

D. COLEMAN

Imbued with Magic

New magic items for your fifth edition campaign

Dungeons
ON DEMAND

New Magic Items At a Glance

Ammunition. Three new pieces of magical ammunition have been added to spice up the treasure hoards for characters with ranged weapons. Each adds diversity and strategy in its use.

Baron's Doublet. A playful item with a lot of *flavor* (pun intended). When your players suit up in these magical overalls they'll be sure to flaunt their uncanny ability to always have a meal ready.

Compendium of Xygag. This tome gives a player some options when confronted with monsters they've never seen before. They can sacrifice actions for knowledge, which encourages communication and teamwork around the table. Great for any level of play.

Agatean Chest. An homage to Sir Terry Pratchett, this *figurine of wondrous power* can be a lot more than simple luggage. It's essentially a *bag of holding* with feet and a bite attack, but it wouldn't be too far fetched for your players to grow attached to the little guy (or even give it a name).

Gainful Goblet. This chalice is better suited for higher levels of play, when potions are more commonly thrown into the mix. Gainful goblets allow players to store uncommon potions on their person they may need during their adventures. It has a built in safety that let's you poison a player if you feel it's being abused.

Girdle of Femininity / Masculinity. A timeless favorite from older editions, this cursed magic belt is sure to start a great story. Best used in lower levels before the magic to remove the curse is available, this one is sure to keep the players laughing.

Jester's Mask. A harlequin's mask that is sure to get a smile, giving a player an edge on Performance checks and a daily spell. Best for lower levels before more practical options become available, but still useful at higher levels.

Kimono of the Glittering Heavens. Who said wizards were the only ones that got to wear the fancy clothes? This cloth vestment gives a high level monk a boost in AC and saves, the ability to treat critical hits as normal hits, and limited use of the *maze* spell.

Mask of the Skull. This terrifying mask will turn a character instantly into a necromancer, giving them the ability to slay the living and raise the dead. Save this one for higher level campaigns.

Maul of Tremors. Who wouldn't want a hammer that knocks everything down? That's just what this maul does. Gives a martial character some dynamic options, and suitable at any level of play.

Messenger's Quill. A useful if not utilitarian item, this magic quill ensures an important message it writes reaches its recipient. Don't be surprised if players start meticulously tracking their remaining ounces of ink and pieces of parchment.

Necklace of Favors. This necklace comes with a variable amount of *charms*. Each charm can be used only once. Randomly determine which charms are available, or pick your favorites from the list. This item is great for mid-level campaigns.

Orb of Invasive Fortunes. Returning from the previous edition, this orb lets a sorcerer or wizard deny monsters from regaining powers, while recharging their own. Best for high level games.

Pearl of Chaos. This bauble allows a spellcaster to regain a spell slot quickly for use, but at the cost of a wild magic surge. Sure to start a great story, and useful at any level of play.

Portable Campfire. This handy item functions in two forms - a torch produced of magical flame, and a full campfire the party can use while resting. A great low level item when other options aren't available, but useful at any level.

Ring of Delusion. These cursed magic rings force their wearers into believing they have a beneficial effect, even though they do nothing. A fun item at any level of play. Roleplay the ring's deceptive effect for the best use of it.

Ring of Truth. A throwback to an older edition, this ring will allow a player to see through the lies of your NPCs (and other PCs!) with ease. It comes at the cost of forcing them to only speak the truth however. Best introduced at mid-level games.

Savage & Wicked Weapons. These weapons are similar to *vicious weapons*, although extra damage dealt from a critical hit by either depends on its rarity. A nice treat to characters at lower and higher levels when vicious weapons aren't on the treasure tables.

Staff of Slumber. This helpful staff can magically lull even the mightiest monsters to sleep, and hordes of lesser monsters as well. It also provides the unique benefit of preventing the same fate from befalling its bearer!

Standards. Magical battle standards are a unique new item the whole party can attune to! Each standard provides a passive benefit to those near it, and any attuned to it can use its other properties as well. Any is a good item to give a party that appreciates team-oriented combat.

Totems. Totems are the remains of monsters, magically infused with the creature's essence to provide the totem's bearer some of the monster's power. Their properties can be uniquely restored by spending hit dice, which gives them an interesting twist.

Wand of Briars. A wand themed around roses and well-received by druids and warlocks. It has a helpful array of spells its bearer can use when traveling outdoors and around areas with lots of plants.

Weapon of First Blood. A weapon that gives a player extra damage against creatures with all their hit points. Useful, but not game breaking, and perfect for low levels games.

Ammunition, Conductive

Weapon (any ammunition), uncommon

When this piece of magic ammunition hits its target, lightning crackles and arcs from it to other nearby creatures. Each creature within 20 feet of the hit target must make a DC 13 Dexterity saving throw or take 3d6 lightning damage, or half as much damage on a successful save. Once it hits a target, the ammunition is no longer magical.

Ammunition, Exhausting

Weapon (any ammunition), rare

When this piece of magical ammunition hits a creature, it causes the creature to be overcome with a wave of fatigue and lethargy. A creature hit by this ammunition must succeed on a DC 15 Constitution saving throw or gain 2 levels of exhaustion.

Once the ammunition deals these levels of exhaustion to a creature, it becomes nonmagical.

Ammunition, Illuminating

Weapon (any ammunition), rare

When this piece of magical ammunition hits its target, it causes it to glow with an eerie, blue light for 1 minute. While affected by this, a creature is outlined in light and sheds dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the target can see it, and the affected creature or object can't benefit from being invisible. Once it hits a target, the ammunition is no longer magical.

Baron's Doublet

Wondrous item, uncommon (requires attunement)

These fine silk and leather doublets were once tailored at the request of Baron Stokeworth, who's renowned fortune was dwarfed only by his insatiable appetite. Each doublet is dark blue and embroidered with white stitching, bearing buttoned pockets on each side. Many are typically fashioned with straps that extend from the back and over the shoulders to be buttoned to the wearer's trousers.

Once per day while you are attuned to the doublet, you can reach into either pocket and magically produce an item of food or drink of your desire – anything from bland gruel to decadent cake, haunches of meat to tiered sandwiches, tepid water to cold ale, etc. The food is fresh and nourishing, but spoils if not eaten within the next 24 hours.

Compendium of Xygag

Wondrous item, rare (requires attunement)

This magical tome is bound in black leather, and bears the images of horrible beasts painted on its cover. The compendium is immense and cluttered with bookmarks, dog-eared pages, and inserted leafs of paper. Its pages hold complex diagrams and descriptions of monsters; these include their habitat, diets, natural defenses, and abilities. While you are attuned to the compendium, you have advantage on Intelligence checks made to identify creatures.

While in sight of a creature, you may use an action to reference its species in the compendium. Doing so allows you to learn one of the following aspects about it:

- The creature's damage vulnerabilities, immunities, and resistances.
- The creature's highest and lowest saving throw.
- If the creature is a spellcaster (or innate spellcaster).
- One of the creature's actions that is not a weapon attack.

The compendium can be used in this manner multiple times, but only once per turn. Each use requires a separate action.

Figure of Wondrous Power - Agatean Chest

Wondrous item, uncommon

This small figurine of wood and silver can be used to become a *faithful chest* for up to 8 hours. Once it has been used, it can't be used again until 12 hours have passed.

A faithful chest resembles a small wooden chest banded in steal. When called upon, the chest sprouts tiny legs that carries it around, loyally obeying its owner. The chest can open at its hinges, revealing a tongue and sharp teeth lining its interior, making an intimidating and deceptive surprise for those that would seek to plunder it. However, the chest's owner can use a command word to store items within the chest as if it were a *bag of holding*. When doing so, it opens like a normal chest, with the items stored within neatly arranged and accessible. Another use of the command word returns the chest to its bestial nature. Items stored in the chest cannot be accessed while the figurine's power is dormant.

A faithful chest follows its owner loyally. It does its best to avoid combat and hazards, but if reduced to 0 hit points it reverts back into a figurine immediately and the items stored within it pile out onto the ground in an unoccupied space. It cannot be transformed again until 12 hours have passed.

FAITHFUL CHEST

Small construct, unaligned

Armor Class: 13 (natural armor)

Hit Points: 28 (8d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+1)

Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft., passive Perception 10

Languages: Understands the language of its owner but can't speak

Challenge: 0 (10 XP)

Store. The chest has an extradimensional space that allows its owner to store up to 500 pounds and 64 cubic space of material within it. The chest carries itself and is treated as if it weighed 15 pounds, regardless of its contents.

Actions

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8+1) piercing damage.

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Gainful Goblet

Wondrous Item, very rare (requires attunement)

Made from polished copper, this goblet can be used for mundane drinking purposes (although liquids drank from the cup do carry a slightly metallic taste).

Once per day, you can fill the goblet with water and speak a command word to cause water to turn to any one of the following potions: *potion of animal friendship*, *potion of climbing*, *potion of fire breath*, *potion of hill giant strength*, *potion of growth*, *potion of greater healing*, *potion of resistance* (you determine the type), or a *potion of speed*. The potion may be poured forth from the goblet into a flask and stoppered for later use. However, using the goblet's power again before a previous potion is consumed causes the original potion to become nonmagical water.

Occasionally (5% chance) the goblet will actually produce a *potion of poison* when used (the owner believing they created the actual potion desired).

Girdle of Femininity / Masculinity

Wondrous Item, rare

This broad leather band appears to be a normal belt, or possibly identified as a *belt of giant strength*.

Curse. If buckled on, the belt will immediately change the sex of its wearer to be the opposite gender. It then loses all power. The wearer can restore their original sex with a *remove curse* spell or similar magic.

Jester's Mask

Wondrous item, uncommon

This colorful harlequin mask is adorned with feathers and bells, and bears the visage of a twisted half-smile, half frown. While wearing it, you have advantage on Charisma (Performance) checks made to entertain individuals or an audience. Once per day, you can use an action to target a creature with *tasha's hideous laughter* (DC 14). Using the power successfully causes the mask's face to show a full smile for the duration of the effect.

Kimono of the Glittering Heavens

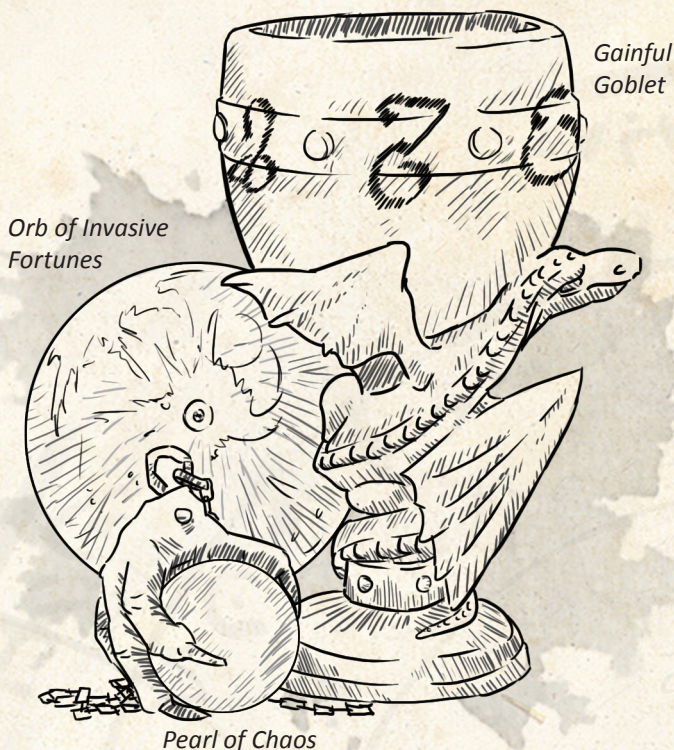
Wondrous item, legendary (requires attunement by a monk)

This beautiful blue and white kimono is embroidered with the depiction of a cherry orchard. While you wear it you gain a +1 bonus to AC and saving throws.

The kimono has 5 charges, and regains 1d3 + 2 expended charges daily at nightfall. While wearing it, you can use a reaction to expend 1 charge to turn a critical hit against you into a normal hit. After you do so, all other attacks against you have disadvantage until the start of your next turn.

You can expend all 5 charges of the kimono to cast the *maze* spell from it. While a creature is affected by this spell, its image is magically embroidered upon the kimono among the cherry orchard.

You can spend your ki points to regain expended charges from the kimono. Doing so requires at least 5 minutes of meditation. For every 3 ki points you spend, the kimono regains 1 expended charge.



Mask of the Skull

Wondrous item, very rare (requires attunement)

This mask of ivory has been carved to look like a human skull, bound together with iron rivets and dark gems set over the eye sockets. While attuned to the mask, you are immune to necrotic damage. Additionally, you are able to cast *animate dead* (5th level version) and *finger of death* (DC 16) each once per day. Once a spell has been used from the mask, it cannot be used again until the next dawn.

Maul of Tremors

Weapon (maul), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While this maul is on your person, you cannot be knocked prone.

As an action on your turn, you may strike the maul on the ground to send a tremor rippling from you. Make an attack roll against each creature within 5 feet of you. On a hit, a struck creature is dealt the maul's damage and must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Messenger's Quill

Wondrous Item, uncommon

You can use this magic quill to write a message of up to twenty-five words upon a piece of paper or parchment. Sealing the message and then speaking the quill's command word causes the message to magically fly through the air to its intended recipient. You choose to where or to whom the message is to be delivered when you speak its command word. If the message is to be delivered to a person or creature, the message travels to the location where you believe that person or creature to be, traveling about 50 miles each day. Once it arrives, it unfurls to be read.

The quill cannot be used again in this fashion until the next dawn. If you cause another message to travel in this manner before a previous one is delivered, the previous message flutters to the ground, inert.

Necklace of Favors

Wondrous item, rare

This necklace bears 1d6 + 3 random stone *charms* on it, each the size of a coin and etched with a rune. The GM randomly determines which charms are on the necklace when it is found. As a bonus action on your turn, you can remove the charm from the necklace to immediately gain its effect.

Charm of Aid. You gain the effect of the *aid* spell (5th level version)

Charm of Alacrity. You gain the effect of the *haste* spell.

Charm of Clarity. You gain the effect of the *mind blank* spell.

Charm of Heroism. You gain the effect of the *bless* spell.

Charm of Distortion. You gain the effect of the *blur* spell.

Charm of Duplicity. You gain the effect of the *mirror image* spell.

Charm of Flight. You gain the effect of the *fly* spell.

Charm of Providence. You gain the effect of the *divine favor* spell.

Charm of Recovery. You gain the effect of the *cure wounds* spell (3rd level version)

Charm of Safe Landings. You gain the effect of the *feather fall* spell.

Charm of Secrets. A *rope trick* spell takes effect within 20 feet of you.

Charm of Servitude. An *unseen servant* spell takes effect within 20 feet of you.

Because you gain the effect of the spell, without actually casting it, you do not need to concentrate to maintain the effect. However, multiple uses of the same charm have no effect while another instance of the charm is active. Once the last charm has been removed, the necklace loses its magical power and becomes a mundane piece of jewelry.

Orb of Invasive Fortunes

Wondrous item, very rare (requires attunement by a sorcerer or wizard)

This crystal sphere is imbedded with the likeness of a tiny glowing eye. While you hold the orb in your hand, you may cast the *vicious mockery* spell at will.

Additionally, once per day when a hostile creature within 30 feet of you that you can see recharges a power, you can choose to use your reaction to cause it to not recharge. When you do so, you regain a used spell slot of up to 4th level. Once you use this power, it cannot be used again until the next dawn.

Pearl of Chaos

Wondrous item, rare (requires attunement by a spellcaster)

You can use a bonus action to speak this pearl's command word to regain one expended spell slot of up to 4th level. You must then use the spell slot before the end of your turn to cast a spell, which always triggers a *wild magic surge* in accompany to it. If you use the pearl to regain a spell slot and fail to cast a spell with it before your turn ends you suffer 3d10 psychic damage and are incapacitated during your next turn. Once you use the pearl's power, it cannot be used again until the next dawn.

Ring of Delusion



Portable Campfire

Wondrous item, uncommon

The flame of this torch is alight with magical fire that cannot be extinguished. The torch provides light and comfortable heat, but does not cause harm or set other flammable materials on fire – allowing it to be safely stored in bags or one's person.

You can place the torch on the ground and use a command word to cause the torch to expand into a magical campfire. The fire provides warmth for up to 10 creatures and will cook food if needed. The campfire becomes a torch after 8 hours of use, or until you use the command word again. Once used in this way, the torch cannot become a campfire again for another 12 hours.

Ring of Delusion

Ring, rare

This ring appears to be a ring of great value, set with precious gems. It identifies to be another magical ring, often a *ring of shooting stars* or *ring of three wishes*. However, the ring is cursed.

Curse. When you don the ring, you believe the ring to be of another type, and nothing will convince you to the contrary. The ring has no other effect than convincing you of this. For instance, if you believe it to be a *ring of shooting stars*, you fully believe you can use it to produce the effect of that ring. Failing to do so doesn't convince you otherwise – to the ring appears to be working normally.

The ring cannot be removed unless you are subject to a *remove curse* spell, at which point it slides off your finger and the truth of its deceptions are revealed to you.

Ring of Truth

Ring, rare (requires attunement)

This band of plain steel is a mixed blessing. While you wear the ring, you have advantage on Wisdom (Insight) checks to discern when someone is telling a lie. Additionally, while attuned to the ring you may cast *zone of truth* (DC 15) once per day. Once you have used this ability, you cannot use it again until the next dawn.

While attuned to the ring, you are also unable to speak lies, as if you were effected by *zone of truth*.

Savage Weapon

Weapon (any), very rare

When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 10 damage of the weapon's type.

Staff of Slumber

Staff, rare (requires attunement by a spellcaster)

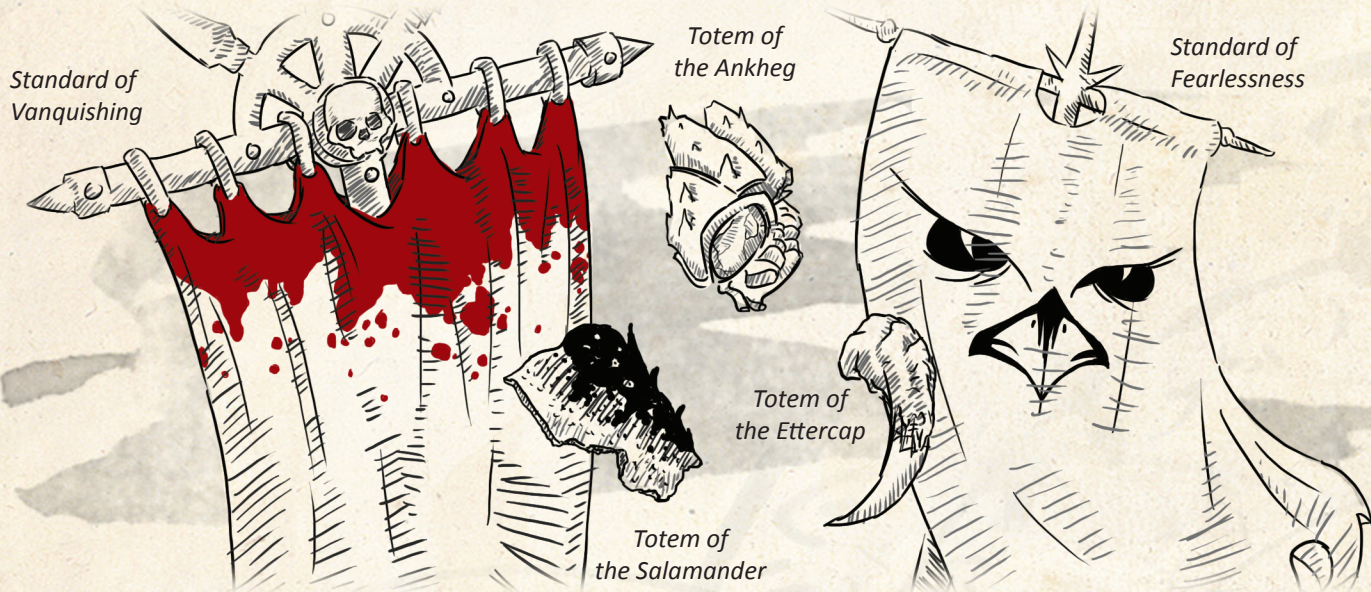
While holding this staff, magic can't put you to sleep.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *sleep* spell (save DC 15) from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The staff regains 1d6 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff turns to goose down and is destroyed.

Ring of Truth

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Standard of Fearlessness

Wondrous item, very rare (requires attunement)

Up to ten creatures can attune to this magical battle standard at a time. You can use an action to plant the standard in the ground.

The standard has 10 charges, and regains 1d6 + 4 expended charges daily at dawn. While the standard is planted, an attuned creature within 60 feet of the standard can spend 2 charges when the creature would make a saving throw. If it does so, it makes the saving throw with advantage.

While planted and at least 1 charge is remaining, each attuned creature within 60 feet of the standard has advantage on saving throws against becoming frightened.

Standard of Perseverance

Wondrous item, rare (requires attunement)

Up to ten creatures can attune to this magical battle standard at a time. You can use an action to plant the standard in the ground.

The standard has 10 charges, and regains 1d6 + 4 expended charges daily at dawn. While the standard is planted, an attuned creature within 60 feet of the standard can spend charges from it to cast the following spells: *dispel magic* (4 charges), *healing word* (2 charges), or *lesser restoration* (3 charges). Creatures that do not have a spellcasting ability use their Charisma modifier.

While planted and at least 1 charge is remaining, whenever an attuned creature within 60 feet of the standard would regain hit points, it regains an additional 2 hit points.

Standard of Vanquishing

Wondrous item, rare (requires attunement)

Up to ten creatures can attune to this magical battle standard at a time. You can use an action to plant the standard in the ground.

The standard has 10 charges, and regains 1d6 + 4 expended charges daily at dawn. While the standard is planted, an attuned creature within 60 feet of the standard can spend 2 of its charges when the creature makes a damage roll for a weapon attack. If it does so, the attack deals an additional 3d8 damage of the weapon's damage type.

While planted and at least 1 charge is remaining, attuned creatures within 60 feet of the standard increase their speed by 5 feet.

Totem of the Ankheg

Wondrous item, rare (requires attunement)

This petrified eye is embedded in a chitinous piece of ankheg carapace. While this totem is on your person, you can use an action to spit a line of acid that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 3d6 acid damage on a failed save, or half as much damage on a successful one.

Once this property is used, you cannot use it again until you expend a hit die during a short or long rest to recharge it. You do not regain hit points for hit dice expended to recharge this property.

Totem of the Ettercap

Wondrous item, uncommon (requires attunement)

This petrified tusk is woven in the hardened strands of ettercap webbing. While this totem is on your person, you can use your action to spit a bundle of webbing at one Large or smaller creature that is within 30 feet. Make a ranged attack roll against that target. On a hit, the target is restrained by the webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Once the webbing hits a creature, you cannot use it again until you expend a hit die during a short or long rest to recharge it. You do not regain hit points for hit dice expended to recharge this property.

Totem of the Salamander

Wondrous item, uncommon (requires attunement)

This black and red piece of charred leather is the remains of a salamander's hide. While this totem is on your person, you can use a bonus action to cause your body and weapons to emit intense heat. Until the start of your next turn, a creature that touches you or hits you with a melee attack while within 5 feet of you takes 2d6 fire damage. During this time, any metal melee weapon you wield deals an additional 1d6 fire damage on a hit.

Once this property is used, you cannot use it again until you expend a hit die during a short or long rest to recharge it. You do not regain hit points for hit dice expended to recharge this property.

Wand of Briars

Wand, rare (requires attunement by a druid or warlock)

This wand is fashioned in the shape of a thorny rose, and has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1 the wand wilts into flower petals and is destroyed.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 15): *entangle* (1 charge), *speak with plants* (3 charges), or *spike growth* (2 charges).

Fecundity. While holding the wand, you can use an action to expend 1 charge and touch it to a shrub or bush. Doing so causes the plant to instantly produce 2d4 berries that function as if created by the *goodberry* spell.

Weapon of First Blood

Weapon (any), uncommon

This weapon is crafted with sigils of tongues licking blood through razor-sharp teeth. When you use this weapon to deal damage to a creature at its maximum amount of hit points, you deal an additional 1d6 damage. If you are at your maximum amount of hit points when you deal this extra damage, you suffer the same amount of extra damage dealt as well.

Wicked Weapon

Weapon (any), uncommon

When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 3 damage of the weapon's type.

Imbued with Magic

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