in front of you. Creatures caught in the blast take 5d6 cold damage or half as much if they succeed a DC 15 Constitution saving throw. The area the cone hits additionally becomes coated in ice making it difficult terrain. You may expend 5 charges to fire an arrow of pure moonlight that deals an additional 6d6 cold damage and must succeed a DC15 or be paralyzed for 1 minute. The target can reattempt the save on their turn as an action.
933. The Alchemists Heart - This Bronze heart shaped pendant has a glass window, and inside what appears to be blue fire is flickers in tune with the wearer's heartbeat, and the small nozzle on the top is permanently locked. The most immediate effect is that the wearers blood is replaced by a sparkling Blueish silver liquid (No mechanical Effect). The true effect of this pendant occurs when the wearer dies. When the wearer passes away, the pendant floats above their body and appears to siphon out all of their "blue blood" into the nozzle at its top. This blue blood can be used as a focus for

resurrection, or as a focus while crafting a construct, to imbue the construct with the conscious of the wearer. It may only hold one “person” at a time.

934. Medusa’s Hair Brush - This ornate ivory hair brush has snake iconography engraved throughout its handle, and the back of it appears to be scaled. When the user spends 3 minutes brushing their hair with this brush, their hair turns into snakes for 3 hours. Mechanics of snake hair is up to DM
935. Cyclops Death Mask - A large horned stone helmet with a single diamond encrusted in the center. It lacks any eye holes. When worn, the wearer can see through the perspective of the diamond. This mask allows the wearer to see the weakness of a creature it focuses on, but because it only has 1 eye, the wearer lacks all depth perception. The lack of depth perception causes a -2 to attack, but the perception of weakness gives a +4 to damage.
936. Satyr Flute Dagger - A +2 silver dagger with a series of holes engraved through it, which produces beautiful chords when it is swung. Can be used as an instrument, or a focus for bardic performance, while battling. Can summon a Spiritual Satyr once a day for 5 rounds.
937. Knuckle Bone Flail - A long whip made from finger and knuckle bones or various creatures, this terrifying instrument of war seems to meld with the hand of the wearer. When used, treat as an unarmed strike with range of 10 feet.
938. Amulet of Hindsight- You get advantage on checks regarding events in your past.
939. Ostentatious Broach- When worn, the wearer has the effects of fairy fire cast on their self, with no additional range.
940. Misty Key- Once per long rest, the user can turn to a mist form for six seconds, during which they may fit through any space a creature one size smaller than you can pass through.
941. Lagged Dagger- A cut by this dagger shows thirty seconds after it strikes. Does normal damage five rounds after striking, and the damage is considered magical.
942. Adjustable Weights- A small lightweight anvil shaped trinket. Once per day, it can be activated with a command word, upon which it instantly begins to weight half a ton until deactivated or one hour passes.
943. Bracers of Speed Reallocation- Once per long rest, you may use all of your movement to make an extra melee attack. Requires attunement.

944. Cloak of Misplacement- An item placed in a pocket of this many-pocketed cloak disappears and appears in another pocket once the hand placing it is removed.
945. Orb of Illusion- Once per long rest, this orb can be activated to take the effects of minor illusion, cast on the orb. This effect can be activated in your hand and thrown, the illusion activating on impact.
946. Inverse Umbrella- When opened, light rain begins to pour down from the inside of the umbrella. This effect can last up to fifteen minutes per day.
947. Glasses of Lightvision- When worn, the user has the effect of darkvision when in bright light (can see black and white for 60ft).
948. Candelabra Hammer- The head of this +1 warhammer is made of a large slab of hardened wax, with a small wick protruding from each side. As a standard action, the wielder can speak the command word, causing the wicks to erupt in flames. This adds 1d6 fire damage to each attack. Alternatively, the wielder may choose to use X charges to do Xd6 additional fire damage. It holds a maximum of 5 charges and recharges 1d4-1 charges every long rest.
949. Gargoyle Ring - This small stone ring has a statuette of a gargoyle resting on its top. As a standard action, the wielder can enter any statue (Gm's discretion). You cannot move or act while inside of the statue, but can still use your senses as normal. Spending one standard action ejects the wielder out of the statue.
950. Paper Swords - 2 extremely lightweight origami short swords, one black and one white. At will the wielder can turn the swords into a small sheaf of paper for concealment purposes, or fuse the swords into one larger broadsword or back again.
951. Aeon Disc
- Wondrous item, rare (requires attunement)
 - Rumoured to have been created by a devout archbishop of Helm, the Aeon Disc is activated automatically the first time a character that is attuned to it would take damage. The damage is negated and they become immune to all damage until the end of their next turn, however they also cannot deal any damage during this time and if they attempt to, it is negated as well. This ability recharges after the character takes a long rest.
952. Black Mist Blade
- Weapon (longsword), very rare (requires attunement)

- b. This magical longsword is a deep black colour and, if looked at closely, appears to be slowly swirling. The handle of this weapon is a shining silver in stark contrast to its blade. While wielding and attuned to this weapon you gain the Shell ability.
- c. Shell: You may use a standard action to target a willing creature within 30 feet granting them 15 temporary hit points that last for 2 rounds, ending at the start of your second turn after. At the end of this duration or if the Shell ends early, it erupts outwards dealing 3d8 necrotic damage to all opponents within 5 feet. All character affected must make a Constitution Saving Throw of DC 11 + your proficiency bonus, taking half damage on a success. This ability can be used two times per short rest.

953. Blade Mail

- a. Armour (Scale Mail), very rare (requires attunement)
- b. This armour looks perfectly polished and is decorated with a mane of sharp spikes protruding from around the collar. You have a +2 bonus to AC while wearing this armour. Additionally, you gain the Reflect ability.
- c. Reflect: You may activate this ability as a bonus action, causing sharp spikes to grow out of the armour in all directions. For the next minute, when you are hit with a weapon attack you may use your reaction to cause the armour to send a force blast back at the attacker. The attacker must make a Dexterity Saving Throw of DC 11 + your proficiency bonus. They take force damage equal to the damage they dealt to you on a failure, or half as much on a success. This ability can be used 2 times per short rest

954. Brooch of Disruption

- a. Wondrous item, very rare
- b. A character in possession of this brooch can activate it as an action, creating a 10-foot-area maelstrom originating from a point within 30 feet. When a character begins their turn inside the swirling storm, they must make a Dexterity Saving Throw taking 3d6 lightning damage on a failure, or half as much on a success. While inside the maelstrom, a character attempting to cast a spell must make a Concentration check of DC 10 + the spells level. On a failure, the spell is not cast (the spell slot is not used but their action is). This effect can be used once per long rest.

955. Buckler

- a. Armour (shield), Uncommon
 - b. Once per encounter you can activate this item as a bonus action and choose up to 8 willing characters within 40 feet (you may target yourself). This shield coats them in a protective barrier, granting them a +2 bonus to their AC until the end of your next turn.
956. Butterfly
- a. Weapon (dagger), legendary (requires attunement)
 - b. The Butterfly is a dagger that is said to be carved from pure Greensteel found only in the Feywilds by the legendary steelworker Suleilin, from an age gone past. You have a +3 bonus to attack and damage with this weapon. While attuned to this weapon, your Dexterity score increases by 2, your maximum Dexterity score is increased to 22 and whenever you are hit by a weapon attack your attacker must roll 1d10. On a roll of 1 the attack misses.
 - c. Flutter: You can activate this weapon as a bonus action to increase your speed by 10 for 2 rounds. This may only be done three times per short rest.
957. Derginmoor's Bloodlust
- a. Armour (studded leather armour), unique (requires attunement)
 - b. This armour, created by the deranged alchemist Derginmoor, was designed to use the wearers own vitality to fuel itself, granting them bonuses in combat at the cost of their own health. You have a +1 bonus to AC while wearing this armour. While attuned to it, you gain the Transmute ability.
 - c. Transmute: Once per long rest as a bonus action you may speak the armours command word. You gain 30 Temporary Hit Points and gain a +3 bonus on all weapon attack and damage rolls. At the end of each of your turns, you take 10 damage that cannot be reduced. This ability can be deactivated as a bonus action, or automatically deactivates when you fall unconscious, die or do not have sufficient health at the end of your turn for this armour to consume. Upon deactivation you lose the bonuses and any Temporary Hit Points provided by this.
958. Daedalus
- a. Weapon (scimitar), rare
 - b. This weapon has been enchanted to shift the direction of the users attack slightly to aid in striking a creatures weak points. This weapon has its damage dice increased by 1 step, from 1d6 to 1d8. While wielding this weapon, whenever you make an attack roll against a creature that does not result in a critical hit,

increase the critical strike range of this weapon by 1 step (e.g. first attack criticals on a 20, second attack on 19-20, third attack on 18-20 etc.). On a successful critical hit, this weapon deals 1d8 additional damage (on top of the critical hit damage), and the critical strike range is reset.

959. Desolator

- a. Weapon (glaive), very rare (requires attunement)
- b. Originally used by Gorim the Torturer, this glaive started out as an ordinary weapon but was slowly corrupted by the evil deeds it was used to perform. Its blade has been stained a crimson red and is coated in crackling necrotic energy. Attacks with this weapon deal an additional 2d8 necrotic damage. While attuned to Desolator, a successful attack against a target reduces their AC by 2 until the end of your next turn (this does not stack, meaning that hitting a target multiple times does not increase the amount of AC they lose).
- c. Cursed: While attuned to this weapon, your AC is permanently reduced by 2. You cannot unattune to this weapon except by having the Remove Curse of Wish spell cast on it.

960. Heart of Tarrasque

- a. Wondrous item, unique (requires attunement)
- b. Every adventurer knows about the fearsome Tarrasque, however what most don't know is that if you can somehow slay it and obtain its heart it can provide incredible benefits to its owner. Once you are in possession of the heart, you must remain in contact with it for 1 whole week to attune to it. If you are the first person to ever attune to the Heart, it gradually shrinks in size during this time until it is roughly the size of a human heart. Once attuned to this item, you have your Constitution score increased by 4 and your maximum Constitution score increased to 24.
- c. Magic Resistance: You have advantage on saving throws against spell and other magical effects.
- d. Health Regeneration: If you didn't take any damage in the last two rounds, you heal 10% of your maximum health (rounded down) at the start of your turn.

961. Infernal Blade

- a. Weapon (greatsword), very rare (requires attunement)
- b. The Infernal Blades are weapons from the Hells, given to warriors selected by their demonic overlords as rewards. You have a +1 bonus to attack and damage

rolls made with this weapon. Hitting a target with this weapon places a Doom marker on them that lasts for 1 minute, and for every Doom marker currently on the target, they take 1d6 points of fire damage. Upon reaching 4 Doom markers, the sword consumes all markers and lays a curse on the target. They must succeed a DC 15 Constitution saving throw or gain the Doom curse. While cursed, the target becomes unattuned to all magical items and may not attune to any magical items. If the target already has the Doom curse, or has succeeded on this saving throw in the past 24 hours, they cannot gain any Doom markers.

962. Kaya

- a. Wondrous item (staff), uncommon (requires attunement)
- b. The staff of a renowned sorcerer cult. While attuned to this staff, you gain a +1 bonus to your Intelligence score up to a maximum of 20. Whenever you cast a damaging spell, you gain 1 additional damage for every damage dice rolled.
- c. If a character attuned to this staff is also attuned to either Sange or Yasha, both items only require 1 attunement slot. This does not stack (i.e a character attuned to all three items must still use 2 attunement slots.)

963. Linkin's Sphere

- a. Armour (plate mail), unique (requires attunement)
- b. A magical iridescent blue glass orb has been built into this armours chest plate. While wearing this armour and attuned to it, you gain a +2 bonus to your Intelligence score, however this cannot increase your score above 20. Additionally, the armour has the Spell Shield ability.
- c. Spell Shield: Whenever you are targeted with a spell or spell like ability, this armour attempts to negate it by casting counterspell at base level, using your proficiency modifier in place of its spellcasting ability. Regardless of whether the check succeeds or not, this ability is used and has Recharge 6.

964. Magic Wand

- a. Wondrous item (wand), common
- b. This wand has 15 charges. While holding it, whenever a character casts a spell of 1st level or higher within 60 feet of you and within line of sight, with the intent to do harm to either you or someone you consider friendly, this wand gains 1 charge. You may activate this wand as a bonus action, consuming all charges. You heal 2 health for every charge consumed and regain 1 level of spell slot for

every 5 charges consumed (e.g. between 10 and 14 charges grants you 2 levels of spell slots which can be used to regain one 2nd level spell or two 1st level spells.

965. Medallion Of Courage

- a. Wondrous item, uncommon (requires attunement)
- b. This medallion depicts a regal lion that is attached to a red silk necklace, while you are wearing this necklace and attuned to it, you gain a +1 bonus to your AC. On your turn as a free action you can target any creature within 40 feet of you, sacrificing your +1 bonus to AC to give the target either +1 or -1 (your choice) to their AC until the end of your next turn. This can be used a number of times per long rest equal to your Intelligence modifier (minimum 1).

966. Power Treads

- a. Wondrous item, very rare (requires attunement)
- b. These magical boots have 3 forms. A character that is wearing them can switch which form is active as a bonus action.
- c. Strength: Your maximum Hit Points increases by 10 and you deal an additional 2 damage when you hit with a weapon attack. Your current hit points are unaffected by the Hit Point increase.
- d. Agility: You gain a +1 bonus to your AC and a +1 bonus on weapon attack rolls.
- e. Intelligence: You gain a +1 bonus on all skill checks and saving throws.

967. Radiance

- a. Weapon (greatsword, very rare (requires attunement)
- b. The Radiance is the apotheosis of the Flame Tongue weapons creators. You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze it deals an extra 2d6 fire damage to any target it hits and whenever an opponent ends its turn within 10 feet of you, they take 1d6 fire damage and must make a DC 14 Constitution Saving Throw or be blinded until the end of their next turn. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

968. Reactive Armour

- a. Armour (half plate) , rare
- b. This armour consists of fitted metal chest pieces worn with supple leather however, upon close inspection you can see that the metal appears to be layered

and can extend further out. Whenever you are hit with a weapon attack, the layers magically extend to cover a little more of your body, granting you a +1 bonus AC up to a maximum of +5. Whenever you are not hit by a weapon attack for a full turn, this bonus is reduced by 1 down to 0.

969. Sange

- a. Weapon (sword), rare (requires attunement)
- b. This weapon appears to be able to seek out weak points automatically against its targets and is said to be able to change form to best suits its wielders fighting style. While attuned to this weapon, you gain a +1 bonus to your Strength score up to a maximum of 20. Upon attunement, the wielder can choose which form this weapon takes; dagger, greatsword, longsword, rapier, scimitar and shortsword.
- c. If a character attuned to this weapon is also attuned to either Kaya or Yasha, both items only require 1 attunement slot. This does not stack (i.e a character attuned to all three items must still use 2 attunement slots.)

970. Satanic

- a. Weapon (greatsword), very rare (requires attunement)
- b. You have a +1 bonus to attack and damage rolls made with this weapon. Additionally whenever you hit a creature with this weapon, you heal for one quarter of the damage this weapon deals. Once per encounter you can use a bonus action to speak this magic sword's command word, causing healing from this weapon to be increased to the full damage dealt until the end of your next turn.

971. Shackle

- a. Weapon (whip), rare (requires attunement)
- b. You have a +2 bonus to attack and damage rolls made with this weapon and all damage it deals is changed to lightning damage. When you hit a creature with an attack with this weapon, you can cast the hold person spell on them as a bonus action. Your spellcasting ability for this is Wisdom. While you have a target shackled, you can use your subsequent turns to continue to hold them, causing them to automatically take damage as if you had hit them with an attack. You cannot move or perform any other actions if you do this. The target may repeat the saving throw at the end of each of their turns, ending the effect on a success. You may use this ability two times per short rest.

972. Shivas Guard

- a. Armour (plate mail), very rare (requires attunement)
- b. This plate mail has its metal tinted a pale blue colour and the helmet is designed to look like a fishes head. While wearing this armour you gain resistance to cold damage and whenever you are struck with a melee attack your attacker must roll 1d100, on a roll of 75 or more, they may not make another attack this turn. Additionally you gain the Frost Nova ability.
- c. Frost Nova: As a standard action you emit an icy blast in a 20-foot radius around you causing all creatures you choose to make a Dexterity Saving Throw of DC 11 + your proficiency bonus. On a failure they take 3d8 cold damage and are chilled, meaning they may only make a single attack during their next turn regardless of how many attacks they would normally be allowed. On a success they take half damage and are not chilled. You may use this ability one time per short rest.

973. Soul Ring

- a. Wondrous item (ring), very rare (requires attunement)
- b. This gold banded ring is completely plain except for a demonic looking face carved into the top with 2 small rubies for eyes. While a character is wearing this ring and attuned to it, they can choose to activate it as a bonus action. When activated, it lets out a faint groaning sound and the wearer may choose an amount of hit points they wish to sacrifice to the ring. For every 5 hit points sacrificed, the wearer may replenish 1 level of spell slot (e.g. if the wearer sacrifices 20 hit points they gain 4 levels of spell slots. These can be used to gain one 4th level spell slot, four 1st level spell slots or any other combination). The wearer may only replenish spell slots up to 7th level but this item can replenish any number of 7th level or lower slots as long as they have health to sacrifice.

974. Tangoes

- a. Wondrous item, uncommon
- b. These small, luminescent green balls come wrapped in a container made of a magically resilient, large green leaf. Each leaf contains between 3 to 5 tangoes depending on which patch you're playing on. When a character places one of the tangoes against a tree, the tree is magically destroyed and its energy is infused with the character, healing them for 2 Hit Points at the start of every turn for 1 minute, consuming the tango in the process. For every consecutive tango used, the duration is increased by 1 minute. For characters that are concerned about

nature, do not worry because trees destroyed in this way are magically regrown 5 minutes later.

975. The Axe of Axe

- a. Weapon (great axe), rare (requires attunement)
- b. You have a +1 bonus to attack and damage rolls made with this weapon. Once per encounter you can speak this weapons activation phrase, 'Axe brings the Axe of Axe', as an action, forcing all creatures within 10 feet of you to make a Wisdom Saving Throw of DC 10 + your Strength modifier. On a failure, each creature must spend their next turn attacking you. Until the start of your next turn you gain resistance to bludgeoning, piercing and slashing damage and may use a reaction upon being hit, making a sweeping attack and causing all adjacent targets to make a DC 15 Dexterity Saving Throw or be hit by an attack from this weapon. You roll one instance of damage for this and apply it to all enemies hit.

976. Wand of the Treant

- a. Wondrous item (wand), rare (requires attunement)
- b. This gnarled wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges and choose a willing creature within 120 feet of you. The target becomes shrouded in tiny, magical woodland beings that heal them and block incoming damage, gaining 1 stack of Living Armour for every charge used.
- c. Living Armour: For every stack, you regain 1 Hit Points at the start of each of your turns. When you take damage, you reduced it by the number of Living Armour stacks you have, then reduce the number of stacks by one. At the end of each of your turns, you reduced your Living Armour stacks by one.
- d. The wand regains 1d6+1 expended charges daily at dawn. If you expend the wands last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

977. Windrunner

- a. Weapon (longbow), legendary (requires attunement)
- b. Windrunner is a magical bow carved from the wood of an ancient white tree, causing it to look as if it were made from ivory. While attuned to this bow, you gain a +3 bonus to attack and damage rolls made with it and you gain the Focus Fire ability.

- c. Focus Fire: You may choose to focus on a target as a bonus action. While focusing on a target, you may make two additional attacks against them when taking the attack action, and your first attack against them each turn is imbued with the fury of the bow dealing an additional 1d8 fire damage. You may only focus on a single enemy at a time, although you may still make attacks against other creatures while doing so. Focus Fire ends if you lose sight of your target or they die. You can use this ability a number of times per long rest equal to your Dexterity modifier.
978. Wizards Cloak
- a. Armour (light), uncommon
 - b. While wearing this armour, a character reduces the damage taken by magical attacks by 1 for every damage dice rolled.
979. Yasha
- a. Weapon (rapier), uncommon (requires attunement)
 - b. Nicknamed 'Yasha the Quickblade', this weapon is unnaturally quick, seeming to be able to strike in a flash. You have a +1 bonus to attack and damage rolls made with this weapon. When you make an attack with this weapon, you may make an additional attack as a bonus action. While attuned to this weapon you have your speed increased by 5 feet. If a character attuned to this sword is also attuned to either Sange or Kaya, both items only require 1 attunement slot. This does not stack (i.e a character attuned to all three items must still use 2 attunement slots.)
980. Avernus
- a. Weapon (longsword), unique (requires attunement)
 - b. This magical longsword is a deep black colour and, if looked at closely, appears to be slowly swirling. The handle of this weapon is a shining silver in stark contrast to its blade. While wielding and attuned to this weapon you gain the Shell ability. Shell: You may use a standard action to target a willing creature within 30 feet granting them 5 temporary hit points that last for 2 rounds, ending at the start of your second turn after. This ability can be used two times per short rest. Once the temporary Hit Points provided from Sentinel have taken 100 damage, it unlocks its Enhanced form. Once it has taken 250 damage, its Ascended form.
 - i. Enhanced: The Temporary Hit Points from Shell increases to 10. While wielding and attuned to this weapon, you gain a +1 bonus to your AC.

- ii. Ascended: The Temporary Hit Points from Shell increases to 15 and you gain one additional use of Shell per short rest. This magical longsword is a deep black colour and, if looked at closely, appears to be slowly swirling. The handle of this weapon is a shining silver in stark contrast to its blade. While wielding and attuned to this weapon you gain the Shell ability. At the end of this duration or if the Shell ends early, it erupts outwards dealing 3d8 necrotic damage to all opponents within 5 feet. All character affected must make a Constitution Saving Throw of DC 11 + your proficiency bonus, taking half damage on a success.

981. Derginmoor's Bloodlust (Scaling)

- a. Armour (studded leather armour), unique (requires attunement)
- b. This armour, created by the deranged alchemist Derginmoor, was designed to use the wearers own vitality to fuel itself, granting them bonuses in combat at the cost of their own health. You have a +1 bonus to AC while wearing this armour. While attuned to it, you gain the Transmute ability. Transmute: Once per long rest as a bonus action you may speak the armours command word. You gain 10 Temporary Hit Points and gain a +1 bonus on all weapon attack and damage rolls. At the end of each of your turns, you take 5 damage that cannot be reduced. This ability can be deactivated as a bonus action, or automatically deactivated when you fall unconscious, die or do not have sufficient health at the end of your turn for this armour to consume. Upon deactivation you lose the bonuses and any Temporary Hit Points provided by this. When a character has dealt 100 damage while Transmute is active, they unlock the Enhanced form. Upon dealing 200 damage, its Ascended form. Only damage against creatures of CR equal to or higher than 1/4 your level counts towards this.
 - i. Enhanced: The Temporary Hit Points provided increases to 20, the bonus to attack and damage increases to +2 and the damage at the end of each turn increases to 7.
 - ii. Ascended: The Temporary Hit Points provided increases to 30, the bonus to attack and damage increases to +3 and the damage at the end of each turn increases to 10.

982. Guardian Angel

- a. Wondrous item, unique (requires attunement by a non-evil character)

- b. This plain, marble carved effigy of a kneeling, praying angel is attached to a simple leather cord. While you are wearing this amulet and attuned to it, other characters occasionally see spirit-like angelic figures floating around you, however these disappear if a character tries to look at them directly. Additionally, you have your maximum Hit Points increased by 5 and reduce all damage taken by 1. Once this amulet has blocked 40 damage it unlocks its Enhanced form. After blocking 100 damage, its Ascended form.
 - i. Enhanced: The angel effigy stands up and smiles. The bonus maximum Hit Points increases to 10, the physical damage reduction increases to 2 and you gain the Rejuvenate ability.
 - 1. Rejuvenate: Once per long rest you can activate the amulet as a bonus action. For 1 minute, you heal 2 Hit Points at the end of each of your turns unless you fall unconscious or die. While this is active, the angel glows faintly.
 - ii. Ascended: The angel effigy spreads its arms out wide and looks up to the sky. The bonus maximum Hit Points increases to 15, the physical damage reduction increases to 3 and the heal from Rejuvenate increases to 4 per turn. You also gain the Divine Intervention ability.
 - 1. Divine Intervention: Once per long rest as a standard action you can cause the angel to glow brightly and surround you in a bubble of holy energy. Until the end of your next turn, you are immune to all physical damage.

983. Lotus Core Rod

- a. Wondrous item (rod), unique (requires attunement)
- b. A perfect lotus flower grows out of the top of this magical rod, pulsating slightly at its heart and radiating red tendrils down the length of the rod with each pulse. While you are attuned to the rod and wielding it, you gain a +1 bonus on spell attack rolls and increase your spell save DC by 1. Additionally, you gain the Refresh ability. Refresh: Once per short rest you may activate this rod to reduce the casting time of a spell from a standard action to a bonus action, or from a bonus action to a free action. You must expend a spell slot of one level about the level of the spell you are casting when using this ability (e.g. casting the fireball spell at 4th level would require a 5th level spell slot). Once you have used this to

reduce the casting time of 50 spells it unlocks its Enhanced form. Once you have reduced the casting time of 100 spells, its Ascended form.

- i. Enhanced: The bonus to spell attack rolls and spell save DC increases to +2. Additionally, when you are targeted by a ranged spell or spell like ability, you may use your reaction to attempt to deflect it back at its caster. Make a ranged spell attack against an AC of 11 + the incoming spells level. On a success, the spell is cast back at the target (you are still affected by the incoming spell).
- ii. Ascended: The bonus to spell attack rolls and spell save DC increases to +3. You gain a second use of the Refresh ability per short rest. You may expend both uses of Refresh to reduce the casting time of any spell that has a casting time of one standard action or less to a free action. When you do this you may cast one additional spell of 4th level or lower during your turn (this modifies the limit of only being able to cast 1 spell and 1 cantrip in a single turn).

984. Lyralei's Bow

- a. Weapon (longbow), unique (requires attunement)
- b. Lyralei's Bow is a magical bow carved from the wood of an ancient white tree, causing it to look as if it were made from ivory. While attuned to this bow, you gain a +1 bonus to attack and damage rolls made with it and you gain the Focus Fire ability. Focus Fire: You may choose to focus on a target as a bonus action. While focusing on a target, you may make one additional attacks against then when taking the attack action. You may only focus on a single enemy at a time, although you may still make attacks against other creatures while doing so. Focus Fire ends if you lose sight of your target or they die. You can use this ability a number of times per long rest equal to your Dexterity modifier. After making 50 attacks against focused targets with the bow, it unlocks its Enhanced form. After 150 attacks, it unlocks its Ascended form. Only attacks against creatures of CR equal to or higher than 1/4 your level counts towards this.
 - i. Enhanced: The bonuses to attack and damage increases to +2 and you gain the Burning Arrows ability.
 1. Burning Arrows: Once per short rest you may activate Burning Arrows as a bonus action, causing your next 6 attacks with this

weapon to deal an additional 1d6 radiant damage. This lasts until the end of the encounter.

- ii. Ascended: The bonuses to attack and damage increases to +3, the damage from Burning Arrows increases to 1d8 and Focus Fire gains one additional attack (for a total of 2 bonus attacks against a focused target).

985. Shadow Vessel

- a. Wondrous item, unique (requires attunement)
- b. This beautiful brass vessel looks like what holy people would burn incense in during rituals, however its uses are more sinister. Whenever a creature dies within 100 feet of the Shadow Vessel, this item captures a portion of their soul and stores it within. The vessel gains charges equal to the CR of the creature. While you are attuned to this item, you may activate it as a move action to summon a shadow warrior at the cost of 10 charges that appears in any available space within 20 feet of you and lasts for 4 turns. Only one spirit warrior may be active at a time, it acts during your turn, is controlled by you and is invulnerable and untargetable. The shadow warrior has a speed of 30 feet but cannot move more than 100 feet away from the Shadow Vessel. It gets one melee attack at an attack bonus of 3 + your proficiency bonus and deals 1d6 psychic damage on a hit. Once the Shadow Vessel has captured 100 charges worth of souls it unlocks its Enhanced form. Once it has captured 250 charges, its Ascended form.
 - i. Enhanced: The shadow warriors attacks bonus increase to 5 + your proficiency bonus and its damage increases to 1d8. Additionally, you may choose to expend 20 charges when activating the vessel to summon either 2 warriors or 1 warrior and 1 archer. The archer has an attack range of 150 feet and deals 1d6 psychic damage, apart from that it is identical to the warrior. In addition, whenever the vessel gains charges, you restore Hit Points equal to double the charges gained.
 - ii. Ascended: The shadow warrior and shadow archers attacks bonus increases to 7 + your proficiency bonus and their damage increases by 1 step (warrior to 1d10 and archer to 1d8). Both summons also gain an ability that can be used as a bonus action once per summon.
 - 1. Duplicate: The shadow warrior splits itself into enough copies to fill all available squares around a target it is adjacent to. The creature must make an Intelligence saving throw of DC 11 + your proficiency

bonus or be unable to move from that square. It may repeat the saving throw at the end of each of its turns, removing all the copied warriors on a success. While Duplicate is active the warrior may not make any attacks.

2. Power Shot: The shadow archer charges up a powerful attack. Its next attack targets a line 40 feet long and 5 feet wide and deals an additional 2d8 damage. All creatures in this area must make a DC 15 Dexterity Saving Throw taking full damage on a failed save and half as much on a success.

986. Soul Ring (Scaling)

- a. Wondrous item (ring), unique (requires attunement)
- b. This gold banded ring is completely plain except for a demonic looking face carved into the top with 2 small rubies for eyes. While a character is wearing this ring and attuned to it, they can choose to activate it as a bonus action. When activated, it lets out a faint groaning sound and you may choose an amount of hit points you wish to sacrifice to the ring. For every 5 hit points sacrificed, you may replenish 1 level of spell slot (e.g. if you sacrifice 20 hit points you gain 4 levels of spell slots. These can be used to gain one 4th level spell slot, four 1st level spell slots or any other combination). You may only replenish spell slots up to 4th level but this item can replenish any number of 4th level or lower slots as long as you have health to sacrifice. Once the ring has replenished 50 levels of spell slots it unlocks its Enhanced form. Once it has replenished 100 levels, its Ascended form.
 - i. Enhanced: The demonic face opens its mouth slightly. You gain advantage on saving throws against spells and spell-like effects. Additionally, you gain the Silence ability. Silence: You may target a creature within 40 feet of you by pointing the Soul Ring at them as a bonus action. They must make a DC 17 Intelligence Saving Throw. On a failure, they are unable to make any sounds from their mouths and as such, cannot cast any spells that require a verbal component. They may repeat this saving throw at the end of each of their turns, removing it on a success. This ability can be used 2 times per short rest.
 - ii. Ascended: The demonic face completely opens its mouth and bares its teeth. You may now create spell slots of up to 7th level. Whenever you cast a damaging spell you may treat all 1's on the damage dice as 2's.

987. A small satchel containing an old pistol, and a single loaded bullet. Also, a token or insignia from an organization of your choice.

988. Ever Lantern

Wondrous Item, Rare

This lantern is a normal lantern upon inspection, however, using an action to lower the hood, the glowing light turns blue. Any invisible creature caught within a 20ft cone is revealed whilst they stand in the light

989. Ring of attachment. Rare ring that makes the wearer infatuated with the person who put on the ring.

990. Pan of Frying. A self frying frying pan.

991. Alcoholic apple. Intoxicating apple that can be eaten to make the consumer drunk.

992. Slightly larger coin than usual. This coin can be traded in at a shop to give 1d20 of gold.

993. Invisible Robe. Wearing this robe adds +10 to stealth throws.

994. Lantern of the Everlasting. Lantern that heals nearby allies, but burns through oil much faster.

995. Horror Scope. A scope that can be used to view the future, usually a fatal death to how the character may die.

996. Golden ticket. Roll a d 100, if you get a 69 =Using this unlocks a campaign to the chocolate factory. Also grants 1 family member the ability to walk again. If no member of your family is unable to walk, they instead ascend to godhood instantly.

997. Magic Latch Chest. A chest that can never be opened unless the very person who spoke to it unlocks it. Can be locked by word.

998. Moon Runes. A map that shows the entire Area, but it only works during a full moon.

999. Pearlescent Moon pendant. A necklace that glows in the dark granting the user night vision, but exposes them in the dark.

