

Variant: Exploration Age Magic Item

Creation

If a DM allows players to craft permanent magic items in their down time, at least half the cost of creating the item must be paid in gems, which are incorporated into final form of the item.

Aberrant Revolver of Comedy

Weapon (aberrant revolver), rare (requires attunement)

This ivory and jade revolver has a barrel opening shaped to look like a laughing face. When fired, the revolver lets out a wild cackle. You gain a +1 bonus to attack and damage rolls made with the revolver. When you damage a creature with an Intelligence score of 5 or higher with the revolver you can choose to have the revolver cast *Tasha's hideous laughter* on the creature (save DC 15). The revolver cannot cast this spell again until you complete a short or long rest.

Aberrant Revolver of Weakening

Weapon (aberrant revolver), very rare (requires attunement)

This revolver is made of shining steel embedded with lapis lazulis. You gain a +2 bonus to attack and damage rolls made with the revolver. When you damage a creature with the revolver you can choose to force the creature to succeed on a DC 15 Constitution saving throw. If the creature fails, its melee attacks deal only half damage for 1 minute. A creature who fails this saving throw can repeat it at the end of its turn, ending this effect on a success. You cannot use this feature again until you complete a short or long rest.

Aberrant Rifle of Webs

Weapon (aberrant rifle), very rare (requires attunement)

This double-barreled aberrant rifle is made of black steel embedded with spider web shaped tiger's eye gems. You gain a +1 bonus to attack and damage rolls made with this rifle. This rifle has 10 charges. As an action you can expend a charge and shoot a magic web as a ranged attack from the second barrel of the gun at a creature who is no more than 30 feet away. A creature hit by the web is restrained. The web has no effect on creatures that are formless or creatures that are Huge or larger. As an action, a creature can try to free itself or another creature restrained by the web with a successful DC 15 Strength check. Dealing 10 slashing damage to the web (AC 12) also frees the creature without harming it, ending the effect. This rifle regains 1d6+4 charges each day at dawn.

Angel's Call

Weapon (halberd), legendary (requires attunement)

This halberd is plated with gold and silver images of celestials and edged with diamond. When swung, a hymn to a good god is heard and puffs of white smoke are left in the path of the blade. You gain a +3 bonus to attack and damage rolls made with the halberd. As a bonus action while holding *angel's call* you can make the weapon shed bright light in a 30-foot radius and dim light in another 30. You can use another bonus action to make the weapon stop shedding light. While holding the weapon you can use your action to cast the *conjure celestial* spell. You cannot use *angel's call* to cast the spell for 1d10 days after you use this ability.

Asphyxiating Charge

Weapon (alchemical charge), rare

This alchemical charge is filled with a green liquid and explodes on impact releasing poison gas in a 30-foot-radius. Creatures in the effected area must make a DC 15 Constitution saving throw. Creatures who fail take 4d6 poison damage and are poisoned for 1 minute. Creatures who succeed take half damage and are not poisoned. Creatures who fail this saving throw can repeat it at the end of its turn, ending the poisoned condition on a success.

Bell Ringer

Weapon (maul), very rare (requires attunement)

This maul sports an adamantine shaft and a glassteel head studded with rubies arranged in the shaped of a large bell. When enemies are struck with the weapon the sound of a large alarm bell being rung is heard coming from the great hammer. Attacks made with a bell ringer have a +1 bonus to attack and damage. The maul deals an additional 1d6 thunder damage to creatures you hit with it. As an action the maul can be struck against the ground or similarly hard surface to create a wave of sonic destruction. All creatures with 20 feet of you must make a DC 15 Dexterity saving throw. Creatures who fail take 4d8 thunder damage and are knocked prone. Creatures who succeed take half damage and are not knocked prone. You must complete a long rest before you can use this ability again.

Belt of Hidden Knives

Wondrous item, rare

This appears to be a simple, unassuming black leather belt when wrapped around the user's waist. When removed, a small diamond can be seen stitched into the belt's underside. Each time this belt is buckled, it sounds like a sword being drawn from a sheath. As part of an attack, you can draw a hidden +1 dagger from the *belt of hidden knives*. If the dagger leaves your hands it ceases to exist at the end of your

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turn. The belt does not run out of daggers. You must be wearing the belt to use this property.

Belt of the Monkey

Wondrous item, uncommon (requires attunement)

This metal belt is made of silver monkeys locked arm in arm with tiny pieces of jade for each primate's eyes. While wearing it, you feel the tickling urge to treat the world as a playground and swing on objects and climb trees and buildings. While wearing this belt you add double your proficiency to Strength (Athletics) checks to climb.

As an action any tail you have becomes prehensile for an hour. If you do not have a tail, you grow a 3-foot prehensile tail out of your posterior for an hour. You can hang from your tail, provided it has something to hold onto. Your tail also acts as a third arm and hand, allowing you to manipulate and wield objects that weigh 5 lbs. or less. In this state you could hold three weapons at once, but you can still only fight with two at a time. You cannot use this ability again until you have completed a long rest.

Belt of the Scorpion

Wondrous item, legendary (requires attunement)

The *belt of the scorpion* is a piece of mithral chain held together by a padlock with a single, large emerald at its center. When the belt is within 10 feet of an arachnid, a faint light flickers within the emerald. While wearing this belt you have resistance to poison damage and advantage on saving throws against poison. While wearing the *belt of the scorpion*, as an action you can make a scorpion-like mithral tail grow from the back of the belt. The tail is a light, finesse, martial weapon which deals 1d6 piercing damage and has a +3 bonus to attack and damage rolls.

When you deal damage to a target with this attack, you may choose to inject it with venom. The target must succeed on a DC 18 Constitution saving throw or become paralyzed for one minute. You must complete a long rest before you can use this feature again.

Bomb of Horrors

Weapon (bomb), rare

This bomb looks like a screaming skull and has two red zircons for eyes. All creatures who are in the zone of the bomb's blast must make a DC 15 Wisdom saving throw or be frightened of you for 1 minute. Creatures who fail this saving throw can repeat it at the end of its turn, ending the frightened condition on a success.

Bomb of Silence

Weapon (bomb), uncommon

This bomb has a single purple zircon on its bottom. When the bomb explodes it makes no sound. After the

bomb explodes all sounds are magically silenced in the zone of its blast for 1 minute.

Boomeraxe

Weapon (handaxe), very rare (requires attunement)

This small handaxe sports a double-bladed adamantite head at either end of its jade-studded steel haft. You gain a +1 bonus to attack and damage rolls while wielding the handaxe. It magically returns to your hand when thrown. In addition, three times per day you can use your action to fly the handaxe in a 60-foot line. Each creature in the line must make a Dexterity saving throw (DC equals 8 + your Strength modifier + your proficiency bonus). Creatures who fail the saving throw take 6d6 slashing damage, creatures who succeed take half damage. At the start of your next turn the *boomeraxe* returns to the space you originally threw it along the same line it left. Creatures in that line must make the same saving throw or suffer the same effect as when you released the handaxe. If you are standing along the line or in the spot where you threw the *boomeraxe* and have a free hand you may catch it.

Boots of the Wild

Wondrous item, rare (requires attunement)

These are special boots of animal skin, each dotted with a tiny gem on the sole. The boots usually lace up to the knee, and are found in several varieties of animal skin – from deer to lizard. While wearing the boots add 5 feet to your speed. In addition, use the chart below to determine the type of difficult terrain you can ignore while wearing the *boots of the wild*.

Types of boots of the wild

Skin	Difficult Terrain(s) Ignored
Lizard	Jungle, marsh, swamp
Deer	Forest
Ram	Mountains
Reindeer	Ice, snow

Bow of Grounding

Weapon (longbow), rare (requires attunement)

A stiff but bendable chain makes up the curvature of this longbow. Each link of chain has a small pink pearl in the center. You gain a +1 bonus to attack and damage roll made with this longbow. When you shoot a creature with a fly speed with the *bow of grounding* it must succeed on a DC 15 Constitution saving throw or have its fly speed reduced by 10 feet. The target must complete a short rest before it can regain any fly speed lost in this way.

Box of Shrinking

Wondrous item, rarity varies

These plain boxes are carved with Dwarvish runes, surprisingly light, and roughly the size of a loaf of bread. Inside, the box is much more extravagant, lined with crushed velvet and studded with gems. An old dwarf nursery rhyme plays when the box is open – “The Legend of Calibra Daliq,” a dwarf wizard thief, who shrunk herself to sneak past guards and locked doors in order to get her riches.

The DM either rolls to determine the box’s type or chooses one from the options available.

Types of boxes of shrinking

d100	Metal	Original Object Space	Rarity
01 - 50	Iron	5-foot cube or smaller	Common
51 - 80	Steel	10-foot cube or smaller	Rare
81 - 95	Mithral	15-foot cube or smaller	Rare
96 - 00	Adamantine	20-foot cube or smaller	Very Rare

You can use the *box of shrinking*’s Grow and Shrink abilities once per day each. You must be holding the box to use either ability.

Grow. As an action, any item previously shrunken by a *box of shrinking* of equal or lesser rarity and power may be grown. The item must be placed in the box of shrinking and its original size must be within the parameters on the table above. Once the command word is spoken the object appears in an unoccupied space adjacent to the *box of shrinking*. You must be holding the box of shrinking to use this ability.

Shrink. As an action you may speak a command word and one non-living object within 50 feet of the *box of shrinking* has its size reduced to a 1-inch cube, weighs half a pound, and is teleported into the box. The item stays this size until it is grown by a *box of shrinking*. The shrunken item may be no larger than specified on the table above.

Bracelet of Seduction

Wondrous item, rare

Some merchants have these charm bracelets specially made, so they might avoid trouble during their travels. The bracelet is well made, a silver chain with small silver heart charms hanging off each link. A single one of these charms is carved from a rose zircon, which gives off a small amount of heat when the bracelet’s magic is activated. While wearing the bracelet, three times per day you may use *charm*

person (save DC 15). You must be touching the target in order to use this magic.

Breast Plate of Chaos

Armor (breast plate), very rare (requires attunement)

This breast plate has a large rainbow-colored diamond in the middle of its chest. As an action you can command this diamond to shine bright light in a 20-foot radius and dim light another 10 after that.

Using another action you can deactivate the light. You gain a +2 bonus to AC while wearing this armor.

While you are wearing this armor as a reaction to being hit with an attack you can roll on the Wild Magic Surge table (pg 104 of the *Player’s Handbook*), ignoring and re-rolling a result of 99 - 100. The spell save DC for any spells cast this way is 15. Once you have used this ability two times you cannot use it again until you complete a long rest.

Cheater’s Gloves

Wondrous item, uncommon

These fine white gloves of a gentlemen or elbow length gloves of a lady were invented by the classiest of thieves. Each glove fastens with a single, diamond-studded button. While wearing them, you have an itching urge to palm small, unattended objects. When you use these gloves you have advantage when making a Dexterity (Sleight of Hand) check to steal an item and when your character plays a game with cards or dice.

Dagger of Banishing

Weapon (dagger), very rare (requires attunement)

The jade hilt of this cold iron dagger features an image of a solar banishing a pit fiend back to the Nine Hells. You gain a +2 bonus to attack and damage rolls made with the dagger. While holding the dagger you know the precise location of any portals on the same plane as you within 100 feet even if the portal is hidden or inactive. When you hit a creature on a plane other than the target’s home plane with the dagger you can force the target to make a DC 15 Charisma saving throw. If the creature fails the saving throw it is banished to its home plane and cannot return to the plane you are currently on for 1d4 days. You cannot use this ability again for the same number of days. When you use the dagger’s banishment ability and the target fails the saving throw you may choose to destroy the dagger. The ensuing burst of magic power means the target cannot return to the plane you are currently on for 10d10 years.

Exploding Bullet

Weapon (bullet), rare

This diamond dust flecked, lead ball sparkles in the light. When handled it feels quite warm. When you shoot the bullet it explodes on impact in a 20-foot-radius. All creatures in the effected area must make a

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DC 15 Dexterity saving throw. Creatures who fail take 10d6 fire damage, creatures who save take half damage.

Exploding Studded Leather

Armor (studded leather), rare (requires attunement)

This black leather armor is studded with deep orange and red gemstones which drink in light. You gain a +1 bonus to AC while wearing this armor. While wearing this armor you can cast *fireball* centered on yourself. You do not take damage from this casting of the spell. You cannot use this ability again until you complete a long rest.

Face of Distraction

Armor (shield), very rare

A terrifying, sunken face grimaces on the front of the black steel shield with eyes of onyx. This shield grants the wielder a +2 bonus to AC. As a bonus action you may cause the shield to shriek at an adjacent enemy. The target must succeed on a DC 15 Wisdom saving throw or the next attack roll made against it before the start of your next turn has advantage. You must complete a short or long rest before you can use the shriek ability again.

Fishscale Flippers

Wondrous item, rare

The flippers are crafted from green fish scales and feature small sapphires on their heels. While wearing these flippers, you can breathe underwater and gain a swim speed equal to your current speed.

Flail of Force

Weapon (flail), legendary (requires attunement)

This flail has a clear glassteel head with a large sapphire in the center. When touched the flail can be felt subtly vibrating, as if it can barely contain its power. You gain a +2 bonus to attack and damage rolls with the flail. Each time you deal damage to a Large or smaller creature it must succeed on a DC 15 Strength check or be pushed backwards 5 feet. While holding the *flail of force* you can use your action to spin the flail very quickly creating a small *wall of force* per the spell adjacent to you. This wall is only 5 feet tall, 5 feet wide, and lasts 1 minute. You can only create one wall this way at a time.

Flying Disc

Armor (shield), very rare (requires attunement)

This steel shield's face is always bright and shiny. Dirt and grime seem to simply fall off its surfaces and any dings or dents received in battle disappear overnight. The white angel wings emblazoned on its front are always shining and Elvish runes are engraved in gold and diamond around the shield's perimeter. When the *flying disc* is activated the letters move in a

circular motion around the shield and the wings begin flapping. You gain a +1 bonus to AC while you wield this shield. As an action, you throw the *flying disc* on the ground and stand on top of it. Using the disc this way allows it to carry you through the air and as a result you gain a fly speed of 30 feet. You can use the shield to fly up to 10 minutes each day, all at once or in several shorter flights. Attempting to fly beyond that time causes the magic to gradually fade, and you descend at a rate of 10 feet per round until you land. For every uninterrupted period of 12 hours the *flying disc* is not being flown, the shield regains 5 minutes of flying. While using the shield to fly, it does not grant you any bonus to AC.

Hands of the Craftsman

Wondrous item, uncommon

Hags invented these sturdy leather work gloves with a cat's eye on the back. They gave the *hands of the craftsman* to artisans in exchange for the lives of their children. Every time one puts on the gloves, they experience the memory of a loved one they have lost. When you wear the hands of the craftsman the time it takes to create a nonmagical object is cut in half and you need only pay a third of the material costs to do so.

Healer's Crossbow

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

Made from the wood of yew trees charred by lighting of the gods this heavy crossbow is studded with hearts carved of rose zircon. You gain a +1 bonus to attack and damage rolls made with the crossbow. You may turn a bolt you shoot from the crossbow into a *healing bolt*. When struck with a bolt the target takes damage as normal and then heals a number of hit points equal to 4d10 + 4. You cannot shoot another *healing bolt* from the crossbow until you complete a short or long rest.

Horseman's Lance

Weapon (lance), rare

This lance's adamantine shaft is studded with small horses carved of black pearl. You gain a +1 bonus to attack and damage rolls made with the lance. If you attack with the lance while mounted and your mount moves at least 30 feet before you attack your first attack roll that round deals an additional 3d10 piercing damage.

Icer

Weapon (aberrant rifle), very rare (requires attunement)

This blue steel aberrant rifle is studded along its barrel with icy sapphires. You gain a +1 bonus to attack and damage rolls made with this rifle. This bonus rises to +2 if you load the weapon with cold alchemical

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charges. As an action you can expend a cold alchemical charge loaded in the aberrant rifle to shoot a 60-foot line of cold energy. Creatures in the line must make a DC 15 Dexterity saving. Creatures who fail take 3d6 cold damage, creatures who succeed take half.

As an action you can expend a cold alchemical charge loaded in the aberrant rifle to coat a 5-foot by 5-foot area in a thin layer of ice. The ice lasts for 1 minute before melting, unless the area's temperature is extremely cold, in which case it could last longer (which is up to the DM). Creatures who enter the effected area must make a DC 15 Dexterity (Acrobatics) check or fall prone. If the ice is used to coat over a door or doorway, a DC 15 Strength check is required to break through the ice.

Iron Net

Weapon (net), uncommon

This black net is adorned with skulls carved of ruby and shrieks when thrown. When you hit a target with the net you speak a command word which turns the net into a twisting iron cage for 1 hour. While transformed this way the DC for the Strength check to break free of the net rises to 18, the *iron net* has AC 15, and targets must deal 50 damage to the net to escape and destroy it. Once you have used this ability you cannot use it again until dawn the next day. If the net is destroyed it reforms in 24 hours.

Lashing Grip

Weapon (whip), rare

When cracked this whip lets loose a series of giggles from the twisted mouths carved along the bottom of its obsidian handle. Most impressive is the incredibly strong whip itself, which is fleshy and similar to the long suction-cupped tentacle of an octopus. As an action you can use the whip can to grab an object weighing 50 pounds or less within reach and then drag it to you. If the item is held by another creature roll a Dexterity check contested by the creature's opposing Strength check. If your Dexterity check is greater, you remove the object and drag it to you.

Lightning Glaive

Weapon (glaive), rare (requires attunement)

Lightning bolts are carved into the blade of this glaive. The shaft sports precious desert stones along its length. You gain a +1 bonus to attack and damage rolls with this glaive. While holding the glaive you can cast *haste* on yourself. You cannot cast the spell again using the glaive until you complete a short or long rest.

Musket of Force

Weapon (musket), legendary (requires attunement)

This musket's oversized barrel flares slightly at the end and its cherry stock is embedded with with a

single large sapphire. You gain a +2 bonus to attack and damage rolls made with this musket. When you hit a target with a bullet from this rifle it deals an extra 1d6 force damage and pushes the target back 10 feet. As an action you can shoot the ground beneath your feet, launching yourself 10 feet into the air and in a horizontal direction of your choice. If you do launch yourself this way you must make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to land safely. If you fail the check, you take 1d6 bludgeoning damage and land prone.

Musket of Lights

Weapon (musket), rare

This musket's barrel is made of shining steel and polished walnut which never dulls. Its fine stock is embedded with diamond studs. You gain a +1 bonus to attack and damage rolls made with this musket. As an action that does not expend any bullets, you can shoot a brilliant firework from the musket at a creature who is adjacent to you. The target must succeed on a DC 12 Dexterity saving throw or be blinded until the start of your next turn.

Musket of Merriment

Weapon (musket), very rare (requires attunement)

This musket has a mother of pearl stock and gem-encrusted mitral barrel. You gain a +2 bonus to attack and damage rolls made with this musket. As an action you can fire the musket into the air without expending any bullets. Glitter flies from the musket and music can be heard in an area within 30 feet of you. All creatures you choose who can hear the music are subject to *Otto's irresistible dance* (save DC 17). You cannot use this feature again until you have completed a long rest.

Pain Doll

Wondrous item, very rare

Upon first glance this item appears to be no more than a simple burlap doll with no hair or clothes in the shape of humanoid. The doll's wicked grin and black sapphire eyes tell keen observers a different tale. You can use the doll in a ritual that targets one humanoid creature whose name you know on the same plane as you. The ritual requires 10 minutes and a piece of hair, nail, or skin from the creature you target which is consumed in the ritual. At the end of the ritual the target must make a DC 17 Constitution saving throw or suffer a level of exhaustion from experiencing excruciating internal pain. You may use the *pain doll* to complete this ritual once every 12 hours.

Pistol of the Blind

Weapon (pistol), uncommon

This pistol has a black steel stock and chestnut handle studded with onyx gems. You gain a +1 bonus to attack and damage rolls with this pistol. When you

deal damage to a creature who is invisible with this weapon its invisible condition ends.

Pistol of Drowsiness

Weapon (pistol), rare (requires attunement)

This pistol has a gem-studded barrel shaped like a wine bottle and a stock carved with images of ale mugs. You gain a +1 bonus to attack and damage rolls made with this pistol. When you deal damage to a creature with the pistol you can force it to succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature must repeat this saving throw at the end of its turn, ending the poisoned condition on a success. If the creature fails the second saving throw, it falls unconscious 1 minute. If the creature takes damage or another creature uses its action to wake it, the unconscious condition ends. You cannot use this feature again until you have completed a long rest.

Pistol of Honesty

Weapon (pistol), very rare (requires attunement)

This pistol has a gold barrel and an oak stock embedded with three large emeralds. You gain a +3 bonus to attack and damage rolls made with this pistol. Before attacking with the pistol you can ask a creature a question. If you deal damage to the creature with this pistol within 1 minute of asking the question, the creature must make a DC 18 Wisdom saving throw. On a failure the creature must answer the question you asked it as honestly and completely as it is able.

Plate of the Red Wyrn

Armor (plate), legendary (requires attunement)

The plates of this armor are made from the enormous scales of an ancient red dragon. The helmet of the suit is made in the likeness of a terrifying dragon ready to breathe fire. While you wear this armor you gain a +2 bonus to AC and are resistant to fire damage. As an action you can breathe a 30-foot cone of fire. Creatures in the cone must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one. You must complete a short or long rest before you can breathe fire using this armor again.

Radiant Chain

Armor (chain mail), very rare (requires attunement)

Brilliant links of gem-encrusted silver feel warm to the touch in this chain mail. You gain a +2 bonus to AC while you wear this armor. You can use your action to unleash a 20-foot-radius burst of brilliant light centered on yourself. Creatures in the sphere except for you must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. Creatures who fail this save can repeat it at the end of their turns ending the blinded condition if successful. You cannot use this ability again until you complete a short or long rest.

Razorvine Hide

Armor (hide), rare

Aquamarines lace the neck of this hide armor which is wrapped from head to toe in sharp razorvines. You gain a +1 bonus to AC while wearing this armor. While grappling with another creature, that creature takes 2d4+1 piercing damage at the start of its turn.

Reflecting Half Plate

Armor (half plate), legendary (requires attunement)

The helmet of this armor is fashioned to look like the head of the Tarrasque. Shining zircons are embedded in this armor head-to-toe. You gain a +1 bonus to AC while wearing this armor. When you are targeted with a line or ranged spell attack, roll a d10. On a roll of 2 or 3 the spell is harmlessly deflected away from you. On a roll of 1 the spell is reflected back at the caster.

Revolver of the Dragonhunter

Weapon (pistol), legendary (requires attunement)

This adamantine revolver has blue sapphires inlaid in the grip and is pure midnight black everywhere else. When used in a fight, the revolver grows warm with excitement and red Dwarish runes spelling out the phrase “death to lizards” appear on the barrel. You gain a +3 bonus to attack rolls with this weapon. In addition, this weapon ignores any acid, cold, fire, or lightning damage immunities of enemies.

Ring of the Beast

Ring, uncommon (requires attunement)

This thick wooden ring is flecked with diamond dust and carved with images of an animal. While wearing this ring you can *polymorph* into the creature pictured on the ring. Once you have used this property you cannot use it again until you complete a short or long rest.

The DM can roll or choose on the table to determine the type of beast pictured on the ring.

Ring of Fear

Ring, very rare (requires attunement)

This iron band is flecked with onyx pieces and always cold to the touch. While you wear the ring creatures you score a critical hit against must succeed on a DC 15 Charisma saving throw or be frightened of you for 1 minute. Creatures who fail this saving throw can repeat it at the end of their turns ending the frightened condition on a success.

d20	Creature
1	Baboon
2	Badger
3	Bat
4	Cat
5	Crab
6	Deer
7	Eagle
8	Frog
9	Hawk
10	Hyena
11	Jackal
12	Lizard
13	Octopus
14	Owl
15	Quipper
16	Rat
17	Raven
18	Scorpion
19	Spider
20	Weasel

Ring of the Mighty Fist

Ring, uncommon (+1), rare (+2), or very rare (+3)

This simple gold band is topped with one or more jade stones shaped like a fist. The number of stones (maximum three) determines the bonus to unarmed attack and damage rolls you receive while wearing the ring.

Ring of the Vanquished Soul

Ring, rare (requires attunement)

When placed next to the ear a quiet, mournful moan can be heard issuing from this ring, a black band with a small skull shaped ruby. When you kill a creature while wearing this ring, a small piece of its soul is absorbed into the ring and a flickering light dances within its skull gem. You can release the piece of the soul within the gem to gain advantage on an ability check, attack roll, or saving throw. When the ring is found, there is a 50% chance it already holds a piece of soul within its gem.

Rod of Arachna

Rod, very rare (requires attunement)

A length of ivory shaped like a bone covered in small onyx spiders that look all too real makes this rod a grisly sight to behold. While holding the rod, you gain a climb speed equal to your speed, can move as if you were wearing *slippers of spiderclimbing*, and have resistance to poison damage. As an action while holding the rod you can cast the *web* spell (save DC 14). You must complete a short or long rest before you can cast the spell with this rod again.

Rod of Elements

Rod, legendary (requires attunement)

This rod is made of four cylindrical gemstones fused together into one long tube. The ruby, sapphire, emerald, and diamond that make up the rod of elements glitter and shine more brightly than normal gems when placed in the light. When you wield the rod you gain resistance to acid, cold, fire, or lightning damage. The damage type you resist is chosen by you and cannot be changed again until you complete a long rest.

While you hold the rod you can cast *conjure elemental*, *fireball*, *gust of wind*, *ice storm*, and *stone shape*. The save DC for these spells is 17. When one of these spells is cast from the *rod of elements*, you cannot cast the spell using the rod again until next dawn.

Rod of Planar Entrapment

Rod, very rare (requires attunement)

A length of mithral and moonstones, this rod has engravings of various cages along its length. While on any plane that is not Pandemonium, as an action you can touch the rod to another creature and speak a

command word and force it to make a DC 15 Charisma saving throw. If the target fails the saving throw it is transported to Pandemonium. If the target succeeds on this saving throw it is unaffected and the *rod of planar entrapment* cannot be used against it for another 1d4 weeks.

If the *rod of planar entrapment* is used to trap a creature in Pandemonium while another creature who failed to save against its effect is also in Pandemonium, the former is transported to Pandemonium while the latter appears in its place or the nearest unoccupied space.

While holding the rod you can use your action to bring back a creature transported to Pandemonium by the rod, provided the creature has not left Pandemonium by other means. The creature appears in an unoccupied space nearest to you.

When you find this rod the DM rolls a d20 in secret. On a roll of 15 or lower there is a creature of the DM's choice still in Pandemonium who was transported there by the rod.

Rod of Tentacles, Eyes, and Mouths

Rod, legendary (requires attunement)

This rod is warm to the touch and covered in living human skin. Along the length of the rod eyes of all colors stare endlessly. Between the eyes are mouths of all shapes, silently closed. At either end of the rod hangs short squid-like tentacles which can suddenly elongate. While holding this rod you gain the following benefits:

- You gain darkvision out to a range of 120 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet.
- The tentacles on the rod function as +3 *whips*. As an action you can use one of the whip to try and disarm a creature by making a Strength ability check contested by the target's Strength or Dexterity ability check (whichever is greater). If you win the contest the target is disarmed and the object your disarmed lays at your feet. If you have a free hand when you disarm the target you can grab the object you disarmed instead.

Screaming Rifle

Weapon (aberrant rifle), rare

This aberrant rifle is made of heavy adamantite and studded with jade gems. When fired the rifle lets lose a primal scream that can be heard by all creatures in a 500-foot-radius. This rifle deals an additional 1d8 thunder damage. When you deal damage to a creature with this rifle, that creature is deafened until the start of your next turn.

Shoes of the Party Lord

Wondrous item, very rare (requires attunement)

These fine green, silver, and blue silk slippers are crafted with emeralds on the heel and made by mages for the more clumsy members of the royal court. The pleasant jingling of tiny bells can be heard when you dance in these shoes in front of an audience. While wearing these shoes you add double your proficiency to Dexterity (Acrobatics) checks to dance or tumble and opportunity attacks made against you are at a disadvantage.

Spy Fly

Wondrous item, uncommon (requires attunement)

This small fly is carved of black pearl and no bigger than the real thing. The small fly is hard to spot and requires a DC 17 Wisdom (Perception) check to detect. You can use an action to speak the item's command word to make the fly come alive. While it is activated and within 300 feet of you, you can use your action to move the fly 30 feet and you see and hear through the item for up to one hour. During this time you are deaf and blind with regard to your own senses. If the fly moves more than 300 feet away from you, it is deactivated. You can deactivate the fly by speaking the command word again as an action. Once the fly has been activated it cannot be reactivated for another 24 hours.

Staff of Hope

Staff, very rare (requires attunement)

If you use your action to shove this diamond-tipped length of white pine into the ground the diamond shines bright light in a 30-foot radius and dim light for an additional 30 feet. Allies in the bright light gain 5 temporary hit points at the start of their turns and have advantage on saving throws against being frightened. This effect lasts 1 minute and cannot be used again until you have completed a long rest.

Staff of Lordly Might

Staff, legendary (requires attunement)

This staff has a head carved of onyx and a shaft of gold and functions as a quarterstaff that grants +3 bonus to attack and damage rolls made with it. The staff has properties associated with six different buttons that are set in a row along its length.

Six Buttons. You can press one of the staff's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

If you press **button 1**, the staff becomes a *frost brand* greatsword as the top half of the staff transforms into an enormous blade.

If you press **button 2**, the staff's onyx head transforms into an enormous hammer, turning the staff

into a magic maul that grants a +3 bonus to attack and damage rolls.

If you press **button 3**, the staff's onyx head lengthens and transforms into an pointed tip, transforming the staff into a magic pike that grants a +3 bonus to attack and damage rolls.

If you press **button 4**, the staff floats on top of liquid like a piece of driftwood. The staff can float with up to 4,000 pounds of weight attached to it.

If you press **button 5**, the onyx head of the staff sheds bright light in a 60-foot-radius sphere and dim light for an additional 60 feet.

If you press **button 6**, the staff will suck up 50 gallons of any liquid its head is placed in. Pressing this button again causes the staff to release all the liquid at once out of its head.

Detect Magic. While holding the staff you can use your action to cast the *detect magic* spell from it. This property can't be used again until next dawn.

Detect Secret Doors. While holding the staff you can use your action to search for secret doors and traps. If a secret door or trap is within 30 feet of you, the staff's onyx head pulses with light and points at the one nearest to you. This property can't be used again until next dawn.

Thunder Strike. When you hit a creature with a melee attack using the staff, you can force the target to make a DC 17 Constitution saving throw. On a failure the target takes an extra 4d6 thunder damage and is knocked 20 feet away from you and lands prone. This property can't be used again until next dawn.

Staff of the Muse

Staff, very rare (requires attunement a bard or wizard)

While attuned to this sapphire-studded ivory staff you feel inspired to create. It might be writing, painting, acting, singing, sculpting, dancing, or some other art form. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *calm emotions* (2 charges), *hypnotic pattern* (3 charges), *Otto's irresistible dance* (5 charges), or *Tasha's hideous laughter* (1 charge).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.

Staff of the Walls

Staff, very rare (requires attunement by a druid, sorcerer, or wizard)

This staff appears to be a long and skinny marble column with white pearls embedded along its length. When you use the staff as a cane or walking stick your step feels sturdy and secure. While you hold this staff, you have advantage on saving throws against effects which move you or knock you prone, whether or not these effects also deal damage. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the

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following spells from it, using your spell save DC and spellcasting ability modifier: *wall of fire* (3 charges), *wall of force* (4 charges), *wall of ice* (4 charges), *wall of stone* (4 charges), *wall of thorns* (4 charges), or *wind wall* (2 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.

Tortoise Shell

Armor (hide), very rare

This green and brown hide armor is actually constructed of tortoise shells and a wearer feels slightly more secure and safe when it is donned. While wearing this armor you gain a +2 bonus to AC. In addition, the armor can cast *sanctuary* (save DC 15) on you as an action. You must complete a long rest before using this armor to cast the spell again.

Tracking Compass

Wondrous item, uncommon

This brass-encased compass with a moonstone tipped needle points in the direction of the name of the object spoken aloud to it by whomever holds the compass. The name of the object must be specific. You cannot simply ask to be pointed toward the closest magic sword, but asking the compass to point you toward the *Sword of Kas* would activate its magic. How specific you must get is up to the DM.

Trailblazer Beetles

Wondrous item, rare

This fist sized, copper orb is dotted with tiny obsidians and constantly appears to have movement just underneath its shiny surface. The cardinal directions are carved into the sphere. When you throw the orb it turns into 500 tiny, copper scarab beetles who eat vegetation and snow, making forests, jungles, and snow fields making 5-foot wide path that is no longer difficult terrain. These paths are easily followed and cannot be made through solid rock or large trees. The beetles move in a path and pace defined by you (or the person who threw the orb). They travel at a typical slow, normal, or fast travel pace for 10 hours and then revert back to orb status. They can be deactivated before that with an action. They eat only plants and snow. They cannot be used again until a long rest has been completed.

Wand of Entertainment

Wand, uncommon

Appearing as a lapis lazuli tipped conductor's baton the *wand of entertainment* sounds like an orchestra softly tuning when first drawn. This wand has 3 charges. While holding it you can use an action to expend 1 charge which calls forth inspiring orchestral music. Any ally within 60 feet of you that can hear has advantage on Wisdom and Charisma ability checks

and saving throws until the start of your next turn. The wand regains 1d3 expended charges daily at dawn.

Wand of Ooze

Wand, rare (requires attunement)

This length of soft stone flecked with emerald and sapphire dust always feels damp to the touch. This wand has 7 charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Command Ooze. While holding the wand, you can use an action to expend 1 charge to *command* any ooze per the spell (save DC 15).

Ooze Polymorph. While holding the wand, you can use an action to expend 2 charges to *polymorph* any non-ooze creature into an ooze per the spell (save DC 15).

Wand of the Weird Wizard

Wand, rare (requires attunement by a spellcaster)

This wand is corkscrew-shaped and each coil is made of a different color zircon. When you cast a spell which deals acid, cold, fire, lightning, or thunder damage you can change the damage type of the spell to any of the other damage types listed in this description.

Wand of Woe

Wand, uncommon

A line of conjoined tiny rodent skulls with emerald eyes makes the wand of woe a grisly sight to behold. This wand has 7 charges. While holding it you can use an action to expend 1 or more of its charges to cast the *inflict wounds* spell from it. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

The Wubba Wubba

Wand, legendary (requires attunement by a non-lawful spellcaster)

At a glance this wand appears to be a normal *wand of wonder* but closer investigation reveals the multicolored gems along its length spell out the phrase, "Wubba Wubba," in Common.

The legend of *The Wubba Wubba* is known far and wide, initially told and spread by epic poet Bob the Bard who wielded one of the wands. Only three were crafted before their creator, Michael the Prankster, disappeared in a planar magic accident. The item is both feared and sought after by scholars, for it is ever unpredictable, but holds great power.

While attuned the caster has advantage on all Charisma (Deception) checks and Charisma saving throws. Unlike a normal wand, *The Wubba Wubba* has unlimited charges.

Chaotic Magic. While holding the wand you can use an action to target a creature within 60 feet, shout, "Wubba wubba!" and then roll 1d8 and 1d20 on the tables below. The d8 corresponds to the first table, Schools of Magic, while the d20 corresponds to the table indicated by the first table. *The Wubba Wubba* uses your spellcasting ability modifier, spell save DC, and spellcasting attack bonus. *The Wubba Wubba* can only maintain the magic of one concentration spell at a time.

Sentience. *The Wubba Wubba* is a sentient chaotic neutral wand with an Intelligence of 16, a Wisdom of 10, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. Its voice is energetic and cartoony. While you are attuned to it, *The Wubba Wubba* also understands every language you know.

Personality. *The Wubba Wubba* exists to have a great time. It cracks bawdy jokes and then laughs out loud at itself. It encourages its wielder to prank friends, engage in revelry, and above all use the wand's Chaotic Magic feature as often as possible.

If the wielder is a true partier and friend to *The Wubba Wubba*, the wand will fiercely defend the wielder from any japes or cutting remarks. *The Wubba Wubba* is quick to judge and if it doesn't like someone that person will certainly know it, since the wand doesn't keep its mouth shut. The wand does not suffer bullies of any kind and has no respect for authority.

The wand has an irrational fear of spiders. Any size spider within the wand's sight causes the wand to howl in fear like a small child. In battle with arachnid foes *The Wubba Wubba* prefers its wielder to keep a healthy distance away but cheers with delight when all enemies are vanquished.

The Wubba Wubba Schools of Magic

d8	School
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

The Wubba Wubba Abjuration Effects

d20	Effect
1	<i>Dispel magic</i> cast on target.
2	<i>Protection from energy</i> cast on self.
3	<i>Magic circle</i> cast centered on self.
4	<i>Nondetection</i> cast on self.
5	<i>Banishment</i> cast on target.
6	<i>Freedom of movement</i> cast on self.
7	You gain 20 temporary hit points.
8	You gain a +1 bonus to AC for 1 hour.
9	<i>Shield</i> cast on self.
10	<i>Sanctuary</i> cast on self.
11	You resist bludgeoning, piercing, and slashing damage from nonmagical weapons for 1 minute.
12	High-pitched whistle sound which can be heard for 60 feet follows target making it easy to pinpoint even when invisible or hiding for 1 minute.
13	You resist necrotic and radiant damage for 1 minute.
14	You resist acid, cold, lightning, and fire damage for 1 minute.
15	You resist psychic damage for 1 minute.
16	You resist all damage until the end of your next turn.
17	You are immune to any damage dealt by cantrips for 1 minute.
18	You gain advantage on all saving throws against spells for 1 minute.
19	You gain advantage on all Constitution saving throws for 1 minute.
20	You gain advantage on all Dexterity saving throws for 1 minute.

The Wubba Wubba Conjuration Effects

d20	Effect
1	You switch places with the target.
2	<i>Stinking cloud</i> cast centered on target.
3	<i>Sleet storm</i> cast centered on target.
4	<i>Hunger of Hadar</i> cast centered on target.
5	<i>Conjure animals</i> cast.
6	<i>Fog cloud</i> cast centered on target.
7	<i>Evard's black tentacles</i> cast centered on target.
8	<i>Tidal wave</i> cast centered on target.
9	<i>Conjure woodland beings</i> cast.
10	<i>Conjure minor elementals</i> cast.
11	<i>Spirit guardians</i> cast.
12	<i>Cloud of dagger</i> cast centered on target.
13	<i>Web</i> cast centered on target.
14	A swarm of insects hostile to all creatures appears adjacent to the target and attacks for 1 minute.
15	A gelatinous cube hostile to all creatures appears adjacent to the target and attacks 1 minute.
16	You teleport 60 feet in the direction of the target.
17	<i>Grease</i> cast centered on target.
18	A random trinket from trinkets table (<i>Player's Handbook</i> chapter 5) appears at your feet.
19	You teleport 60 feet away from the target.
20	<i>Conjure barrage</i> cast.

The Wubba Wubba Divination Effects

d20	Effect
1	<i>Comprehend languages</i> cast on self.
2	<i>Detect thoughts</i> cast on target.
3	<i>See invisibility</i> cast on self.
4	Add a d20 bonus to your next attack roll.
5	Add a d12 bonus to your next damage roll.
6	<i>Tongues</i> cast on self.
7	You have advantage on the next saving throw, ability check, or attack roll you make.
8	Target has disadvantage on its next saving throw, ability check, or attack roll you make.
9	<i>Detect magic</i> cast.
10	<i>Find traps</i> cast.
11	<i>Speak with animals</i> cast on self.
12	You learn one of the target's secrets.
13	You learn one of the target's fears.
14	You learn the name and location of the target's best friend.
15	You learn the name and location of target's most prized material possession.
16	You can turn the next hit against you into a miss.
17	You can turn your next attack roll into a natural 20.
18	Target's next saving throw is a natural 1.
19	<i>Tongues</i> cast on target.
20	<i>Detect good and evil</i> cast.

The Wubba Wubba Enchantment Effects

d20	Effect
1	<i>Charm person</i> cast on target.
2	<i>Command</i> cast on target.
3	<i>Heroism</i> cast on self.
4	<i>Sleep</i> cast centered on target.
5	<i>Tasha's hideous laughter</i> cast on target.
6	<i>Zone of truth</i> cast centered on target.
7	<i>Hold person</i> cast on target.
8	<i>Suggestion</i> cast on target.
9	<i>Calm emotions</i> cast on target.
10	<i>Confusion</i> cast centered on target.
11	<i>Crown of madness</i> cast on target.
12	<i>Enthrall</i> cast on target.
13	<i>Friends</i> cast on target.
14	<i>Compulsion</i> cast on target.
15	<i>Bless</i> cast on self and two closest creatures.
16	<i>Bane</i> cast on target and two creatures closest to target.
17	You and creatures within 10 feet gain 15 temporary hit points.
18	<i>Dominate person</i> cast on target.
19	<i>Compelled duel</i> cast on target.
20	Your Strength score becomes 24 for 1 minute.

The Wubba Wubba Evocation Effects

d20	Effect
1	<i>Fireball</i> cast centered on target.
2	<i>Fireball</i> cast centered on self.
3	<i>Lightning bolt</i> cast at target.
4	<i>Fire shield</i> cast on self.
5	<i>Cone of cold</i> cast.
6	<i>Shatter</i> cast centered on target.
7	<i>Spiritual weapon</i> cast.
8	<i>Ice storm</i> cast centered on target.
9	<i>Otiluke's resilient sphere</i> cast on target.
10	<i>Otiluke's resilient sphere</i> cast on self.
11	<i>Speak with animals</i> cast on self.
12	<i>Magic missile</i> cast.
13	<i>Daylight</i> cast on <i>The Wubba Wubba</i> .
14	<i>Chromatic orb</i> cast at target.
15	<i>Storm sphere</i> cast centered on target.
16	<i>Vitriolic sphere</i> cast centered on target.
17	<i>Erupting earth</i> cast centered on target.
18	<i>Gust of wind</i> cast.
19	<i>Darkness</i> cast on <i>The Wubba Wubba</i> .
20	<i>Melf's acid arrow</i> cast at target.

The Wubba Wubba Illusion Effects

d20	Effect
1	<i>Blur</i> cast on self.
2	<i>Invisibility</i> cast on self.
3	<i>Mirror image</i> cast on self.
4	<i>Silence</i> cast centered on target.
5	<i>Fear</i> cast.
6	<i>Greater invisibility</i> cast on self.
7	<i>Hypnotic pattern</i> cast centered on target.
8	<i>Phantasmal force</i> cast on target.
9	<i>Phantasmal killer</i> cast on target.
10	<i>Hallucinatory terrain</i> cast centered on target.
11	<i>Major image</i> cast.
12	<i>Disguise self</i> cast on self.
13	<i>Silent image</i> cast.
14	<i>Color spray</i> cast.
15	<i>Phantom steed</i> cast.
16	You appear to grow a unicorn horn for 1 hour.
17	Your eyes seem to change color (DM's choice) for 8 hours.
18	<i>Nystul's magic aura</i> cast on self.
19	<i>Minor illusion</i> cast.
20	You appear as if you are on fire for 1 hour.

The Wubba Wubba Necromancy Effects

d20	Effect
1	<i>Blindness/deafness</i> cast on target.
2	<i>Ray of sickness</i> cast at target.
3	<i>Ray of enfeeblement</i> cast at target.
4	<i>Animate dead</i> cast on closest corpse.
5	<i>Bestow curse</i> cast on target.
6	<i>Feign death</i> cast on self.
7	<i>Blight</i> cast on target.
8	<i>Chill touch</i> cast on target.
9	<i>False life</i> cast on self.
10	<i>Gentle repose</i> cast on closest corpse.
11	2d4 zombies rise from the ground and attack all living creatures.
12	2d4 skeletons rise from the ground and attack all living creatures.
13	The closest vampire suddenly hungers for your blood.
14	1d4 wights rise from the ground and attack all living creatures.
15	<i>Vampiric touch</i> cast on self.
16	You learn the location of the seven closest humanoid corpses.
17	Protective bone armor grows around you, granting you a +2 bonus to AC for 1 hour.
18	Target loses 5 hit points and you gain 5 hit points.
19	You have advantage on all Charisma (Intimidation) checks for 1 hour.
20	A zombie ally rises from the ground and serves you for 1 hour.

The Wubba Wubba Transmutation Effects

d20	Effect
1	<i>Blink</i> cast on self.
2	<i>Fly</i> cast on self.
3	<i>Gaseous form</i> cast on self.
4	<i>Haste</i> cast on self.
5	<i>Slow</i> cast on target.
6	<i>Speak with plants</i> cast on self.
7	<i>Water breathing</i> cast on self.
8	<i>Polymorph</i> cast on target.
9	<i>Stoneskin</i> cast on self.
10	<i>Polymorph</i> cast on self.
11	<i>Spider climb</i> cast on self.
12	<i>Alter self</i> cast on self.
13	<i>Jump</i> cast on self.
14	<i>Enlarge/reduce</i> cast on self (reduce only).
15	<i>Enlarge/reduce</i> cast on self (enlarge only).
16	<i>Heat metal</i> cast on closest held metal weapon.
17	<i>Heat metal</i> cast on closest worn metal armor.
18	Your skin turns blue for 1 week.
19	<i>Giant insect</i> cast.
20	<i>Darkvision</i> cast on self.

Bioarcane Items

The strange race of humanoids who lived in The Damned Lands before it became a wasteland, left behind a strange technology compatible with the anatomy of today's humanoids.

The magic of these items is unlocked only by attaching them to one's body. This requires a limb or organ be removed before the item is grafted to the owner in its place.

During a short or long rest (specified in the item's description), another creature can perform the procedure of removing your body part or organ

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and attaching the item to you with a DC 10 Wisdom (Medicine) check. If you decide to perform the procedure on yourself the DC of the check is 15. If the check succeeds the item is attached and you take 3d6 damage that cannot be reduced in any way. If the check fails by 4 or less, the item is attached but you take 8d6 damage that cannot be reduced in any way. If the check is failed by 5 or more, you lose the organ or body part, the item is not attached, and you take 16d6 damage which cannot be reduced in any way. In special cases noted in the item's description failure to attach the bioarcane item results in your death. Once the item is attached, it is activated and you can begin to make use of its properties.

Blade Skin

Bioarcane item, legendary (requires attunement)

A first blush, *blade skin* appears to be a ragged pile of cloth and metal with strange designs in sapphires and diamonds. When handled, *blade skin* is warm to the touch and calls to the user the way a shell would to a hermit crab. Once inspected thoroughly the truth is learned; this is a second skin which the wearer can affix to his or her body. With the skin attached, you are intimidating indeed, for it is covered in creative scars incorporated with the gems which tell the tale of a famous tavern brawl over the wearer's entire body. When the metal weapons are not retracted, the user is covered from head to toe in sharp adamantine blades.

You must remove all the skin on your body and replace it with the *blade skin*. This can only be done during a long rest. The Wisdom (Medicine) check DC for this attachment procedure increases by 5 and if the check fails by 5 or more, you die. While wearing *blade skin*, hidden, retractable blades lie in wait for enemies just beneath the skin's surface. When you take damage from an adjacent creature's melee attack, you can use your reaction to deal 1d6+3 piercing damage to attacker. You may also use your reaction to deal this damage to any creature who is grappling with you on its turn.

With the skin attached your unarmed attacks can be light, finesse, melee attacks in which you are proficient. This attack deals 1d6 piercing damage. You gain a +3 bonus to attack and damage rolls with this attack.

With the skin attached you have advantage when making a Strength (Athletics) check to climb.

Hawk's Eye

Bioarcane item, uncommon (requires attunement)

An eye carved of pure jade, the hawk's eye is true to its name and has the appearance and shape of a bird's eye. Once installed, the eye gives off a slight green glow. You must remove one of your eyes and replace it with the *hawk's eye*. This can be done during a short or long rest. Once attached, you gain advantage on all Wisdom (Perception) checks when attempting to spot hidden creatures or objects. In addition, you gain a +2 bonus to your passive Wisdom (Perception) score.

Jumpers

Bioarcane item, rare (requires attunement)

This pair of mithral legs have knees which bend in a direction opposite that of a human, similar to a bird. The bottoms of the feet each sport a large emerald and the calves and thighs are carved with ancient runes which glow blue when the user walks and green when he or she runs or jumps. You must remove both of your legs and replace them with the *jumpers*. This can be done only during a long rest. Once attached, you are always considered to have moved 10 feet before any jump you make, even if you have not. In addition, whenever you jump, you leap four times the normal distance.

Mage's Eye

Bioarcane item, legendary (requires attunement)

This is an eye carved of a fiery opal, and a disembodied *mage's eye* seems to follow onlookers as they walk. When attached, the eye glows red in the socket and gives off a slight physical heat. You must remove one of your eyes and replace it with the *mage's eye*. This can be done during a short or long rest. Once attached, you gain true sight out to 120 feet.

Radiant Heart

Bioarcane item, very rare (requires attunement)

The *radiant heart* is an expertly carved, heart-shaped ruby placed in a small brass box with windows of glassteel. When attached, the gem can be seen through the window inside the users chest, throbbing and beating with the life of a real heart. You must remove your heart and replace it with the *radiant heart*. This can only be done during a long rest. The Wisdom (Medicine) check DC for this attachment procedure increases by 5 and if the check fails by 5 or more, you die. Once attached, you can use your action to shoot a beam of radiant light in a line 100 feet long and 5 feet wide from your chest. Creatures in the line must make a Dexterity saving throw (DC 8 + your Charisma modifier + your proficiency bonus). Creatures who fail the save take 8d8 radiant damage, creatures who succeed take half damage. Against fiends and undead, the beam deals 8d10 radiant damage. You must complete a short rest before you can use this ability again.

Silver Fangs

Bioarcane item, rare (requires attunement)

This set of four large, silver canines, has a small sapphire set into the back of each tooth. On the front of the tooth is a small rune, which glows red when the teeth are being used to attack or eat meat. When you attach the fangs, your appetite for meat borders on insatiable. You must remove your canines and replace them with the *silver fangs*. This can be done during a short or long rest. Once attached, you gain a bite

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attack which counts as an attack with a light, finesse, silver melee weapon in which you are proficient. This attack deals 1d4 piercing damage. You gain a +1 bonus to attack and damage rolls with this attack. If you reduce a creature to 0 hit points with this attack, you heal 1d4 + 2 hit points.

Sonic Fist

Bioarcane item, very rare (requires attunement)

The *sonic fist* appears to be a sculpture of an obsidian hand with diamond-studded knuckles curled into a fist. However, when a creature handles the disembodied hand, it flexes its fingers before once again bringing them into the fist. When attached, the hand begins a low chant in combat. This seems to be a sort of hymn in a strange language which grows louder and louder as the fight progresses. You must remove one of your hands and replace it with the *sonic fist*. This can be done during a short or long rest. Once attached, the fist is a light, finesse melee weapon in which you are proficient. It deals 1d8 bludgeoning damage and 1d6 sonic damage. You gain a +2 bonus to attack and damage rolls with the *sonic fist*.

With the *sonic fist* attached you can use your action to create a 30-foot cone of sound. All creatures in the cone must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). Creatures who fail the save take 6d8 sonic damage and are deafened for one minute. Creatures who succeed take only half damage and are not deafened. You cannot use this ability again until you have completed a long rest.

Tongue of Contentment

Bioarcane item, rare (requires attunement)

This disembodied black tongue is studded with rubies and warm to the touch. It twitches as if it were still alive. It is believed the *tongue of contentment* was invented by whatever strange race lived within The Damned Lands to prevent folk from starving on long journeys. You must remove your own tongue and replace it with the *tongue of contentment*. This process can be done during a short or long rest. Once attached, you don't need to eat or drink.

Wrist Spider

Bioarcane item, rare (requires attunement)

This small device has the appearance of an adamantine spider with eight onyx eyes. It is inserted into the top of the wrist, with the abdomen of the spider facing the user's hands. After the item is attached, you feel most comfortable in the darkened corners of rooms. You must remove your wrist bones and replace them with the *wrist spider*. This can only be done during long rest. Once attached, you can use your action to shoot sticky webs out of your wrists at enemies. To do so make an attack roll using your Dexterity modifier and proficiency bonus. If the attack hits, the target is restrained for one minute. On the target's turn, it can

make a DC 12 Strength or Dexterity saving throw as its move to end the restrained condition. You cannot use this ability again until you complete a short rest.

With the *wrist spider* attached you can use your action to create a 50-foot length of rope made of the web. The rope is only slightly sticky along its length and extremely sticky at its ends. Because of the stickiness on its ends, the web rope can be attached to any surface and can hold 1,000 pounds before it breaks. Creatures who use the web rope while climbing have advantage on their Strength (Athletics) check to climb. After a half hour, the web rope dissolves. You cannot use this ability again until you complete a short rest.

The Blades of Findalay

The Swords of Findalay are equipped with special intelligent swords which guide their mission of diplomacy and peace.

Each of *The Blades of Findalay* was forged by a master smith of its namesake country. The blades of these longswords are large, brightly colored gemstones. While the swords share some similar properties, each blade is imbued with its own unique personality, look, and a defining magical attribute.

Each of *The Blades of Findalay* is a magic longsword which grants a +1 bonus to attack and damage rolls made with it and can be used as a spellcasting focus. When used as a spellcasting focus the item grants a +1 bonus to spell attack rolls and spell save DCs of your spells. When all four of the blades are within 500 feet of each other the bonuses to attack rolls, damage rolls, and spell save DCs rises to +3.

As a bonus action while holding on of *The Blades of Findalay* you can cause the weapon to shed bright light in a 30-foot radius and dim light in another 30 feet after that. It takes another bonus action to extinguish the light.

The Blade of Aeranore

Weapon (longsword), legendary (requires attunement)

The blue sapphire *Blade of Aeranore* sings "Aeranore the Bold," the country's national anthem, when being swung in battle. Its gold hilt features the flag of Aeranore on its pommel and the phrase "Power in Knowledge" is carved on its cross-guard in Gnomish.

Flight. While attuned to the Blade of Aeranore you have a flying speed equal to your walking speed. You can use the sword to fly for up to 1 hour, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The sword regains its hour of flying after you complete a long rest.

Sentience. *The Blade of Aeranore* is a sentient weapon of neutral alignment, with an Intelligence of 14, a Wisdom of 10, and a Charisma of 18. It has hearing and darkvision out to 120 feet.

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The weapon can communicate telepathically with its wielder and it can also speak, read, and understand Common and Gnomish.

Personality. *The Blade of Aeranore* is unrelentingly patriotic, but not overtly nationalistic. It has a love for Aeranore, but it respects the other nations of Findalay. It critiques the other nation's more harshly, but will grudgingly admit when push comes to shove that Aeranore is not perfect.

The Blade of Aeranore loves good strategy and is always nervous if its wielder acts without a plan whether in battle or diplomacy. The sword will always give its own thoughts and opinions about a plan even if its opinion is not invited. It cannot resist giving advice for the sword feels it is better to over-prepare than to have things go awry.

The Blade of Aeranore desires peace amongst the kingdom and believes knowledge is more important than strength. It is always searching for new tomes to read particularly those which deal with Aeranore's history. The sword has a vested interest in learning about the other Findalayan countries as well since the right cultural fact or historical reference can turn a diplomatic encounter from unfavorable to favorable.

The Blade of Bragonay

Weapon (longsword), legendary (requires attunement)

The serrated, ruby *Blade of Bragonay* revels in combat and laughs wildly when it is surrounded by the red mist of blood. Its adamantine hilt is encrusted with small diamonds and glowing red Dwarvish runes which spell out the word, "Power."

Thrower. *The Blade of Bragonay* has the thrown property with a normal range of 30 feet and a long range of 90 feet. Immediately after a ranged attack is made with the weapon it appears back in your hand.

Sentience. *The Blade of Bragonay* is a sentient weapon of neutral alignment, with an Intelligence of 10, a Wisdom of 14, and a Charisma of 18. It has hearing and darkvision out to 120 feet.

The weapon can communicate telepathically with its wielder and it can also speak, read, and understand Common and Dwarvish.

Personality. *The Blade of Bragonay* speaks only when necessary and usually in short, gruff sentences. The weapon has little patience for hi-jinx and tomfoolery that aren't in celebration of a job well done, especially if there's still a task which needs doing. That being said, the weapon has a soft spot for dwarves and dwarvish culture and is extremely protective of its wielder. If ever its wielder is personally attacked with words or steel, the sword comes screaming in to defend. It laughs at all of its wielder's jokes and praises the smallest achievements like a fool in love.

While *The Blade of Bragonay* supports the mission for peace in Findalay it does love a good battle, particularly with monsters who have no tie to any of Findalay's governments. The weapon encourages its wielder to kill first and ask questions never when a band of marauding giants or evil dragon threaten the

land. The wielder of the sword finds the weapon publicly pushes for the harshest punishments for nations which violate the Treaty of Findalay including its namesake country.

There are those who believe *The Blade of Bragonay* to secretly send visions of Bragonay's future world domination to its wielder. While these visions have never been proven, it would explain why Bragonay's last Sword murdered the others at the behest of the nation's empress.

The Blade of Marrial

Weapon (longsword), legendary (requires attunement)

The fine emerald *Blade of Marrial* chants prayers to The Sky Dragon as it swings through enemy ranks. The silver hilt of the blade is emblazoned with images of all manner of sea creatures as an homage to the nation of islands.

Amphibious. While attuned to *The Blade of Marrial* you have a swimming speed of 60 feet and can breathe underwater.

Sentience. *The Blade of Marrial* is a sentient weapon of neutral alignment, with an Intelligence of 12, a Wisdom of 12, and a Charisma of 18. It has hearing and darkvision out to 120 feet.

The weapon can communicate telepathically with its wielder and it can also speak, read, and understand Common and Draconic.

Personality. True to its democratic creators, *The Blade of Marrial* supports solutions which make the majority happy. It is easily the best negotiator of all *The Blades of Findalay* because it is the most-even tempered and patient. The sword listens to all opinions and facts before giving its own well-reasoned stance.

The Blade of Marrial makes it a point to not show any favoritism toward its wielder or its country. In fact the sword goes so far as to force a new wielder to earn its trust before beginning to impart telepathic thoughts to it. In battle the sword preaches mercy believing sparing a life to be the stronger option (when such an option is available).

The Blade of Marrial has a particular hatred of slavery. It is grudgingly accepting of Bragonay's enslavement of the warforges because it has to be, but refuses to speak in the presence of any who support the enslavement other races, such as diplomats from Parian.

The Blade of Taliana

Weapon (longsword), legendary (requires attunement)

The wicked alexandrite *Blade of Taliana* offers bawdy curses in Elvish and Halfling as it cuts down enemies. The onyx hilt of the sword is studded with small emeralds and emblazoned with images of elf and halfling heroes of legend.

Invisibility. As an action you can cast *invisibility* on yourself while attuned to *The Blade of Taliana*. You can use this ability three times and then must complete a long rest before you can cast the spell in this way again.

Sentience. *The Blade of Marrial* is a sentient weapon of neutral alignment, with an Intelligence of 16, a Wisdom of 8, and a Charisma of 18. It has hearing and darkvision out to 120 feet.

The weapon can communicate telepathically with its wielder and it can also speak, read, and understand Common, Elvish, and Halfling.

Personality. *The Blade of Taliana* is the least formal and appropriate of all *The Blades of Findalay*. It is quick with a jest and must be silenced in diplomatic situations as often as it must be called upon for jokes to ease tension. It japes in good fun at the expense of its wielder and offends in poor taste at the expense of others.

The Blade of Taliana bores easily, so it's a good thing it finds diplomatic situations fascinating. While on the road or deep in a dungeon, it implores its wielder to find some mischief to get into so they might have a story to tell. Likewise the sword pushes the wielder to take risks in its personal life not for glory or riches, but for the fun of it. It is no surprise that the sword loves pranks.

When things truly seem hopeless or without proper course, that is when *The Blade of Taliana* truly shines. For all its rudeness the weapon cares for all The Swords of Findalay and their mission and often gives rallying speeches to bolster its allies. Above all *The Blade of Taliana* does not want to see Findalay fall into another war on its watch and acts which could put the continent on such a course offend the sword to its very soul more than any bawdy tale told at a fancy dinner party.

Tools of Order

Hierotheist priestesses preach that the goddesses of the caste created copies of their weapons for seven mighty warriors to rise up against the chromatic dragons. These weapons, the *Tools of Order*, had the laws of the caste system eventually used in Bragonay engraved into them. The seven dwarf warriors were the leaders of their stations and enforced the divine will of their goddesses. While the weapons were lost in the war with the dragons, their laws remain in place today. Many dwarves spend centuries hunting for any clue of the *Tools of Order*.

Some outside the Heirotheist religion claim these weapons are not divine at all but rather made by powerful shardmind mages. In fact these naysayers claim that the dwarves refused to rise up with the shardminds against the chromatic dragons so the crystalline beings created the *Tools of Order* to appeal to the dwarves' piety. They say it is the shardminds themselves who hid these weapons so the dwarves would never know of their deception. These sacrilegious claims have only made seekers of the *Tools of Order* all the more desperate to find the weapons of their gods.

Each of the *Tools of Order* is a magic weapon which grants a +3 bonus to attack and damage rolls made with it. When you score a critical hit with one of

these weapons roll the attack's damage dice three times and add it together with any relevant modifiers. Each of the *Tools of Order* also functions as a *ring of evasion*, *defender*, and *dragonslayer*.

If a non-lawful or non-dwarf creature attempts to attune one of the weapons, it must make a DC 15 Charisma saving throw. On a failed save this creature takes 8d6 psychic damage taking only have damage on a successful one. The creature must repeat this saving throw anytime it attacks with the weapon.

Random Properties. Each of the *Tools of Order* has the following random properties:

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

Dominate Person. While holding one of these weapons you can cast *dominate person* (save DC 18). Once you have cast the spell you cannot cast it again until next dawn.

Strength of the Caste. If 2 or more of the *Tools of Order* are within 100 feet of one another, each wielder gains an additional +1 bonus to damage and initiative rolls for every other weapon within range.

Destroying the Tools. The only way to destroy the *Tools of Order* is by freezing them in the coldest part of the Nine Hells and then breaking them against the hardest stone in the Plane of Earth.

Order-Keeper

Weapon (greatsword), artifact (requires attunement)

This greatsword is forged of adamantine and has diamonds shaped into Dwarish runes along the center of the blade. Its engraved hilt of gold depicts a mighty army of dwarves working together to slay an ancient red dragon. It is made in the likeness of the weapon wielded by Caramey, the Heirotheist goddess of the empress caste.

Increased Strength. While wielding this weapon your Strength score increases by 2, to a maximum of 24.

Resist Fire. While wielding this weapon you resist fire damage.

Head-Remover

Weapon (sickle), artifact (requires attunement)

This sickle's blade is made of pure emerald. Its ebony wood shaft is marked with silver Dwarish runes on one side and plated with gold depiction of an army of dwarves removing the head of an ancient blue dragon on the other. It is made in the likeness of the weapon wielded by Meralla, the Heirotheist goddess of the warlord caste.

Increased Constitution. While wielding this weapon your Constitution score increases by 2, to a maximum of 24.

Resist Lightning. While wielding this weapon you resist lightning damage.

Secret-Revealer

Weapon (dagger), artifact (requires attunement)

This dagger is made entirely of obsidian and embedded with small sapphire Dwarish runes on the blade. Its gold-plated hilt depicts a noble family of dwarves executing a bound ancient green dragon. It is made in the likeness of the weapon wielded by Zelti, the Heirotheist goddess of the noble caste.

Increased Charisma. While wielding this weapon your Charisma score increases by 2, to a maximum of 24.

Resist Poison. While wielding this weapon you resist poison damage. If you are a dwarf, you are immune to poison damage while wielding this weapon.

Judgement

Weapon (battleaxe), artifact (requires attunement)

This adamantite battleaxe is adorned with ruby Dwarish runes. Its gold haft depicts a lone dwarf hero standing victorious over the bodies of several dead green dragons. It is made in the likeness of the weapon wielded by Swarvune, the Heirotheist goddess of the warrior caste.

Increased Strength. While wielding this weapon your Strength score increases by 2, to a maximum of 24.

Resist Poison. While wielding this weapon you resist poison damage. If you are a dwarf, you are immune to poison damage while wielding this weapon.

Dragonsbane

Weapon (maul), artifact (requires attunement)

This oversized maul is adorned with Dwarish runes of pearl along its marble head. Its gold haft depicts a hail of arrows taking down an ancient black dragon in flight. It is made in the likeness of the weapon wielded by Shalleal, the Heirotheist goddess of the artisan caste.

Increased Intelligence. While wielding this weapon your Intelligence score increases by 2, to a maximum of 24.

Resist Acid. While wielding this weapon you resist acid damage.

Servitor

Weapon (war pick), artifact (requires attunement)

This war pick's head is made of pure ruby carved with Dwarish runes. Its gold haft depicts a group of villagers defeating an ancient white dragon in combat. It is made in the likeness of the weapon wielded by Berga, the Heirotheist goddess of the peasant caste.

Increased Wisdom. While wielding this weapon your Wisdom score increases by 2, to a maximum of 24.

Resist Cold. While wielding this weapon you resist cold damage.

Worthy Example

Weapon (club), artifact (requires attunement)

This simple club is carved of oak and inlaid with diamond Dwarish runes around its head. An image of a dwarf slave bowing to another is carved into its wood. It is made in the likeness of the weapon wielded by Almahad, the Heirotheist god of the slave caste.

Increased Wisdom. While wielding this weapon your Wisdom score increases by 2, to a maximum of 24.

Resist Fire. While wielding this weapon you resist fire damage.