The
GRIFFON'S
SADDLEBAG
365 illustrated, game-ready magic items
with new character and setting options for fifth edition.
5E
COMPATIBLE
Book
ONE

The

GRIFFON'S SADDLEBAG

Book One

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FIND MORE ONLINE

You can always reach out online with questions regarding the content in this book.

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If you are a Kickstarter backer or have purchased access to The Ledger+, you can search, sort, read, and save every item in this book online at **ledger.thegriffonssaddlebag.com**. Patrons of certain tiers can access these items and more!

On the cover: An adventurer and his companions seek answers to the whereabouts of a mysterious treasure in Breezeport, following the partial guidance of *The Griffon's Saddlebag* at their side.

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Dedicated to the people who got me to start.

Dedicated to the people who kept me going.

Dedicated to the people who gave me a future.

You are all heroes on this journey. Thank you for being a part of this.

Keep on adventuring.

The real treasure isn't found at the end of an adventure: it's found in the stories that we're left with. Stories that shape us into our future selves and give us clues that point to our respective destinies. We're always on some kind of adventure, whether we know it or not. The trick is to leave good stories and listen to the clues they whisper to us.

That said, real loot always helps.

THANK YOU. Before I say anything else, let me make sure that you know how grateful I am for you to be reading these words. Thank you for your support, thank you for your purchase of this book, and thank you for your help in giving me a career to be proud of. I couldn't do what I do without you.

I'm Griffin, and this book took one year to make. Well, more than that—making anything always takes longer. From November 2018 to November 2019, I made one item every day for a year. These illustrations and words are my own. Most of these items are of my own invention, but many were also suggested by the community. Regardless of their origins, these items have been lovingly made for you to enjoy and implement in your home campaigns.

I hope that the items and options in this book follow you on grand new adventures. If you ever have a question, comment, or concern, please feel free to reach out: I always do my best to reply.

IN THIS BOOK

You'll find a wealth of content in this book that's been formatted in such a way to make it easier for you to refer to and find the answers you're looking for.

There are 365 magic items in this book. With that many items comes the need for tables and lists to keep track of them all. You'll find several tables in this book that include everything you need to know about them, even including their subrarities. You'll also find some contextual reiteration and clarification of rules that are frequently overlooked in the official source material.

Over this first year, lore has built around the items within this book. Some of it has coalesced into new settings, villains, or character options. You'll find that additional content in Parts II and III of this book.

ASK YOUR GAME MASTER

As with anything, check with your Game Master (GM) to make sure that these items, character options, monsters, or settings are welcome in your game.

The contents in this book are written to follow existing precedents as found in the official publications as closely as possible. The quality of your adventure is always top priority, and this content has been carefully made to abide by the same standard of quality that you've come to expect.

MAKING IT YOUR OWN

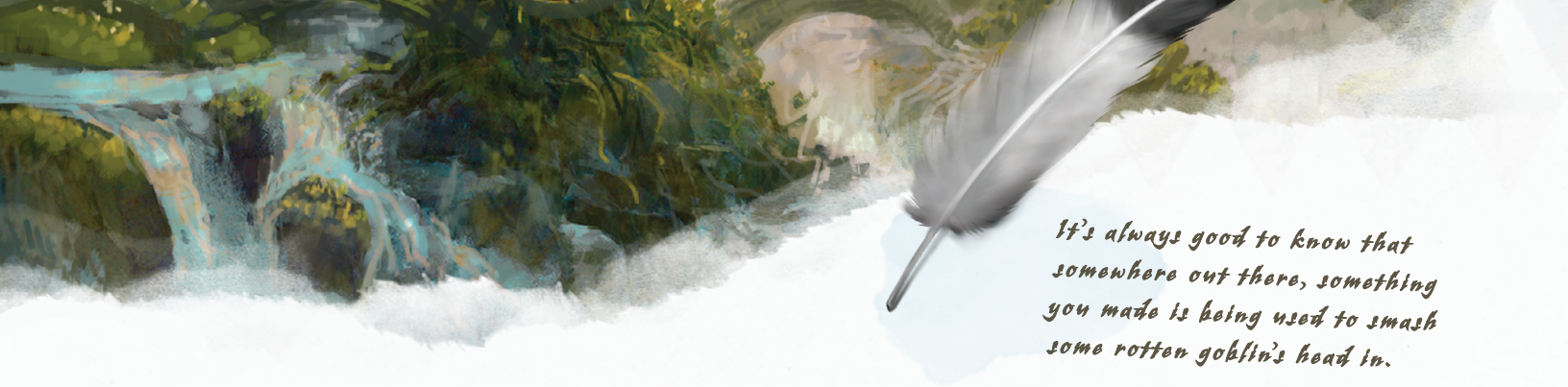
If an item fits your campaign's style or setting but isn't the proper fit in terms of power or features, feel free to adjust it how you see fit. While the items in this book are designed and balanced to fit within certain parameters, what is ultimately the most important is that you have fun with them.

ERRATA

You can't update a book, but you can update a PDF file. The .pdf version of this book will always be the most up to date version you can find, and will continue to be updated until it's no longer reasonable to do so.

You can find a list of any changes made to these items after they've been printed at thegriffonssaddlebag.com/errata.

PART I
MAGIC ITEMS



It's always good to know that somewhere out there, something you made is being used to smash some rotten goblin's head in.

MAGIC ITEMS

Striking down with the fury of a storm, an armor-clad human releases a powerful bolt of lightning from his sword to cleave through the impending horde.

Holding a ball of quicksilver in his hand, a dwarf describes the appearance of his bounty to a local merchant, magically changing the silver's shape to better describe his quarry.

Twirling in place, a maelstrom of flames leap from an elf's cloak, reducing the swarm of rats around her to ashes and giving her a clear path to escape.

Magic items have the power to add intrigue to stories and character growth for players. Limitlessly varied, magic items are always a treasured reward after a challenging adventure.

This section includes 365 new items for you to use in your fifth edition campaign settings, and assumes you're familiar with the rules for magical items, including their rarities, categories, and the implications of cursed items.

Legend

C Common | U Uncommon | R Rare | V Very rare | L Legendary | A Artifact | ✿ Requires Attunement

Weapon | Armor | Wondrous item | Ring | Rod | Wand | Staff | Potion

Subrarities: M = Major m = Minor

Magic items A—Z

	Item Name	*Type*	*Rarity*	*Sub*	*Requires Attunement?*	*Page*
U✿	Abjurer's Gilder	Wondrous item	Uncommon	M	Yes, by a wizard	27
R	Acidlight Arrow	Weapon (an arrow or bolt)	Rare	m		27
R✿	Aegis of Radiance	Armor (shield)	Rare	M	Yes, by a cleric	27
U✿	Amulet of Equilibrium	Wondrous item	Uncommon	M	Yes	27
V✿	Arcane Mirror	Armor (shield)	Very rare	M	Yes	28
V✿	Arcanist's Bowstaff	Weapon (quarterstaff)	Very rare	M	Yes, INT 17+	28
V✿	Architect's Disdain	Weapon (war pick)	Very rare	M	Yes	28
V✿	Astral Bracelet	Wondrous item	Very rare	M	Yes, by varying classes	29
L✿	Astral Sea Piercer	Weapon (war pick)	Legendary	M	Yes	29
R	Aurum and Argentum	Weapon (dagger)	Rare	M		30
R	Avian Circlet	Wondrous item	Rare	M		30
U	Axe Beak Tomahawk	Weapon (handaxe)	Uncommon	M		30
U	Bag of Sundrops	Wondrous item	Uncommon	m		30
R✿	Band of Mirrored Essence	Ring	Rare	M	Yes	31
C	Bands of the Found and Lost	Wondrous item	Common	m		31
C	Bard-in-a-box	Wondrous item	Common	m		31
U	Barge Helm	Wondrous item	Uncommon	M		32
U	Barricade Shield	Armor (shield)	Uncommon	m		32

	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
R	Basco's Handy Bangle	Wondrous item	Rare	M		32
R	Basilisk Dagger	Weapon (dagger)	Rare	M		32
C	Bath Potion	Potion	Common	m		33
U	Baton of Many Sizes	Rod	Uncommon	m		33
U*	Battle Tax	Weapon (battleaxe)	Uncommon	M	Yes	33
R	Battlebrew Maul	Weapon (maul)	Rare	M		33
U	Battlechef Buckler	Armor (shield)	Uncommon	M		34
V	Battlechef's Splendid Saucepan	Wondrous item	Very rare	M		34
U*	Battlement Bow	Weapon (any bow)	Uncommon	M	Yes	34
R*	Belt of the Raid Leader	Wondrous item	Rare	M	Yes, by a half-orc or orc	34
C	Bird of a Feather, common	Wondrous item	Common	m		35
U	Bird of a Feather, uncommon	Wondrous item	Uncommon	M		35
R	Blizzard Sphere	Wondrous item	Rare	m		35
V	Blood Pact Pendants	Wondrous item	Very rare	M		35
V*	Bloodmage Dagger	Weapon (dagger)	Very rare	M	Yes, by a spellcaster	36
L*	Bloodscryer Oculus	Wondrous item	Legendary	M	Yes, by a ranger	36
V*	Bolt	Weapon (crossbow, heavy)	Very rare	M	Yes	37
V*	Boots of Dendallen	Wondrous item	Very rare	M	Yes	37
U*	Boots of the Cloud Jumper	Wondrous item	Uncommon	M	Yes	37
C	Borboss' Joyous Wand of Color	Wand	Common	m		38
R*	Boreal Pendant	Wondrous item	Rare	M	Yes	38
V	Bottled Abyss	Potion	Very rare	m		38
U	Bounty Hunter Enforcer	Weapon (quarterstaff)	Uncommon	M		38
R*	Bow of Mind Thievery	Weapon (shortbow)	Rare	M	Yes	39
U	Braided Quarterstaff	Weapon (quarterstaff)	Uncommon	M		39
V*	Brambleheart Quiver	Wondrous item	Very rare	M	Yes, by a ranger	39
R*	Breastplate of the Morning Light	Armor (breastplate)	Rare	M	Yes, by a cleric or paladin	40
R	Brooch of Many Sizes	Wondrous item	Rare	M		40
U	Bug Smashers	Wondrous item	Uncommon	M		40
U	Cactus Mace	Weapon (mace)	Uncommon	M		40
U	Candle of Anti-light	Wondrous item	Uncommon	m		40
C	Catnip Amulet	Wondrous item	Common	m		41
R*	Celestial Circlet	Wondrous item	Rare	M	Yes, by a good-aligned cleric	41
V*	Ceratopper	Wondrous item	Very rare	M	Yes	41
U	Charlatan's Wardrobe	Wondrous item	Uncommon	m		42
L*	Chillspike	Weapon (pike)	Legendary	M	Yes	42
U	Chromacloth	Weapon (sling)	Uncommon	M		42
R	Cinnabar Rapier	Weapon (rapier)	Rare	M		44
V*	Circlet of the Huntsman's Third Eye	Wondrous item	Very rare	M	Yes	44
R*	Cloak of the Boundless Spirit	Wondrous item	Rare	M	Yes	44
U	Clockwork Faefly	Wondrous item	Uncommon	M		44
R*	Clockwork Healerbee	Wondrous item	Rare	M	Yes	45

	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U	Clockwork Inkbeetle	Wondrous item	Uncommon	m		45
U	Coil Crook	Staff	Uncommon	M		46
R*	Coldsnap	Weapon (whip)	Rare	M	Yes	46
C*	Companion's Band	Wondrous item	Common	m	Yes	46
C	Container of Heat and Frost	Wondrous item	Common	m		47
U*	Coralshield Golem	Armor (shield)	Uncommon	M	Yes	47
R*	Couatl Herald's Fang	Weapon (any sword or dagger)	Rare	M	Yes, by a good-aligned creature	48
U*	Couatl Herald's Guard	Armor (shield)	Uncommon	M	Yes, by a good-aligned creature	48
R*	Couatl Herald's Lash	Weapon (whip)	Rare	M	Yes, by a good-aligned creature	48
U*	Couatl Herald's Mantle	Wondrous item	Uncommon	M	Yes, by a good-aligned creature	48
R*	Couatl Herald's Radiance	Staff	Rare	M	Yes, by a good-aligned creature	49
R*	Couatl Herald's Reach	Weapon (any bow)	Rare	M	Yes, by a good-aligned creature	49
R*	Couatl Herald's Scales	Armor (scale male)	Rare	M	Yes, by a good-aligned creature	49
V*	Cratering Quarterstaff	Weapon (quarterstaff)	Very rare	M	Yes	50
V*	Crosier of Divine Power	Staff	Very rare	M	Yes, by a cleric or paladin	50
V*	Crown of Deep Winter	Wondrous item	Very rare	M	Yes	50
L*	Crypt Keeper Glaive	Weapon (glaive)	Legendary	M	Yes	50
U*	Dagger of the Ogre Mage	Weapon (shortsword)	Uncommon	M	Yes	51
V*	Dark Fathom Armor	Armor (studded leather)	Very rare	M	Yes	51
R	Dead Ringer	Wondrous item	Rare	M		51
R*	Death Knell	Weapon (halberd)	Rare	M	Yes	52
U	Devil's Detail Eyepatch	Wondrous item	Uncommon	m		52
R*	Direstone Dwarven Pick	Weapon (war pick)	Rare	M	Yes, by a dwarf	52
U*	Discordant Thunderstave	Weapon (quarterstaff)	Uncommon	M	Yes	52
C	Doodle Ring	Ring	Common	m		52
U	Doomsday Cookie	Wondrous item	Uncommon	m		53
U	Dragon Edge Weapons	Weapon (any slashing or piercing simple weapon)	Uncommon	M		55
R	Dragon Edge Weapons, +1	Weapon (any slashing or piercing simple weapon)	Rare	M		55
V	Dragon Edge Weapons, +2	Weapon (any slashing or piercing simple weapon)	Very rare	M		55
L*	Dragon Tamer Lance	Weapon (lance)	Legendary	M	Yes	55
R	Dragon Turtle Shield	Armor (shield)	Rare	M		56
L	Dragon-Kindled Edge	Weapon (longsword)	Legendary	M		56
R*	Dragonkin Weapon, +1	Weapon (any melee)	Rare	M	Yes, by a dragonborn	56
V*	Dragonkin Weapon, +2	Weapon (any melee)	Very rare	M	Yes, by a dragonborn	56
L*	Dragonkin Weapon, +3	Weapon (any melee)	Legendary	M	Yes, by a dragonborn	56
U	Dragon's Call	Wondrous item	Uncommon	M		57

🔍	*Item Name*	*Type*	*Rarity*	*Sub*	*Requires Attunement?*	*Page*
V*	Dream Mantle	Wondrous item	Very rare	M	Yes	57
R*	Druidic Throwing Club	Weapon (club)	Rare	M	Yes, by a druid or ranger	57
C	Dryadleaf	Wondrous item	Common	m		57
U*	Eaglereign	Wondrous item	Uncommon	M	Yes	58
U*	Ear Cuff of the Vampire Bat	Wondrous item	Uncommon	M	Yes	58
V	Edible Book of Recipes	Wondrous item	Very rare	m		58
R	Eldritch Scarf	Wondrous item	Rare	m		58
R	Enchantment Breaker	Ring	Rare	M		59
R	Essence of Rage	Potion	Rare	m		59
V*	Ether Spear	Weapon (spear)	Very rare	M	Yes	59
U	Everice Box	Wondrous item	Uncommon	m		60
C	Everlasting Sugarbomb	Wondrous item	Common	m		60
R*	Eye of Dendallen	Wondrous item	Rare	M	Yes	60
U	Eye of the Bookwurm	Wondrous item	Uncommon	m		61
V*	Fable's End	Weapon (mace)	Very rare	M	Yes	61
C	Fanfare Ammunition	Weapon (an arrow or bolt)	Common	m		61
R	Ferryman's Take	Wondrous item	Rare	M		61
U	Festerwood Buckler	Armor (shield)	Uncommon	M		62
R	Festerwood Claymore	Weapon (greatsword)	Rare	M		62
V*	Festerwood Fungal Stave	Staff	Very rare	M	Yes, by a cleric, druid, or sorcerer	62
U	Festerwood Logger	Weapon (handaxe)	Uncommon	M		63
V*	Festerwood Masher	Weapon (a maul or warhammer)	Very rare	M	Yes	63
R*	Festerwood Vizard	Wondrous item	Rare	M	Yes	63
L*	Festerwood's Light	Weapon (rapier)	Legendary	M	Yes	63
R*	Fife of Dragonsong	Weapon (blowgun)	Rare	M	Yes, by a bard	64
R*	Fire Dervish Cloak	Wondrous item	Rare	M	Yes	64
R*	Fire Fire!	Weapon (crossbow, light)	Rare	M	Yes	64
R*	Fire Wand of the Unbroken Circle	Wand	Rare	M	Yes, by a druid	65
C	Firecracker Crystals	Wondrous item	Common	m		65
U*	Fireweaver Gloves	Wondrous item	Uncommon	M	Yes	65
V*	Flesh of Dendallen	Wondrous item	Very rare	M	Yes	66
R*	Force Gauntlet	Wondrous item	Rare	M	Yes	66
L*	Forgemaster's Might	Weapon (warhammer or maul)	Legendary	M	Yes	66
U*	Fortune's Fivepence	Wondrous item	Uncommon	M	Yes	67
V*	Fourarm Bracers	Wondrous item	Very rare	M	Yes	67
V	Fragment of Elder Starlight	Wondrous item	Very rare	M		67
U	Frefil's Jolly Oozebean Sugarbombs	Wondrous item	Uncommon	m		69
U	Frefil's Tiny Tasty Tongue Twisty Sugarbombs	Wondrous item	Uncommon	m		69
R*	Frost Giant Fork	Weapon (trident)	Rare	M	Yes	70

	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U*	Frostbitten Buckler	Armor (shield)	Uncommon	M	Yes	70
U*	Frozen Dagger	Weapon (dagger)	Uncommon	M	Yes	70
U	Funeral Marchers	Wondrous item	Uncommon	M		70
A*	Galea of the Soulfire Phoenix	Wondrous item	Artifact	M	Yes	147
U	Galepierce Weapons	Weapon (any piercing weapon with the thrown property)	Uncommon	M		70
R	Galvanic Steelsnare	Weapon (net)	Rare	M		70
R	Gibberbox	Wondrous item	Rare	M		71
V*	Give and Take	Weapon (scimitar)	Very rare	M	Yes	72
R*	Glove of the Aegis	Wondrous item	Rare	M	Yes	72
R*	Glove of the Grim Fandango	Wondrous item	Rare	M	Yes, by a bard	72
C	Grass Carpet	Wondrous item	Common	m		73
V*	Grass Whistle Blade	Weapon (dagger)	Very rare	M	Yes	73
C	Gravity Goblet	Wondrous item	Common	m		73
R*	Greaves of Dendallen	Wondrous item	Rare	M	Yes	74
V*	Grip of Dendallen	Wondrous item	Very rare	M	Yes	74
R*	Halberd of the Peacock	Weapon (halberd)	Rare	M	Yes	74
U*	Hand of the Master	Wondrous item	Uncommon	M	Yes	75
V*	Harp of Valor	Weapon (shortbow)	Very rare	M	Yes, by a bard	75
U	Hasty Sugarbomb	Wondrous item	Uncommon	m		75
U	Hat Trick	Wondrous item	Uncommon	M		76
V*	Hcor'uk the Colossal's Portable Handheld Weapon of Walloping	Weapon (flail)	Very rare	M	Yes	76
U	Healing Arrow	Weapon (an arrow or bolt)	Uncommon	m		76
C	Heart of the Sleeveless	Wondrous item	Common	m		76
V*	Hellfire Pitchfork	Weapon (trident)	Very rare	M	Yes	77
R*	Helm of Heroes	Wondrous item	Rare	M	Yes	77
R*	Helmsman's Shelter	Armor (shield)	Rare	M	Yes	77
U*	Hexaxe	Weapon (handaxe)	Uncommon	M	Yes, by a warlock	77
V*	Hurricane Lance	Weapon (lance)	Very rare	M	Yes	78
U	Ice Sickle	Weapon (sickle)	Uncommon	M		78
C	Immovable Button	Wondrous item	Common	m		78
V*	Infernal Aegis	Armor (shield)	Very rare	M	Yes	78
U	Inferno Rope	Wondrous item	Uncommon	M		80
A*	Ionbreaker, the Tempest's Reach	Weapon (longbow)	Artifact	M	Yes	148
R*	Ironleaf Maul of Entanglement	Weapon (maul)	Rare	M	Yes	80
U*	Ironleaf Oaken Shield	Armor (shield)	Uncommon	M	Yes, by a druid	80
V*	Ironleaf Plate	Armor (plate)	Very rare	M	Yes	81
U*	Ironshod Trotters	Wondrous item	Uncommon	M	Yes	81
R	Jotun's Jodhpurs	Wondrous item	Rare	m		81
R*	Killskull Longbow of Dread	Weapon (longbow)	Rare	M	Yes	81
U	Kindle Egg Sugarbomb	Wondrous item	Uncommon	m		82
R*	Knight's Standard of Valor	Weapon (halberd)	Rare	M	Yes	82
R*	Knight's Standard of Vigor	Weapon (pike)	Rare	M	Yes	82

	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
R*	Knight's Standard of Virtue	Weapon (glaive)	Rare	M	Yes	82
U	Knocking Boots	Wondrous item	Uncommon	M		83
U	Kraken's Whip	Weapon (whip)	Uncommon	M		83
V*	Lance of the Hungering Dead	Weapon (lance)	Very rare	M	Yes	83
R*	Leeching Quarterstaff	Weapon (quarterstaff)	Rare	M	Yes	83
U*	Liar's Lyre	Wondrous item	Uncommon	M	Yes, by a bard	84
R	Lightning Pylons	Rod	Rare	M		84
U	Locksmith's Bane	Wondrous item	Uncommon	M		84
L*	Love's Embrace	Weapon (greatsword)	Legendary	M	Yes	85
R*	Mageplate Cap	Wondrous item	Rare	M	Yes, by a wizard or sorcerer	85
R*	Magma War Pick	Weapon (war pick)	Rare	M	Yes	85
U	Mammoth Boots	Wondrous item	Uncommon	M		85
R	Mantle of the Pack Lord	Wondrous item	Rare	M		86
V*	Mask of Dendallen	Wondrous item	Very rare	M	Yes	86
U*	Mask of the Pact Bearer	Wondrous item	Uncommon	M	Yes, by a warlock	86
R*	Master Machinist's Marvelous Mallet	Weapon (light hammers)	Rare	M	Yes	87
L	Mastery Gem	Wondrous item	Legendary	M		87
L*	Memento of the Shapeless	Weapon (any melee weapon without the reach or heavy property)	Legendary	M	Yes	87
C	Merry Berry	Wondrous item	Common	m		88
R*	Mirrorlight Edge	Weapon (scimitar)	Rare	M	Yes	88
V*	Mirrorlight Piercer	Weapon (spear)	Very rare	M	Yes	88
U*	Mockingblade	Weapon (shortsword)	Uncommon	M	Yes, by a bard	89
R	Monocle of Clarity	Wondrous item	Rare	M		89
V	Monsterbane Lasher	Weapon (whip)	Very rare	M		90
R	Moonswaddled Armor	Armor (any light armor)	Rare	M		90
R*	Necrolace	Wondrous item	Rare	M	Yes, by a spellcaster	90
V*	Nightstalker's Kanabo	Weapon (greatclub)	Very rare	M	Yes	90
V	Null Chalk	Wondrous item	Very rare	m		91
V*	Omenbringer's Mantle	Wondrous item	Very rare	M	Yes	91
C	Orator's Quill	Wondrous item	Common	m		93
U*	Otyugh Cloak	Wondrous item	Uncommon	M	Yes	93
V*	Ouroboros Rapier	Weapon (rapier)	Very rare	M	Yes	93
U*	Overshield	Armor (shield)	Uncommon	M	Yes	93
U	Pack of LeviBubble Sugarbombs	Wondrous item	Uncommon	m		94
C	Pair of Tiny Violin Rings	Ring	Common	m		94
R*	Pearl of Wisdom Quiver	Wondrous item	Rare	M	Yes	94
V*	Pendant of the Tempered Fury	Wondrous item	Very rare	M	Yes	94
U	Pendant of Thieves' Sight	Wondrous item	Uncommon	M		95
U	Peppermince Sugarbomb	Wondrous item	Uncommon	m		95
R*	Periapt of Reflection	Wondrous item	Rare	M	Yes	95
C	Permanent Parchment	Wondrous item	Common	m		95

	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U*	Petal Dancer Ward	Wondrous item	Uncommon	M	Yes	96
R*	Phase Axe	Weapon (battleaxe)	Rare	M	Yes	96
R	Phoenix Arrow	Weapon (an arrow or bolt)	Rare	M		96
L*	Pike of the Forgotten Legion	Weapon (pike)	Legendary	M	Yes	96
R	Plaguebane Mask	Wondrous item	Rare	M		97
V*	Planar Rapier	Weapon (rapier)	Very rare	M	Yes	97
C	Pomade of Ten Thousand Styles	Wondrous item	Common	m		98
U	Potion of Dragon's Breath (3d6)	Potion	Uncommon	m		98
R	Potion of Dragon's Breath (4d6)	Potion	Rare	m		98
V	Potion of Dragon's Breath (5d6)	Potion	Very rare	m		98
R	Potion of Spell Recovery	Potion	Rare	m		98
A*	Precipit, the Formless	Staff	Artifact	M	Yes	149
U*	Prismatic Javelin	Weapon (javelin)	Uncommon	M	Yes	98
C	Profane Mask	Wondrous item	Common	M		99
V*	Purging Dagger	Weapon (dagger)	Very rare	M	Yes	99
L*	Purity Spear	Weapon (spear)	Legendary	M	Yes, by a good-aligned creature	99
R	Purse Piglet	Wondrous item	Rare	m		100
L*	Puzzle Ring of Vitality, Life, and Power	Ring	Legendary	M	Yes, by a paladin	101
V*	Quagmire Maul	Weapon (maul)	Very rare	M	Yes	101
R*	Quake Hammer	Weapon (light hammer)	Rare	M	Yes	102
R	Quickdraw	Weapon (crossbow, hand)	Rare	M		102
C	Quicksilver Clay	Wondrous item	Common	m		102
R*	Radiant Defender	Weapon (maul)	Rare	M	Yes	102
R*	Reap and Sew	Weapon (crossbow, light)	Rare	M	Yes	103
L*	Red Claw's Regalia	Wondrous item	Legendary	M	Yes	103
U*	Relentless Bulwark	Armor (shield)	Uncommon	M	Yes, by a cleric or paladin	105
R	Retaliating Bloom Shield	Armor (shield)	Rare	M		105
U	Retaliating Shield of Ink	Armor (shield)	Uncommon	m		105
R*	Ring of Anchoring	Ring	Rare	M	Yes	106
R*	Ring of Eldritch Ire	Ring	Rare	M	Yes, by a warlock	106
C	Ring of Gestures	Ring	Common	m		106
C	Ring of Roses	Ring	Common	m		106
U*	Ring of Seething	Ring	Uncommon	m	Yes	106
C	Ring of the Fowl Sentinel	Ring	Common	m		107
U	Ring of the Sandskimmer	Ring	Uncommon	M		107
U	Rings of Fire, Ice, Stone, and Wind (Wind)	Ring	Uncommon	M		107
R	Rings of Fire, Ice, Stone, and Wind (Fire or Stone)	Ring	Rare	M		107
V	Rings of Fire, Ice, Stone, and Wind (Ice)	Ring	Very rare	M		107
V*	Rocborne Hand Ballista	Weapon (crossbow, heavy)	Very rare	M	Yes	108
U*	Rocborne Robe	Wondrous item	Uncommon	M	Yes	108

🔍	*Item Name*	*Type*	*Rarity*	*Sub*	*Requires Attunement?*	*Page*
R*	Rocborne Rod	Rod	Rare	M	Yes	108
R	Runic Ammunition	Weapon (a bolt, arrow, or piece of sling ammunition)	Rare	m		109
R*	Sandstorm Dancer	Wondrous item	Rare	M	Yes	109
U*	Scholar's Cap, +1	Wondrous item	Uncommon	M	Yes	109
R*	Scholar's Cap, +2	Wondrous item	Rare	M	Yes	109
V*	Scholar's Cap, +3	Wondrous item	Very rare	M	Yes	109
V*	Scorching Cleaver	Weapon (battleaxe)	Very rare	M	Yes	109
R*	Screaming Longbow	Weapon (longbow)	Rare	M	Yes	110
U	Sea Serpent Hairpin	Wondrous item	Uncommon	M		110
U*	Seafarer's Jacket	Wondrous item	Uncommon	M	Yes	110
C	Seat Belt	Wondrous item	Common	m		110
L*	Seed of Rebirth	Wondrous item	Legendary	M	Yes	110
V*	Septum Ring of the Great Minotaur	Wondrous item	Very rare	M	Yes	111
U	Serpent Dart	Weapon (dart)	Uncommon	M		111
U*	Servitude Choker	Wondrous item	Uncommon	M	Yes	111
U	Set of Numat's Trick Tubes	Wondrous item	Uncommon	m		112
R	Set of Secret Scribe Candles	Wondrous item	Rare	m		112
V*	Shadow Drinker	Weapon (dagger)	Very rare	M	Yes	112
U	Shadow Ink	Wondrous item	Uncommon	m		113
V*	Shadow Ward	Wondrous item	Very rare	M	Yes	113
R	Shadowshawl	Wondrous item	Rare	M		113
R	Shadowsmoke Dragon Pipe	Wondrous item	Rare	M		113
V*	Shaedenstaff	Staff	Very rare	M	Yes, by a sorcerer, warlock, or wizard	113
C	Shapeshifter's Circlet	Wondrous item	Common	m		114
R*	Shared Burden	Wondrous item	Rare	M	Yes, by a warlock	114
R*	Sharkrazor Mantle	Wondrous item	Rare	M	Yes	114
R	Sheer Cold	Weapon (battleaxe)	Rare	M		114
V*	Shield of Yggdrasil	Armor (shield)	Very rare	M	Yes	115
U	Shielding Turtle Sugarbombs	Wondrous item	Uncommon	m		115
R	Signet Rings of Blindness, Deafness, and Silence	Ring	Rare	M		116
V*	Signet Rings of the Fey Court	Ring	Very rare	M	Yes, by an elf, half-elf, or other fey creature	116
U	Silken Socks of Slickening	Wondrous item	Uncommon	M		116
U	Silver Eagle Weapons	Weapon (greataxe, greatsword, lance, or maul)	Uncommon	M		116
U	Silver Lycan Chime	Wondrous item	Uncommon	M		117
C	Singing Stein	Wondrous item	Common	m		117
U	Sirensong Silencer	Wondrous item	Uncommon	M		117
R*	Sling of the Tiny Giant	Weapon (sling)	Rare	M	Yes	117
C	Smash Potatoes	Wondrous item	Common	m		117
V*	Snuff	Weapon (sickle)	Very rare	M	Yes	118
C	Snugglebeast (owlbear)	Wondrous item	Common	m		118

	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
U	Snugglebeast (unicorn)	Wondrous item	Uncommon	m		118
R	Snugglebeast (dragon)	Wondrous item	Rare	m		118
V	Snugglebeast (tarrasque)	Wondrous item	Very rare	m		118
U	Socks of Well-Rested	Wondrous item	Uncommon	m		118
U	Spellwoven Robes	Wondrous item	Uncommon	M		118
R	Spiderbite Daggers	Weapon (dagger)	Rare	M		119
L*	Spire Seed	Wondrous item	Legendary	M	Yes	119
R*	Spirit Pike	Weapon (pike)	Rare	M	Yes, by a cleric	121
R	Splintershot	Weapon (shortbow)	Rare	M		121
V*	Splitter	Weapon (halberd)	Very rare	M	Yes	121
U	Squasher	Weapon (greatclub)	Uncommon	M		122
V*	Staff of Favorable Winds	Staff	Very rare	M	Yes, by a druid, sorcerer, warlock, or wizard	122
V*	Staff of the Four Seasons	Staff	Very rare	M	Yes, by a druid, warlock, wizard, or sorcerer	122
R*	Staff of the Magpie	Staff	Rare	M	Yes, by a spellcaster	123
R*	Staff of the Mirage	Staff	Rare	M	Yes, by a wizard	123
R*	Staff of the Mustang	Staff	Rare	M	Yes	123
R*	Staff of the Reverent Warrior	Staff	Rare	M	Yes, by a spellcaster	124
V*	Stalaga Spear	Weapon (spear)	Very rare	M	Yes	124
R*	Starbreaker	Weapon (morningstar)	Rare	M	Yes	125
R	Starmetal Ring	Ring	Rare	M		125
L*	Starmetal Shield	Armor (shield)	Legendary	M	Yes	125
L*	Starmetal Solar Axe	Weapon (greataxe)	Legendary	M	Yes	125
R*	Starmetal Striker	Weapon (light hammer)	Rare	M	Yes	126
C	Steps of the Trickster	Wondrous item	Common	m		126
R	Storm Sickle	Weapon (sickle)	Rare	M		126
R	Stormstruck Staff	Weapon (quarterstaff)	Rare	M		128
L*	Stormthrower Harpoon	Weapon (trident)	Legendary	M	Yes	128
U*	Sundersludge Net	Weapon (net)	Uncommon	M	Yes	128
V*	Switch	Rod	Very rare	M	Yes, by a druid	129
R*	Sword of Resonance	Weapon (longsword)	Rare	M	Yes, by a bard	129
L*	Sword of the Spelldrinker	Weapon (longsword)	Legendary	M	Yes	130
U	Talyard the Great's Wand of Power	Wand	Uncommon	M		130
C	Tear of Gaia	Wondrous item	Common	m		131
A*	Tectonic Gauntlets	Wondrous item	Artifact	M	Yes	150
U	Telescoping Bladelance	Weapon (lance)	Uncommon	m		131
V*	Tempest Griffon Feather Cape	Wondrous item	Very rare	M	Yes	131
U	Tether Tearer	Weapon (any axe)	Uncommon	M		131
U	Tethervine Quiver	Wondrous item	Uncommon	m		132
A	The Griffon's Saddlebag	Wondrous item	Artifact	M		151
V*	The Rose Basket	Weapon (rapier)	Very rare	M	Yes	132

	Item Name	Type	Rarity	Sub	Requires Attunement?	Page
L*	Thornpiercer	Weapon (dagger, shortsword, rapier, or whip)	Legendary	M	Yes	132
R*	Thunderous Flail	Weapon (flail)	Rare	M	Yes	133
U*	Thwackstaff	Weapon (quarterstaff)	Uncommon	M	Yes	133
V*	Timber	Weapon (handaxe)	Very rare	M	Yes	134
V*	Timepiercer	Weapon (rapier)	Very rare	M	Yes	134
R	Timeshifter's Mantle	Wondrous item	Rare	M		134
U*	Toadstone	Wondrous item	Uncommon	M	Yes	135
U	Tome of Dreams	Wondrous item	Uncommon	M		135
U	Torchbearer's Reach	Weapon (whip)	Uncommon	M		135
C	Torpedo Arrow	Weapon (arrow)	Common	m		135
R	Torrent Taiaha	Staff	Rare	M		136
C	Tote of Tricky Treat Sugarbombs	Wondrous item	Common	m		136
U*	Trident of the Dryad	Weapon (trident)	Uncommon	M	Yes	137
R	Trident of the Hydra	Weapon (trident)	Rare	M		137
U	Tub of Churning and Fermentation	Wondrous item	Uncommon	m		137
C	Uorik the Conqueror's Juice Cup	Wondrous item	Common	m		138
R*	Vancian Helm	Wondrous item	Rare	M	Yes	138
U*	Venombane Armor	Armor (any light armor)	Uncommon	M	Yes	138
R*	Vigilus	Weapon (crossbow, hand)	Rare	M	Yes	138
L*	Visage of Delight and Disaster	Wondrous item	Legendary	M	Yes, CHA 17+	139
U	Void Arrow	Weapon (an arrow or bolt)	Uncommon	m		139
R*	Volcanic Boots	Wondrous item	Rare	M	Yes	139
R	Volt Gauntlets	Wondrous item	Rare	M		140
R*	Voltedge	Weapon (any sword)	Rare	M	Yes	140
C	Vox Helm	Wondrous item	Common	m		140
R*	Wand of Whispers	Wand	Rare	M	Yes, by a spellcaster	140
V*	War Standard of Battlecries	Wondrous item	Very rare	M	Yes	142
R*	Warmind Wand	Wand	Rare	M	Yes, by a half-orc or orc	142
R	Wavebender's Leiomano	Weapon (glaive)	Rare	M		143
R*	Weapon of Mooring	Weapon (battleaxe, longsword, or warhammer)	Rare	M	Yes	143
C	Weapon of Showmanship	Weapon (any)	Common	m		143
U*	Weapon of Spite	Weapon (any melee weapon)	Uncommon	M	Yes	143
C	Webgrip Rucksack	Wondrous item	Common	m		143
V*	Wildman's Spinning Cleaver	Weapon (handaxe)	Very rare	M	Yes, by a barbarian	144
L*	Windrazor	Weapon (longsword)	Legendary	M	Yes	144
R*	Windswept Wyvernplate	Armor (halfplate)	Rare	M	Yes	144
V*	Winter's Embrace	Armor (breastplate)	Very rare	M	Yes	144
R	Wisplight Lantern	Wondrous item	Rare	M		144
R*	Wooden Chain of the Unbroken Circle	Armor (chain shirt)	Rare	M	Yes, by a druid or ranger	145
R*	Wyvernwing	Weapon (greatsword)	Rare	M	Yes	145
R*	Zafu of the Wandering Mind	Wondrous item	Rare	M	Yes, by a monk	145

RANDOM MAGIC ITEMS

When a source indicates the presence of one or more magic items, you can determine which ones appear by rolling on the appropriate table(s) below.

You can use these tables in addition to or instead of ones found in other publications. For suggestions on how to make your own treasure tables, turn to page 25.

Magic Item Table A

d100	Magic Item
01–05	Bird of a Feather, common variant
06–10	Dryadleaf
11–15	Everlasting Sugarbomb
16–20	Firecracker Crystals
21–25	Smash Potatoes
26–30	Torpedo Arrow
31–32	Bard-in-a-box
33–34	Bath Potion
35–36	Borboss' Joyous Wand of Color
37–38	Catnip Amulet
39–40	Clockwork Faefly
41–42	Companion's Band
43–44	Container of Heat and Frost
45–46	Doodle Ring
47–48	Fanfare Ammunition
49–50	Grass Carpet
51–52	Gravity Goblet
53–54	Heart of the Sleeveless
55–56	Immovable Button
57–58	Merry Berry
59–60	Orator's Quill
61–62	Pair of Tiny Violin Rings
63–64	Permanent Parchment
65–66	Pomade of Ten Thousand Styles
67–68	Profane Mask
69–70	Quicksilver Clay
71–72	Ring of Gestures
73–74	Ring of Roses
75–76	Ring of the Fowl Sentinel
77–78	Seat Belt
79–80	Shadow Ink
81–82	Shapeshifter's Circlet
83–84	Singing Stein
85–86	Snugglebeast (Owlbear)
87–88	Steps of the Trickster
89–90	Tear of Gaia
91–92	Tote of Tricky Treat Sugarbombs
93–94	Uorik the Conqueror's Juice Cup
95–96	Vox Helm
97–98	Weapon of Showmanship
99–00	Webgrip Rucksack

Magic Item Table B

d100	Magic Item
01–05	Bag of Sundrops
06–10	Candle of Anti-light
11–15	Doomsday Cookie
16–20	Frefil's Jolly Oozebean Sugarbombs
21–25	Frefil's Tiny Tasty Tongue Twisty Sugarbombs
26–30	Hasty Sugarbomb
31–35	Healing Arrow
36–40	Kindle Egg Sugarbomb
41–45	Pack of LeviBubble Sugarbombs
46–50	Peppermince Sugarbombs
51–55	Potion of Dragon's Breath (3d6)
56–60	Shielding Turtle Sugarbombs
61–63	Void Arrow
64–66	Baton of Many Sizes
67–69	Charlatan's Wardrobe
70–72	Clockwork Inkbeetle
73–75	Devil's Detail Eyepatch
76–78	Everice Box
79–81	Eye of the Bookwurm
82–84	Ring of Seething
85–87	Set of Numat's Trick Tubes
88–90	Snugglebeast (Unicorn)
91–93	Socks of Well-Rested
94–95	Tub of Churning and Fermentation
96	Barricade Shield
97	Retaliating Shield of Ink
98	Telescoping Bladelance
99	Tethervine Quiver
00	Snugglebeast (Dragon)

Magic Item Table C

d100	Magic Item
01–13	Essence of Rage
14–26	Potion of Dragon's Breath (4d6)
27–39	Potion of Spell Recovery
40–52	Blizzard Sphere
53–65	Peppermince Sugarbomb
66–78	Runic Ammunition
79–82	Eldritch Scarf
83–86	Jotun's Jodhpurs
87–90	Purse Piglet
91–94	Set of Secret Scribe Candles
95–00	Snugglebeast (dragon)

Magic Item Table D

d100	Magic Item
01–20	Bottled Abyss
21–40	Null Chalk
41–60	Potion of Dragon's Breath (5d6)
61–80	Edible Book of Recipes
81–00	Snugglebeast (Tarrasque)

Magic Item Table E

d100	Magic Item
01–10	Boots of Dendallen
11–20	Flesh of Dendallen
21–30	Grip of Dendallen
31–40	Mask of Dendallen
41–50	Blood Pact Pendants
51–60	Dream Mantle
61–70	Scholar's Cap, +3
71–85	Seed of Rebirth
86–00	Spire Seed

Purse Piglet

Magic Item Table F

d100	Magic Item
01–14	Locksmith's Bane
15–26	Toadstone
27	Abjurer's Gilder
28	Amulet of Equilibrium
29	Axe Beak Tomahawk
30	Barge Helm
31	Battle Tax
32	Battlechef Buckler
33	Battlement Bow
34	Bird of a Feather, uncommon
35	Boots of the Cloud Jumper
36	Bounty Hunter Enforcer
37	Braided Quarterstaff
38	Bug Smashers
39	Cactus Mace
40	Chromacloth
41	Coil Crook
42	Coralshield Golem
43	Couatl Herald's Guard
44	Couatl Herald's Mantle
45	Dagger of the Ogre Mage
46	Discordant Thunderstave
47	Dragon Edge Weapons
48	Dragon's Call
49	Eaglereign
50	Ear Cuff of the Vampire Bat
51	Festerwood Buckler
52	Festerwood Logger
53	Fireweaver Gloves
54	Fortune's Fivepence
55	Frostbitten Buckler
56	Frozen Dagger
57	Funeral Marchers
58	Galepierce Weapons
59	Hand of the Master
60	Hat Trick
61	Hexaxe
62	Ice Sickle
63	Inferno Rope
64	Ironleaf Oaken Shield
65	Ironshod Trotters
66	Knocking Boots
67	Kraken's Whip
68	Liar's Lyre
69	Mammoth Boots
70	Mask of the Pact Bearer
71	Mockingblade
72	Otyugh Cloak
73	Overshield
74	Pendant of Thieves' Sight
75	Petal Dancer Ward
76	Prismatic Javelin
77	Relentless Bulwark
78	Ring of the Sandskimmer
79	Rings of Fire, Ice, Stone, and Wind (Wind)
80	Rocborne Robe
81	Scholar's Cap, +1
82	Sea Serpent Hairpin
83	Seafarer's Jacket
84	Serpent Dart
85	Servitude Choker
86	Silken Socks of Slickening
87	Silver Eagle Weapons
88	Silver Lycan Chime
89	Sirensong Silencer
90	Spellwoven Robes
91	Squasher
92	Sundersludge Net
93	Talyard the Great's Wand of Power
94	Tether Tearer
95	Thwackstaff
96	Tome of Dreams
97	Torchbearer's Reach
98	Trident of the Dryad
99	Venombane Armor
00	Weapon of Spite

Magic Item Table G, Option 1

d100	Magic Item
01–05	Acidlight Arrow
06–08	Eye of Dendallen
09–11	Greaves of Dendallen
12–14	Aurum and Argentum
15–17	Avian Circlet
18–20	Basco's Handy Bangle
21–23	Basilisk Dagger
24–26	Battlebrew Maul
27–29	Bow of Mind Thievery
30–32	Brooch of Many Sizes
33–35	Cinnabar Rapier
36–38	Dead Ringer
39–41	Dragon Edge Weapons, +1
42–44	Dragon Turtle Shield
45–47	Enchantment Breaker
48–50	Ferryman's Take
51–53	Festerwood Claymore
54–56	Galvanic Steelsnare
57–59	Gibberbox
60–62	Lightning Pylons
63	Aegis of Radiance
64	Band of Mirrored Essence
65	Belt of the Raid Leader
66	Boreal Pendant
67	Breastplate of the Morning Light
68	Celestial Circlet
69	Cloak of the Boundless Spirit
70	Clockwork Healerbee
71	Coldsnap
72	Couatl Herald's Fang
73	Couatl Herald's Lash
74	Couatl Herald's Radiance
75	Couatl Herald's Reach
76	Couatl Herald's Scales
77	Death Knell
78	Direstone Dwarven Pick
79	Dragonkin Weapon, +1
80	Druidic Throwing Club
81	Festerwood Vizard
82	Fife of Dragonsong
83	Fire Dervish Cloak
84	Fire Fire!
85	Fire Wand of the Unbroken Circle
86	Force Gauntlet
87	Frost Giant Fork
88	Glove of the Aegis
89	Glove of the Grim Fandango
90	Halberd of the Peacock
91	Helm of Heroes
92	Helmsman's Shelter
93	Ironleaf Maul of Entanglement
94	Killskull Longbow of Dread
95	Knight's Standard of Valor
96	Knight's Standard of Vigor
97	Knight's Standard of Virtue
98	Leeching Quarterstaff
99	Mageplate Cap
00	Magma War Pick

Magic Item Table G, Option 2

d100	Magic Item
01–04	Phoenix Arrow
05–06	Mantle of the Pack Lord
07–08	Monocle of Clarity
09–10	Moonswaddled Armor
11–12	Plaguebane Mask
13–14	Quickdraw
15–16	Retaliating Bloom Shield
17–18	Rings of Fire, Ice, Stone, and Wind (Fire)
19–20	Rings of Fire, Ice, Stone, and Wind (Stone)
21–22	Shadowshawl
23–24	Shadowsmoke Dragon Pipe
25–26	Sheer Cold
27–28	Signet Rings of Blindness, Deafness, and Silence
29–30	Spiderbite Daggers
31–32	Splintershot
33–34	Starmetal Ring
35–36	Storm Sickle
37–38	Stormstruck Staff
39–40	Timeshifter's Mantle
41–42	Torrent Taiaha
43–44	Trident of the Hydra
45–46	Volt Gauntlets
47–48	Wavebender's Leiomano
49–50	Wisplight Lantern
51–52	Necrolace
53–54	Ring of Eldritch Ire
55–56	Shared Burden
57–58	Spirit Pike
59–60	Staff of the Magpie
61–62	Staff of the Mirage
63–64	Staff of the Reverent Warrior
65–66	Sword of Resonance
67–68	Wand of Whispers
69–70	Warmind Wand
71–72	Wooden Chain of the Unbroken Circle
73–74	Zafu of the Wandering Mind
75	Master Machinist's Marvelous Mallet
76	Mirrorlight Edge
77	Pearl of Wisdom Quiver
78	Periapt of Reflection
79	Phase Axe
80	Quake Hammer
81	Radiant Defender
82	Reap and Sew
83	Ring of Anchoring
84	Rocborne Rod
85	Sandstorm Dancer
86	Scholar's Cap, +2
87	Screaming Longbow
88	Sharkrazor Mantle
89	Sling of the Tiny Giant
90	Staff of the Mustang
91	Starbreaker
92	Starmetal Striker
93	Thunderous Flail
94	Vancian Helm
95	Vigilus
96	Volcanic Boots
97	Voltedge
98	Weapon of Mooring
99	Windswept Wyvernplate
00	Wyvernwing

Starmetal Striker

Mageplate Cap

Magic Item Table H

d100	Magic Item
01–06	Boots of Dendallen
07–11	Flesh of Dendallen
12–17	Grip of Dendallen
18–23	Mask of Dendallen
24–26	Battlechef's Splendid Saucepan
27–29	Blood Pact Pendants
30–32	Dragon Edge Weapons +2
33–35	Fragment of Elder Starlight
36–38	Monsterbane Lasher
39–41	Rings of Fire, Ice, Stone, and Wind (Ice)
42	Arcane Mirror
43	Arcanist's Bowstaff
44	Architect's Disdain
45	Astral Bracelet
46	Bloodmage Dagger
47	Bolt
48	Brambleheart Quiver
49	Ceratopper
50	Circlet of the Huntsman's Third Eye
51	Cratering Quarterstaff
52	Crosier of Divine Power
53	Crown of Deep Winter
54	Dark Fathom Armor
55	Dragonkin Weapon +2
56	Dream Mantle
57	Ether Spear
58	Fable's End
59	Festerwood Fungal Stave
60	Festerwood Masher
61	Fourarm Bracers
62	Give and Take
63	Grass Whistle Blade
64	Harp of Valor
65	Hcor'uk the Colossal's Portable Hand-held Weapon of Walloping
66	Hellfire Pitchfork
67	Hurricane Lance
68	Infernal Aegis
69	Ironleaf Plate
70	Lance of the Hungering Dead
71	Mirrorlight Piercer
72	Nightstalker's Kanabo
73	Omenbringer's Mantle
74	Ouroboros Rapier
75	Pendant of the Tempered Fury
76	Planar Rapier
77	Purging Dagger
78	Quagmire Maul
79	Rocborne Hand Ballista
80	Scholar's Cap (+3)
81	Scorching Cleaver
82	Septum Ring of the Great Minotaur
83	Shadow Drinker
84	Shadow Ward
85	Shaedenstaff
86	Shield of Yggdrasil
87	Signet Rings of the Fey Court
88	Snuff
89	Splitter
90	Staff of Favorable Winds
91	Staff of the Four Seasons
92	Stalaga Spear
93	Switch
94	Tempest Griffon Feather Cape
95	The Rose Basket
96	Timber
97	Timepiercer
98	War Standard of Battlecries
99	Wildman's Spinning Cleaver
00	Winter's Embrace

Magic Item Table I

d100	Magic Item
01–12	Mastery Gem
13–16	Astral Sea Piercer
17–20	Bloodscryer Oculus
21–24	Chillspike
25–28	Cryptkeeper Glaive
29–32	Dragon Tamer Lance
33–36	Dragonkin Weapon +3
37–40	Dragon-Kindled Edge
41–44	Festerwood's Light
45–48	Forgemaster's Might
49–52	Love's Embrace
53–56	Memento of the Shapeless
57–60	Pike of the Forgotten Legion
61–64	Purity Spear
65–68	Puzzle Ring of Vitality, Life, and Power
69–72	Red Claw's Regalia
73–76	Starmetal Shield
77–80	Starmetal Solar Axe
81–84	Stormthrower Harpoon
85–88	Sword of the Spelldrinker
89–92	Thornpiercer
93–96	Visage of Delight and Disaster
97–00	Windrazor

Making Loot Tables

In general, these tables are in order of rarity from common to legendary, with Magic Item Table A being used for all common items, Tables B and F for uncommon ones, and so on. Items are listed in alphabetical order, with consumable, cursed, and one-time-use items given to the lowest numbers first. In addition, magic items that require attunement in order to use are given more precise numbers than those that don't.

Further, Magic Item Tables A–E use Minor items, and Tables F–I use Major items. For more on subrarities, visit thegriffonssaddlebag.com/subrarity.

Using these rules, you can make your own magic item tables for your adventures using whichever items you like.

MAGIC ITEMS A–Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Abjurer's Gilder

Wondrous item, uncommon (requires attunement by a wizard)

This golden badge is usually given to wizards who either excel at or who have mastered abjuration magic as a symbol of their accomplishments. While wearing this badge, you always have the *shield* spell prepared if you know it, and it doesn't count against the number of spells you can have prepared. In addition, whenever you cast the *shield* spell, you can take another reaction before the start of your next turn. This second reaction can't be used to cast the *shield* spell again.

Acidlight Arrow

Weapon (an arrow or bolt), rare

This ammunition is covered in an alchemical concoction that ignites upon impact, casting bright light in the space of the target it hits and dim light in a 5-foot radius for 1 minute. A creature struck by the ammunition takes 1d4 acid damage at the start of each of its turns and has disadvantage on any Dexterity (Stealth) checks it makes while the ammunition remains lit. The ammunition remains lodged in a target it hits until a creature uses an action to remove and snuff out the ammunition. If the target is invisible, it's revealed while the ammunition is lodged within it. The ammunition is destroyed by the lit solution, preventing it from being recovered once fired.

Aegis of Radiance

Armor (shield), rare (requires attunement by a cleric)

This shield emits a faint, holy glow when wielded and recognizes your devotion to a higher power. When you attune to this shield, the emblem adorning its face changes to one that represents your chosen deity, allowing you to use the shield as a holy symbol. You gain a +1 bonus to your AC while wielding this shield in addition to the shield's normal bonus to AC.

While wielding the shield, you can speak its command word as a bonus action to cause it to shatter into countless fragments of pure light. The pieces of light protect you as if you were wielding the shield, leaving your hands free. The light surrounds you for 1 minute, until you dismiss the effect as a bonus action, or until you fall unconscious or die, at which point the shield rematerializes on the ground at your feet or into your hand if you have one free. If your holy symbol is emblazoned or attached to the shield, it floats prominently amidst the shards of light and continues to function as a spellcasting focus. Undead creatures have disadvantage on attack rolls made against you while you're surrounded by the light in this way. The surrounding shards of light cast bright light in a 20 foot radius and dim light for another 20 feet. Once this property has been used, it can't be used again until the following dawn.

Amulet of Equilibrium

Wondrous item, uncommon (requires attunement)

This spiraling pendant is made of three magic-sensitive panes of colorful crystal. Each piece of crystal is attuned to a different arcane element. If you can cast spells, you can use the amulet as a spellcasting focus while you're attuned to it.

The amulet has 4 charges and regains 2 expended charges daily at dawn. When you deal cold, fire, or lightning damage to a single creature while wearing the amulet, you can expend any number of its charges to reroll that many of the cold, fire, or lightning damage dice. You must use the new rolls.

Whenever you take cold, fire, or lightning damage from a hostile creature, the amulet regains 1 charge.

Arcane Mirror

Armor (shield), very rare (requires attunement)

This mirror-like shield is enchanted with abjuration magic that can reflect spells back at their source. While holding the shield, you can use it as a reaction when hit by an attack to cast the *shield* spell from it. Once this property has been used, it can't be used again until you finish a short or long rest.

The shield has 10 charges and regains 1d6 + 4 expended charges each day at dawn. When you succeed on a saving throw to resist the effects of a spell that targets only you or are missed by a spell attack, you can use your reaction to learn the level of the spell. As part of your reaction, you can expend a number of the shield's charges equal to the level of the spell (up to 6th level) to reflect that spell back at its source. You can't reflect a spell of 7th level or higher. When you reflect a spell in this way, the caster of the spell must make a DC 16 Dexterity saving throw. On a failed save, the target takes 1d8 radiant damage for each expended charge as a bolt of reflected arcane energy hits them. On a successful save, the damage is halved. If you reflect a spell in this way that would cause you to take half damage on a successful save, you take no damage instead.

Arcanist's Bowstaff

Weapon (quarterstaff), very rare (requires attunement by a creature with an Intelligence of 17 or higher)

When you attune to this quarterstaff, it remains solid in your grip but feels pliable within your mind. You can choose to use your Intelligence modifier for the attack and damage rolls made with this weapon instead of Strength. You must use the same modifier for both rolls.

When you make an attack with this magic weapon, you can choose to make the attack at range. When you do, you use your mind to telekinetically curve the quarterstaff into the form of a longbow. The bow is magically strung with an arcane energy that arcs between the rings on either end of the weapon. A glowing, magical arrow is formed whenever the arcing energy is drawn back. The arrow disappears after it hits a target. When you make a ranged attack with the quarterstaff in this way, the weapon is treated as if it were a magical longbow. This longbow can only use the ammunition that it generates and does not have the heavy property. While holding this weapon, you're proficient with this longbow when using it in this way.

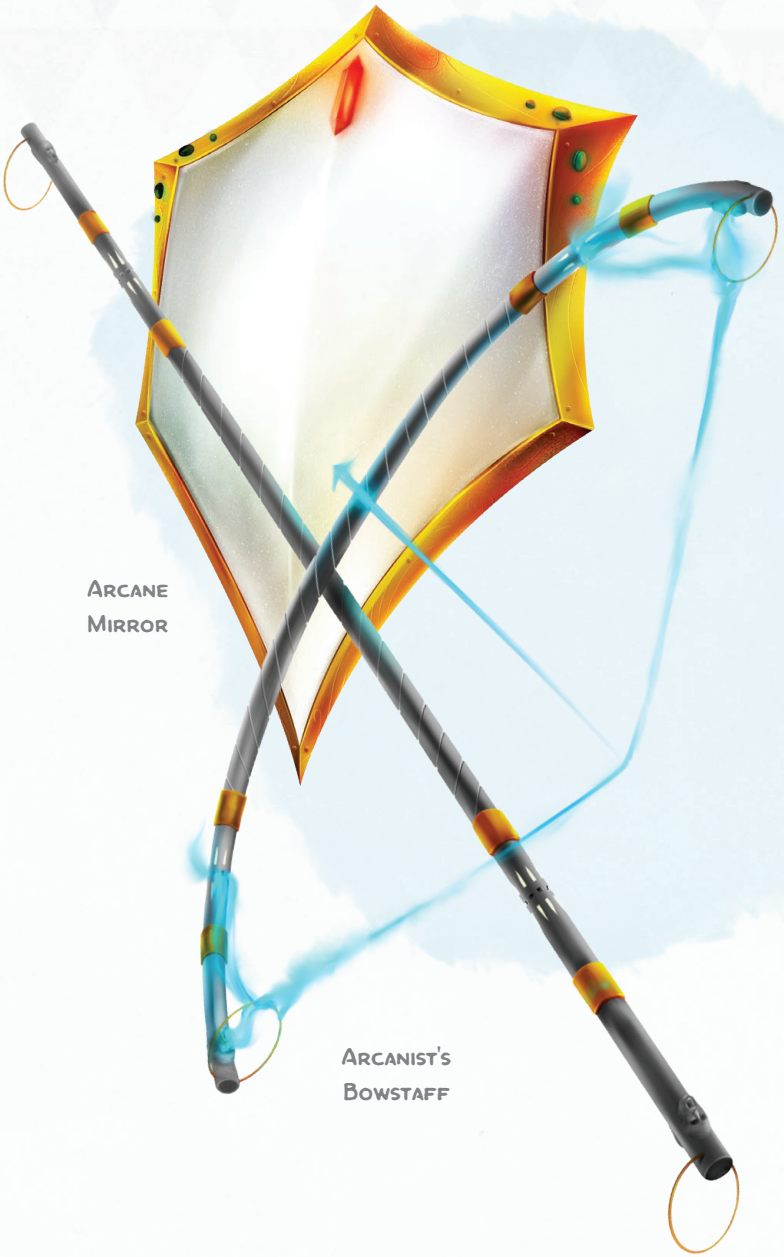
You gain a +2 bonus to attack and damage rolls made with this magic weapon.

In addition, this quarterstaff has 8 charges and regains 1d6 + 2 expended charges daily at dawn. When you take the Attack action with this weapon, you can expend 1 of its charges to cast the *magic missile* spell from the quarterstaff as a bonus action, instead of its normal casting time. When you do, the missiles are fired from either the bow or the quarterstaff's embossed faces.

Architect's Disdain

Weapon (war pick), very rare (requires attunement)

This adamantine war pick is specially designed to tear down walls. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Whenever the war pick hits an object or structure, the hit is a critical hit. In addition, if you hit a magically created object or structure, such as a *wall of ice*, with the war pick, you can choose to dispel the wall or object as if by the *dispel magic* spell (6th-level version). The effect fails if the spell or magical effect that created the object or structure was cast using a 7th-level spell slot or higher. Once the war pick has dispelled a structure in this way, this property can't be used again until the next dawn.



Astral Bracelet

Wondrous item, very rare (attunement requirement varies)

An *astral bracelet* is a powerful magical bangle that allows its wearer to see, commune, or otherwise manifest things using powers beyond the Material Plane. The metal and glyphs of each bracelet are related to the kind of power that it holds. You can pull the bracelet off and hold it in the palm of your hand as an action. When you do, the bracelet unfurls to

reveal the four inner rings collapsed within it, transforming the bracelet into an astronomical sphere. While the bracelet is transformed into the astronomical sphere, its inner rings slowly spin on their own.

The bracelet has 10 charges and regains 2d4 + 2 expended charges daily at dawn. If you expend the sphere's last charge, its spinning rings magically fold up again into the wearable bracelet. You can fold the rings back into place early using an action.

Spells. Each kind of astral bracelet has a different list of spells that can be cast from it. If a spell cast in this way normally requires a component worth at least 100 gp, that component is still required when casting the spell. While holding the sphere, you can expend 1 or more of its charges to cast the following spells from it, using your spellcasting ability modifier and spell save DC:

Astral Bracelet of Energy Spells. *(Requires attunement by a sorcerer or wizard) dispel magic* (3 charges), *floating disk* (1 charge), *globe of invulnerability* (6 charges), *hallucinatory terrain* (4 charges), *hypnotic pattern* (3 charges), *protection from energy* (3 charges), or *resilient sphere* (4 charges).

Astral Bracelet of Heavens Spells. *(Requires attunement by a cleric or paladin) detect evil and good* (1 charge), *dispel evil and good* (5 charges), *divination* (4 charges), *magic circle* (3 charges), *protection from evil and good* (1 charge), *spirit guardians* (3 charges), or *warding bond* (2 charges).

Astral Bracelet of Hells Spells. *(Requires attunement by a cleric, warlock, or wizard) detect evil and good* (1 charge), *dispel evil and good* (5 charges), *fire shield* (4 charges), *flaming sphere* (2 charges), *hellish rebuke* (1 charge), *magic circle* (3 charges), or *protection from evil and good* (1 charge).

Astral Bracelet of Knowledge Spells. *(Requires attunement by a bard, cleric, druid, ranger, or wizard) comprehend languages* (1 charge), *detect magic* (1 charge), *dispel magic* (3 charges), *identify* (1 charge), *legend lore* (5 charges), *locate creature* (4 charges), *locate object* (2 charges), or *sending* (3 charges).

Astral Bracelet of Planebending Spells. *(Requires attunement by a sorcerer, warlock, or wizard) banishment* (4 charges), *dimension door* (4 charges), *find familiar* (1 charge), *misty step* (2 charges), *plane shift* (7 charges), *rope trick* (2 charges), or *sending* (3 charges).

Astral Bracelet of Omniscience Spells. *(Requires attunement by a wizard) arcane eye* (4 charges), *detect magic* (1 charge), *detect thoughts* (2 charges), *scrying* (5 charges), *see invisibility* (2 charges), *sending* (3 charges), or *telepathic bond* (5 charges).

Astral Sea Piercer

Weapon (war pick), legendary (requires attunement)

This golden war pick was forged in the depths of the Astral Plane and leaves a faint trail of extraplanar energy behind it when swung. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and targets hit by it take an extra 1d4 force damage from the attack. In addition, while you're in the Astral Plane, you always know the direction of the nearest portal to another plane of existence.

Portal. This weapon has 4 charges and regains 1d3 + 1 expended charges each day at dawn. As a bonus action, you can expend 1 of its charges to slam the war pick into any flat, solid surface at least 5 feet across in any direction. When you do, you create a small planar rift. The rift fades after 1 minute. If you expend another charge in this way while there's a rift within 300 feet of you, the two rifts tear open to form a portal between them. The portal lasts until the end of your next turn or until you close it early (no action required). When the portal closes, the rifts fade. Medium and smaller creatures and objects can travel or interact freely through the portal while it's open, carrying with them any momentum they had through to the other side.

Both rifts must be placed on the same plane of existence, and if you create a second rift more than 300 feet away from the first, the first one fades.

Rifts can be entered from any direction to travel through a portal. When you enter a rift in this way, you reappear 5 feet in front of the other rift.

In addition, you can expend 1 of the war pick's charges when you hit a Small or larger creature with it. When you do, that creature takes an extra 1d8 force damage as a rift appears on its body. Rifts that appear on a creature in this way are attached to the creature and move with it until a portal is

opened. When a portal opens between two rifts and at least one of the rifts is attached to a creature, the attached creature or creatures must succeed on a DC 17 Charisma saving throw or be immediately shunted through the portal to the other rift's location. Large and larger creatures automatically succeed on this saving throw.

Aurum and Argentum

Weapon (Dagger), rare

This gold and silver set of daggers seem ordinary when used on their own, but become magical when used together. You gain a +1 bonus to attack and damage rolls made with these daggers while you hold one of them in each hand. When you engage in two-weapon fighting using these daggers, you can add your ability modifier to the damage of the second attack.

In addition, if you hit the same target with both daggers in the same round, it takes an extra 1d4 piercing damage from the second attack and can't use its reaction until the end of your turn.

Avian Circlet

Wondrous item, rare

This ornate silver tiara grants you power over certain flying creatures. You can use an action to cast *animal messenger* or *speak with animals* at will using the circlet. Any creature affected by these spells must be a beast and have a flying speed.

In addition, you can touch a willing beast with a flying speed. For 1 minute, you can see through the creature's eyes, sharing any of its special visual senses for the duration. You are blinded to your own surroundings while you share its vision in this way. You can end this effect early using an action to return to your normal senses. Once this property has been used, it can't be used again until this next dawn.

Axe Beak Tomahawk

Weapon (handaxe), uncommon

This magic handaxe is made from the remains of a slain axe beak. The first time you hit a creature that has a flying speed on each of your turns with this axe, that creature must make a DC 13 Strength saving throw. Each time that a creature fails this saving throw, that creature's flying speed is reduced by 15 feet for 1 minute.

Bag of Sundrops

Wondrous item, uncommon

This small, colorful bag is filled with 1d6 + 4 golden, marble-like orbs called sundrops that glow softly when held. As an action, you can throw a sundrop at a point or object you can see within 30 feet. When you do, the orb explodes into a dazzling pillar of light that lasts until the start of your next turn. The pillar is a 5-foot-radius, 40-foot-high cylinder of bright light centered on the point where the sundrop shattered. The light is sunlight.

A *dispel magic* spell targeting the light ends the effect early.

Band of Mirrored Essence

Ring, rare (requires attunement)

This unassuming platinum ring is polished to a mirror finish. When you reduce a Small or larger hostile creature to 0 hit points while wearing the ring, you can use your reaction to absorb a portion of that creature's essence into the ring. Looking into the ring shows the reflection of the creature whose essence is held inside. As an action, you can release the captured essence and assume either the creature's appearance or one of its features.

If you take on the appearance of the creature, it must be a creature no more than one size larger or smaller than you. You do not physically change in size or shape, but your body is shrouded in a convincing illusion. Your voice changes to match the creature's, and you can understand any of its known languages but can neither read nor speak any that you don't already know. Another creature can see through the illusion by succeeding on a DC 16 Intelligence (Investigation) check. Physical interaction with this illusory form reveals it to be an illusion, because things can pass through it. The illusion lasts for 8 hours or until you dismiss it as a bonus action or fall unconscious.

If you assume one of the creature's features, your body or mind temporarily changes to accommodate the new ability. You can choose to gain 1 skill or saving throw proficiency, damage resistance, condition immunity, sense, or language that the creature had. If the creature could breathe underwater, you can choose to gain that feature instead. You retain this feature for 8 hours or until you dismiss it as a bonus action or fall unconscious.

Once you capture an essence with the ring, you can't do so again for 1d8 hours. You can only have 1 essence at a time. If you capture an essence when you already have one, you replace the original.

I don't trust people who wear jewelry as a rule. I know what all my shiny things do, but yours? No clue. Until I know what kind of magic you're wearing, I won't go near you.

Band of Mirrored Essence

Bands of the Found and Lost

Wondrous item, common

The compass-like mechanisms on top of these matching leather bracelets remain motionless until each bracelet is worn by a different creature. While they're worn, each compass points in the direction of the other matching band. It doesn't indicate height or depth. The compasses spin wildly if the two bands are worn on different planes of existence.

Bands of the Found and Lost

Bard-in-a-Box

Wondrous item, common

This small music box can play songs at the request of the holder. As a bonus action, you can command the box to play a song for which it has music, causing the contraption to emit a slightly tinny rendition of the musical number. The box can know up to 5 songs at a time but can't recreate lyrics or other creature sounds. The box has a knob on its side to adjust its volume: able to be as quiet as a whisper or as loud as a scream.

Sheet music can be fed into the box through a narrow slot along the bottom of the device. Sheet music must be labeled with a song title, page number, and instrument in order to be replayed. Pages failing to meet the requirements cause

Bard-in-a-Box

the box to make a sad, discordant noise before being spat back out. Once a sheet is successfully fed into the box, it is consumed and can't be retrieved.

If a new piece of music causes the box to forget an older one, it quickly plays several bars of the now-forgotten number before it slows to a stop.

Barge Helm

Wondrous item, uncommon

This flat, rugged helmet lets you run headlong into targets and bowl them over with abandon. If you move at least 20 feet straight toward a target and then shove them on the same turn, the target takes 1d6 bludgeoning damage from being barreled into by the helmet.

Barricade Shield

Armor (shield), uncommon

While holding this sturdy iron shield, you can use an action to plant it on the ground and expand its height and width to stretch up to 15 feet across in either direction, potentially becoming a defensive wall or similar platform. The edges of the shield magically conform to fit the shape of an enclosed space, such as the walls of a tunnel or hallway. While holding the expanded shield in place, your speed becomes 0 and you have disadvantage on Dexterity checks and Dexterity saving throws. Regardless of the shield's size, its weight always remains the same.

The expanded shield is considered a nonmagical structure that has AC 14 and 40 hit points. The shield can remain expanded for up to 1 minute before it reverts back to its normal size. The expanded shield reverts early (but is not destroyed) if it reaches 0 hit points or moves. If you're holding the expanded shield, you can choose to revert it early using a bonus action.

Once this property has been used, it can't be used again until the next dawn.

Basco's Handy Bangle

Wondrous item, rare

This shiny platinum bangle is inlaid with arcane runes that seem to be written by different hands. Labels can be read behind each of the adorning runes on the inside of the bangle. As an action, you can touch one of the runes and say the command phrase, "I can do this," to gain proficiency in the rune's associated tool for the next 24 hours. The rune glows with arcane energy while in effect. Once a rune is activated in this way, it can't be activated again until 1d4 days have passed.

There are 10 runes on the bangle that can be activated in this way: alchemist's supplies, carpenter's tools, cook's utensils, leatherworker's tools, smith's tools, tinker's tools, instruments (drum, flute, lute, lyre), navigator's tools, thieves' tools, and vehicles (water). If you're already proficient with any of these tools, your proficiency bonus is doubled for any ability check you make that uses the tool while the rune is active.

Basilisk Dagger

Weapon (dagger), rare

This magic dagger was made from pieces of a slain basilisk and still retains some of its properties. The dagger deals an extra 1d4 poison damage to any target it hits.

In addition, when you score a critical hit with this weapon against a Large or smaller creature, that creature must succeed on a DC 13 Constitution saving throw or be restrained until the end of your next turn.

Bath Potion

Potion, common

This bubbly potion is frothy and smells like lavender. When you drink this potion, any dirt and grime on your body is magically rinsed away. Further, your breath, hair, and nails are suddenly cleaned, looking either polished and pristine or smelling of daisies and honey for the next 24 hours. Bubbles occasionally escape from your mouth while the potion is in effect.

Baton of Many Sizes

Rod, uncommon

While holding this segmented, 1-foot-long rod, you can speak its command word as an action to cause it to extend in either direction. The rod can extend up to 50 feet or as far as the surrounding space allows. If the rod touches another creature or surface before reaching its full length, the rod stops moving in that direction. If it stops moving against a solid, unmoving surface, the rod fills the gaps to hold firm against it.

The rod is unwieldy to hold once it's longer than 10 feet, forcing you to make a Strength (Athletics) check to maintain your grip on it while it's extended beyond that range. The DC for this check is equal to 8 + 1 for every 5 feet beyond 10 that the rod is extended. For example, the DC is 9 while the rod is 15 feet long, but 16 while a full 50 feet. If you lose your grip and drop the rod or use it to make an attack while it's extended more than 10 feet, it immediately retracts back to its shortened length. You can speak the rod's command word again as an action to cause it to retract.

Battle Tax

Weapon (battleaxe), uncommon (requires attunement)

This golden battleaxe is the chosen weapon of many merchants and followers of mercantile deities. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on an attack roll with this weapon against a Small or larger hostile creature, you magically earn a number of gold coins equal to the attack's damage. When you do, the axe glimmers like a sparkling coin, and you can sense the weight and clink of coins magically falling into your purse, pocket, or bag (your choice). If you have no room for the coins or don't want them to be immediately added to your storage, the coins erupt from the wound you inflict on the target instead. Once the axe generates coins in this way, it can't create any more for 12 hours.

Battlebrew Maul

Weapon (maul), rare

The head of this maul is an alchemical keg that generates battlebrew liquor, a favorite among dwarves and half-orcs. The keg holds up to 4 gallons of the liquor and creates 1 gallon each day at dawn and again each time you roll for initiative while holding it. A creature can use its action to remove or reattach the handle of the maul to the keg, and another action to pour out or stopper it.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While held in combat, the hammer heats

the liquor inside it. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 acid damage as the hammer buckles from the impact and releases a spray of the volatile liquor.

For 1 minute after a target has been sprayed with acid in this way, the next time that target takes fire damage, it takes an extra 2d6 fire damage as the liquor ignites.

Battlechef Buckler

Armor (shield), uncommon

This small shield is the repurposed pot lid of a famous adventuring chef. While wielding the shield, you have advantage on saving throws to resist or avoid taking fire damage. In addition, if you place the shield face down over a pot or similar vessel that's holding no more than 2 gallons of a water-based liquid inside, the vessel and its liquid comes to a rolling boil after 10 minutes.

Battlechef's Splendid Saucepan

Wondrous item, very rare

This magic saucepan can be used to turn nearly anything into a delicious and filling meal. You can boil 1 pound of any one or combination of organic, nonmagical materials for 10 minutes or longer to magically transform them into a stew that can nourish up to 4 creatures for 24 hours.

The saucepan also functions as a mace, granting you a +1 bonus to attack and damage rolls made with it. The saucepan deals an extra 1d4 thunder damage to any target it hits that's either wearing metal armor or made of metal or stone.

If you're not wearing heavy armor, you can use an action to either wear or remove the saucepan as a helmet. While wearing the saucepan in this way, you gain a +1 bonus to your AC.

Battlement Bow

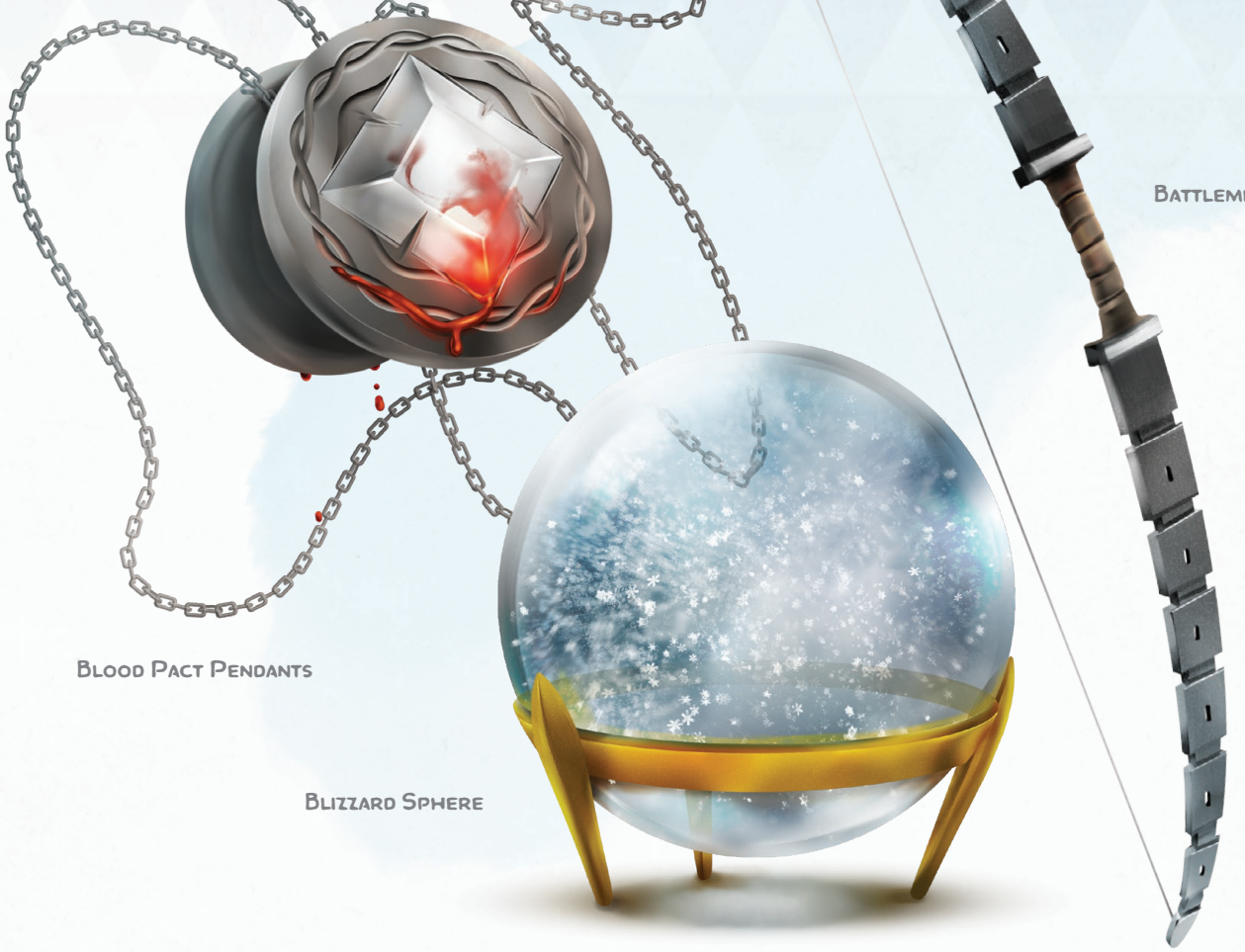
Weapon (any bow), uncommon (requires attunement)

This magic bow is enchanted with passive abjuration protections. When you hit a creature with a ranged attack using this bow, the bow creates a thin barrier of protective magic that stays between you and that creature until the start of your next turn. If you hit a different creature while protected by this barrier, the barrier moves to defend you against the new target instead. While the barrier is protecting you against a creature in this way, you're considered to have half cover against that creature's ranged attacks and spell effects.

Belt of the Raid Leader

Wondrous item, rare (requires attunement by a half-orc or orc)

This thick leather belt is reinforced with large rivets and secured with a heavy iron skull buckle. While wearing this belt, you can use an action to let loose a powerful war cry that inspires you and up to 5 friendly creatures within 60 feet



of you of your choice that can hear you. An inspired creature has advantage on attack rolls until the start of your next turn. When you use this property of the belt, you can make one weapon attack as a bonus action.

Once this property has been used, it can't be used again until the next dawn.

Bird of a Feather

Wondrous item, common (single use) or uncommon

This small stuffed roc toy is filled with enchanted down. While holding onto the toy and concentrating, you magically gain a flying speed of 20 feet for up to 1 minute. The stuffed toy's weak magic can carry up to 200 pounds.

If you take any damage while flying in this way, you lose concentration on the toy and immediately start falling.

If the toy is of uncommon rarity, the toy cannot be used again for 1d4 hours. It gives a happy little chirp when its magic can be used again.

Blizzard Sphere

Wondrous item, rare

This glass sphere contains a raging blizzard inside. It's cold to the touch and vibrates with the gusts of wind trapped within. As an action, you can throw the orb at a point or object you can see within 30 feet, shattering it on impact. When the orb shatters, the blizzard erupts from the glass in a 20-foot-radius sphere of swirling ice and snow centered on the point of impact. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and its speed is halved until the start of its next turn. On a successful save, a creature takes half as much cold damage and its speed is unaffected.

The blizzard remains for 1d4 rounds or until targeted by a *dispel magic* spell (DC 15 or cast at 5th level or higher). Any surface within the area is covered in a slick sheet of ice and sleet, turning the ground within the sphere into difficult terrain that remains for the effect's duration. While the blizzard persists, the area is heavily obscured.

Blood Pact Pendants

Wondrous item, very rare

These iron pendants come in pairs and are connected by a powerful bond of self-sacrifice. In order to create this bond, you and a friendly creature with whom you are close perform a brief, 1-minute ritual to connect your destinies and forge a blood pact. When you create this blood pact, you must each agree on a number of hit points to permanently sacrifice and reduce your total maximum hit points by (minimum 1). Once a pact has been forged, trickles of the bound creatures' blood are absorbed into the normally clear gems adorning the faces of these pendants. While the gem is filled in this way, it seems to gently swirl and pulse in time with your heartbeat.

While the bound creatures are wearing their respective pendants and are on the same plane of existence, they're

Bolt

Bloodscryer Oculus

Bloodmage Dagger

protected by this pact so long as one creature is still conscious. When a bound creature dies, it's immediately revived with 2d10 hit points plus twice the number of hit points it had sacrificed. When a creature is revived in this way, the other bound creature immediately falls to 0 hit points and is knocked unconscious, ending the blood pact and restoring both creatures' hit point maximums to normal. This property ignores any effect that would normally prevent a creature from falling to 0 hit points. Once the pact is ended in this way, the gems and pendants crack and are no longer magical.

Bloodmage Dagger

Weapon (dagger), very rare (requires attunement by a spellcaster)

This roughly hewn obsidian dagger is razor sharp and can be used as a spellcasting focus. Its handle is covered in small holes that drink in whatever blood runs down the blade. There's a small reservoir for blood at the dagger's pommel that seems to never completely fill. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The dagger has 5 charges and regains 1d3 + 2 expended charges daily at dusk. While holding the dagger, you can expend 1 of its charges as an action to make a melee spell attack using your spell attack bonus against a living creature you can see within 5 feet of you. When you do, an illusory crimson dagger sweeps out towards the creature. A creature hit by this attack takes necrotic damage equal to 3d6 + your spellcasting ability modifier, and you regain hit points equal to the necrotic damage dealt. If the target is a construct, plant, or undead creature, you don't regain any hit points in this way.

Alternatively, while holding the dagger, you can expend 1 or more of its charges when you cast a spell using a 1st, 2nd, or 3rd-level spell slot. The spell must target either a single creature or yourself. The spell slot you use to cast this spell counts as one level higher for each charge you expend in this way. You can't increase a spell slot level beyond 5th level in this way. When you use this property of the dagger, you also expend 1 Hit Die for each charge you expend in this way. Roll a number of Hit Dice equal to the number of expended charges and take necrotic damage equal to the total you roll. This damage ignores resistance and immunity. If expending charges in this way causes you to fall to 0 hit points, the spell fails and you fall unconscious.

Bloodscryer Oculus

Wondrous item, legendary (requires attunement by a ranger)

These red goggles have a second set of lenses that magically adjust their distance from your eyes to magnify and focus on targets. While you're attuned to these goggles, you are unaffected by visual obscurity such as fog or smoke and can see up to 60 feet in magical and nonmagical darkness. If you already have darkvision, wearing the goggles increases its range by 60 feet. Additionally, you gain advantage on Wisdom (Perception) checks that rely on sight.

These lenses are also imbued with several innate spells. While wearing the goggles, you can cast the following spells from them, using your spell save DC, but can only target

creatures whose blood you can see: *hunter's mark* (3rd-level version), *locate creature*, or *scrying*. Casting a spell in this way does not require you to concentrate on the spell in order to maintain it. Once the oculus casts a spell in this way, it can't be used to cast that spell again until the next dawn.

Bolt

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

This heavy crossbow is made of metal and fires small bolts of electricity instead of normal ammunition. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you pull the string back to load the crossbow, the string crackles with energy and loads a small bolt of lightning ammunition instead. Attacks made with this crossbow deal 1d12 lightning damage instead of 1d10 piercing. In addition, whenever you make a ranged attack with this weapon against a metal target or a creature wearing metal armor, you make the attack with advantage.

This crossbow acts as a small lightning rod. If another creature within 10 feet of you takes lightning damage while you're holding the crossbow, you take 1d6 lightning damage for every 10 lightning damage the other creature took.

Boots of Dendallen

Wondrous item, very rare (requires attunement)

These dark, fleshy boots grant marvelous powers and enhance your normal movement. While wearing these boots, you gain a flying speed equal to your walking speed and can hover. You can hover up to 20 feet off the ground in this way, leaving behind a thin trail of shadow when you do. In addition, when you take the Dash action while wearing the boots, you can move an extra 10 feet.

The boots have 4 charges and regain 1d3 + 1 expended charges daily at dusk. While wearing the boots, you can use a bonus action to expend 1 of their charges to cast either the *expeditious retreat* or *misty step* spell from them. When you cast *misty step* in this way, the normally silver mist that surrounds you is dark and ominous.

Curse. When you pull these boots over your feet for the first time, make a DC 16 Wisdom saving throw. On a success, you are aware of the curse's effects and can immediately remove the boots before they extend it to you. On a failure, the boots' muscly sinews dig into your legs and feet, interlocking with your own flesh. You immediately take 4d8 necrotic damage as the tainted muscles and flesh latch onto you, and you can't remove the boots unless you're targeted by the *remove curse* spell or similar magic. While you wear the boots, your feet sometimes move in unexpected ways. You make Dexterity (Acrobatics) checks and Dexterity saving throws with disadvantage, and it costs you an extra 10 feet of movement to stand up after you fall prone.

If you fail the saving throw to resist the curse and later remove the boots, you take another 4d8 necrotic damage as they painfully tear themselves from your body.

Boots of the Cloud Jumper

Wondrous item, uncommon (requires attunement)

While wearing these boots, you can jump while in the air as if you'd leapt from solid ground. You can't jump farther than your remaining movement would allow, and you treat all jumps made in this way as they were standing jumps. When you make a mid-air jump, faint clouds fly out from under your feet. The boots allow you to jump in this way once before they need to make contact with a solid surface again. Jumping in this way while falling before landing on solid ground prevents up to 20 feet of fall damage.

Borboss' Joyous Wand of Color

Wand, common

This crystalline, prismatic wand can channel the illustrative intent of its wielder. While holding the wand, you can magically create a stroke of color in the air, allowing you to draw in midair or on any surface the wand touches. The effect is illusory, visibly magical, radiates dim light out to 5 feet, and dissipates after 1 hour.

If you attempt to draw on an object held or worn by a hostile creature, that creature must succeed on a DC 10 Dexterity saving throw in order to avoid it.

Boreal Pendant

Wondrous item, rare (requires attunement)

This enlarged, floating snowflake is magically held in place and changes its shape as temperatures fluctuate. While attuned to the pendant you have resistance to cold damage and give off an aura of cheeriness. The snowflake has 8 charges and regains 1d6+2 expended charges each day at dawn. While wearing it, you can expend 1 or more of its charges to cast the following spells using a spell save DC of 15: *charm person* (1 charge), *color spray* (1 charge), *hypnotic pattern* (3 charges), or *ice storm* (4 charges).

If you expend the pendant's last charge, roll a d20. On a 1, the snowflake melts into a puddle of water. After 1 year, the pendant reforms around the magical golden brackets that hold it in place.

Bottled Abyss

Potion, very rare

This small vial has a single dose of a fuming, pitch-black poison inside of it. When a creature eats or drinks the poison, it takes 4d6 psychic damage and must make a DC 18 Constitution saving throw. On a failed save, the creature becomes blind and unable to sleep. When an affected creature attempts to rest, their dreams are plagued with terrible nightmares, preventing them from benefiting from a long rest. The creature can reattempt the saving throw once every 24 hours.

The poison lasts until the affected creature succeeds on a saving throw or is cured by the *greater restoration*, *heal*, or *wish* spell.

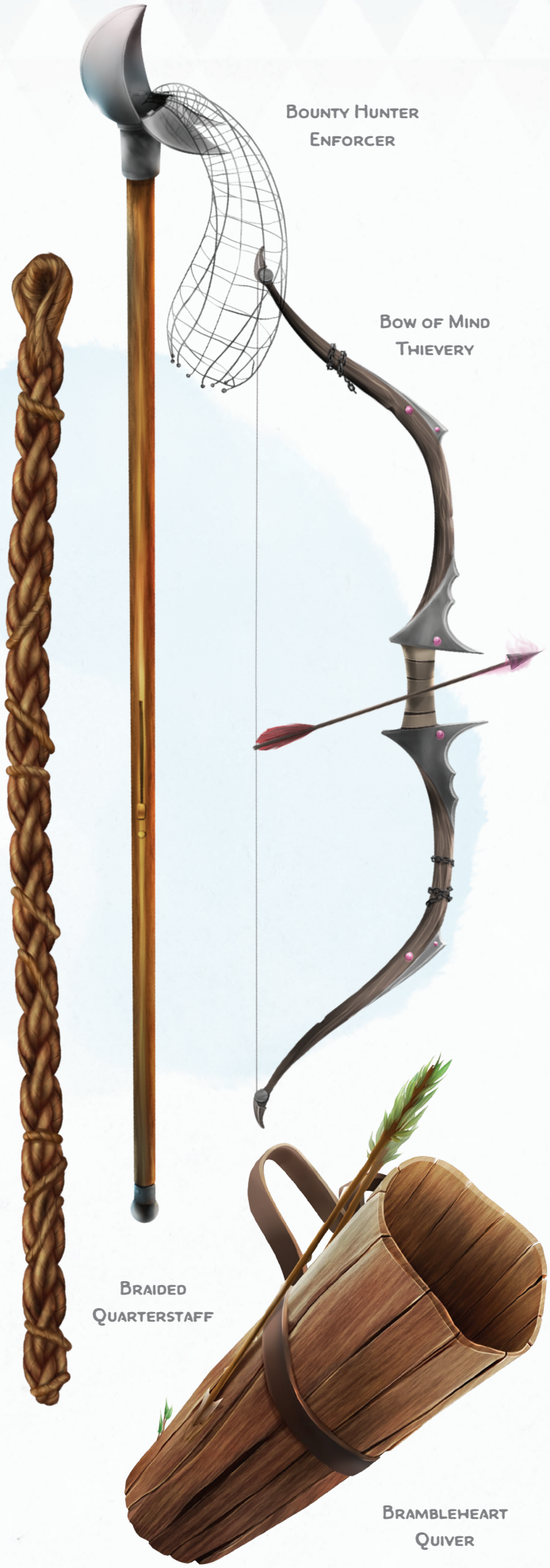
Bounty Hunter Enforcer

Weapon (spear), uncommon

This spear has a hollow metal head filled with a spring-loaded net. Attacks made with this weapon deal bludgeoning damage instead of piercing. When you hit a target with a melee attack using the weapon, you can press a button on the handle as a bonus action to deploy the spring-loaded net. When you do, the target of the attack is restrained if it's Large or smaller. Once the net is deployed, you can retract and reset it as an action. When you do, anything held by the net is released. Attacks with the spear are made with disadvantage while the net is deployed. If something is restrained by the net, you can't use the spear to make weapon attacks.

You can use a bonus action to prime the net to trigger upon impact, allowing it to deploy when the spear hits a target the next time it's thrown or swung as part of an attack.

This net follows the net's normal rules but cannot be detached from the spear without destroying the net. You can replace the net with a new one by spending 1 minute attaching it to the spear.



Bow of Mind Thievery

Weapon (shortbow), rare (requires attunement)

Arrows fired from this magic bow deal an extra 1d4 psychic damage to any creature that they hit.

When you hit a humanoid with an arrow in this way, you can force that creature to make a DC 15 Wisdom saving throw after the attack. On a failed save, that creature falls under the effects of the *dominate person* spell for up to 1 minute as if cast by you. This effect does not require concentration. In addition, you can use a bonus action to see through that creature's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses. Once this property of the bow has been used, it can't be used again until the next dawn.

Braided Quarterstaff

Weapon (quarterstaff), uncommon

This magical quarterstaff is made of a tightly knit length of braided rope. As a bonus action, you can speak the weapon's command word to release its knotted form and loosen it into a 50-foot length of hempen rope. Speaking the command word again causes the rope to tighten back up into the quarterstaff. If a creature is restrained by the rope when you speak its command word, the rope tightens around the creature but does not crush it. Once tightened in this way, the restrained creature or an adjacent ally can use an action to escape following a successful DC 15 Strength or Dexterity check (their choice).

Tying an object no larger than six inches on a side to the end of the rope does not prevent it from reforming into the quarterstaff. The rope can only be broken by magical means. If broken, the rope cannot be transformed back into a quarterstaff.

Brambleheart Quiver

Wondrous item, very rare (requires attunement by a ranger)

This wooden quiver can carry your arrows as well as provide some of its own. The quiver has 4 grown arrows and regrows 1d3 + 1 picked arrows daily at dawn. The grown arrows are thorned and remain attached to the quiver until picked for use (no action required). While you're attuned to the quiver, you gain a +2 bonus to attack and damage rolls made with these magic arrows. A grown arrow is no longer magical after 1 minute has passed since it was first picked from the quiver.

When you fire and hit a target or point with one of these magic arrows, you can use a bonus action on that same turn to speak the quiver's command word. When you do, that arrow transforms into a thick field of thorns to recreate the effects of the *spike growth* spell, centered on its location. This effect does not require concentration and lasts until the start of your next turn. If the arrow was lodged in a target when you use this property, that target also takes 2d4 piercing damage.

Celestial Circlet

Bug Smashers

Breastplate of the Morning Light

Brooch of Many Sizes

Breastplate of the Morning Light

Armor (breastplate), rare (requires attunement by a cleric or paladin)

You have a +1 bonus to your AC. You can use an action on your turn to channel the armor's magic to cause it emit a flash of blinding, radiant light. When you do, all other creatures within 30 feet of you are forced to make a DC 15 Constitution saving throw. On a failure, a creature is blinded until the end of its next turn. Undead creatures have disadvantage on the saving throw and take 2d8 radiant damage on a failure, or half as much on a success. Once this property of the armor has been used, it can't be used again until the following dawn.

Brooch of Many Sizes

Wondrous item, rare

This metal brooch features a rotatable dial and can be used to secure a cape or adorn a piece of clothing. While wearing the brooch, you can use an action to cast the *enlarge/reduce* spell, targeting only yourself, by turning the dial toward either the larger or smaller figure adorning the sides of the brooch. Once this property of the brooch has been used, it can't be used again until the following dawn.

While under the effects of this spell, you can use a bonus action to overload the brooch by forcibly twisting the dial beyond its normal limits. When you do, your size changes by an additional category: growing either a second size larger if you had cast the *enlarge* spell or a second size smaller if you had cast the *reduce* spell. Your size can't be larger than Huge or smaller than Tiny by overloading the brooch, and your damage and weight are increased or decreased as if you were affected by a second instance of the *enlarge/reduce* spell.

When you return to your original size after overloading the brooch, you can't move or take actions until after your next turn. Once the brooch has been overloaded, it can't be used again until 7 days have passed.

Bug Smashers

Wondrous item, uncommon

This grotesque pair of gloves are made using the barbed exoskeleton and harvested remains of a giant centipede. When you roll a 20 on an unarmed attack roll using these knuckles, the target takes an extra 2d6 poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned until the start of your next turn. Unarmed attacks with these gloves deal either bludgeoning or piercing damage (your choice).

Cactus Mace

Weapon (mace), uncommon

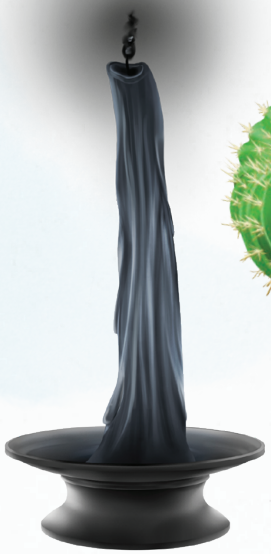
This magical weapon's head is an enchanted cactus that rapidly regrows its missing needles. The first target hit by this weapon on each of your turns takes an extra 1d4 piercing damage from the attack.

Candle of Anti-light

Wondrous item, uncommon

While burning, this dark candle sheds magical darkness in a 10-foot radius. It can be lit for up to 1 hour before it's

Ceratopper



Candle of Anti-light

Catnip Amulet

Cactus Mace

consumed and can be snuffed or relit like a normal candle as a bonus action. Completely covering the candle with something opaque contains the darkness. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Catnip Amulet

Wondrous item, common

This gold and jade amulet seems to draw domestic cats to it. While wearing the necklace, you have advantage on ability checks made to find or call Tiny domestic cats (if there are any) and on Wisdom (Animal Handling) checks you make to interact with them.

Celestial Circlet

Wondrous item, very rare (requires attunement by a cleric of good alignment)

This golden circlet radiates holy energy. A thin halo hovers above your head while you wear it, emitting bright light in a 20-foot radius and dim light for another 20 feet. Small motes of holy light swirl around the apex of the circlet.

While you wear the circlet, you are always under the effects of the *protection from evil and good* spell. This effect only applies to one creature type: you can choose a new creature type (other than celestials) to be protected against daily at dawn.

The circlet has 7 charges. As an action while wearing the circlet, you can expend 1 or more of its charges to cast either *cure wounds* (1 charge per spell level, up to 4th) or *spirit guardians* (3 charges) from it, using your spell save DC and spellcasting ability modifier. Immediately before or after you cast a spell from the circlet in this way, you can use your bonus action to fly up to 10 feet without provoking opportunity attacks. When you do, you are carried away on a pair of angelic wings.

The circlet regains 1d4 + 3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the halo vanishes and the circlet becomes mundane and nonmagical.

Ceratopper

Wondrous item, very rare (requires attunement)

This adamantine helm is fashioned in the likeness of a triceratops and decorated with painted designs. You have a +1 bonus to AC while you wear this helmet. If you move at least 20 feet toward a target and then attack it with a melee weapon attack on the same turn, you can choose to make a special attack using the helmet instead of the weapon. On a hit, the target takes piercing damage equal to 3d4 + your Strength modifier. You're proficient with this attack and use your Strength modifier for its attack rolls. If you hit and the target is no more than one size larger than you, it must also succeed on a DC 13 Strength saving throw or be knocked prone.

In addition, while wearing the helmet, you can use an action to cast the *polymorph* spell from it, transforming yourself into a triceratops. Once this property has been used, it can't be used again until 2 days have passed.

Charlatan's Wardrobe

Wondrous item, uncommon

This set of plain clothes is exceptionally comfortable and easy to wear. They are always clean and smell freshly washed and lightly perfumed. You can change the appearance of the outfit as an action by twirling in place and speaking the clothes' command word. The outfit's appearance is illusory. Physical interaction with the clothes reveals their appearance to be an illusion, because things can pass through it. A creature that uses its action to examine the clothes can determine that it is an illusion with a successful DC 13 Intelligence (Investigation) check. Regardless of their appearance, the clothes offer no additional protection from the elements, and can only appear to be clothes.

Chillspike

Weapon (pike), legendary (requires attunement)

This cold steel weapon from the Everglacier is topped with a menacing ice spike that never melts. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The pike deals an extra 1d10 cold damage to any target it hits. In addition, attacks with this weapon and its properties ignore resistance to cold damage.

When you reduce a Large or smaller creature to 0 hit points using this weapon, you can choose to encase that creature in ice. An encased creature is prevented from falling prone and is held in place by a shell of ice for 1 minute. If the creature is unconscious, it does not make death saving throws while it's encased in the ice. The ice has AC 12, 20 hit points, immunity to poison and psychic damage, and vulnerability to fire damage. If the encased creature is healed or the ice is destroyed, the ice crumbles and releases the creature.

Everglacier's Fury. As an action, you can plunge the pike into the ground at your feet. When you do, the blade of the pike magically vanishes into the earth and summons up to three icy spikes from the ground nearby. Choose up to 3 different targets on the ground you can see within 20 feet of you. An affected target must succeed on a DC 16 Dexterity saving throw or take 2d8 cold damage as a frozen spike erupts from the ground beneath it. The spikes immediately recede into the ground after the effect, and the icy blade of the pike reappears.

Chromacloth

Weapon (sling), uncommon

This silken cloth is enchanted using a unique blend of abjuration and evocation magic, allowing it to be used for a number of purposes. At any one time it can be one of four colors: red, yellow, green, or blue. You can change the chromacloth's color to another one as an action.

You can wear the chromacloth as a headband or wrap to gain resistance to the damage type associated with the cloth's color. Once the cloth reduces damage taken in this way, it can't do so again until the following dawn.

Alternatively, the cloth can be fashioned to be an effective sling. Ammunition fired from the sling deals damage of a type matching the cloth's color instead of bludgeoning.

Refer to the table below for a reference of the chromacloth's associated colors and damage types:

Color	Damage type
Red	Fire
Yellow	Lightning
Green	Poison
Blue	Cold

Cinnabar Rapier

Weapon (rapier), rare

This magic rapier's blade is alchemically coated in a thin but toxic layer of cinnabar. The weapon has 10 charges and regains 1d8+2 expended charges each day at dawn. When you hit a creature with this weapon, you can expend 1 or more of its charges. The blade's poison leeches into the blood of the creature you struck to deal an extra 1d4 poison damage for each charge expended in this way.

Circlet of the Huntsman's Third Eye

Wondrous item, very rare (requires attunement)

This barbed metal circlet features a grotesque yet ornately preserved eye hanging from its center. The eye rests on the forehead of the creature wearing it. While wearing the circlet, its latent cunning guides your hand, giving you advantage on Wisdom (Survival) checks.

The circlet has 5 charges and regains all expended charges daily at dusk. While wearing the circlet, you can use a bonus action to expend 1 of its charges to cast the *hunter's mark* spell from it. You have advantage on Constitution saving throws made to maintain concentration on this spell. In addition, you can expend a 2nd charge when casting *hunter's mark* in this way, or 1 charge as a bonus action on another turn, to gain truesight out to a range of 120 feet for 1 minute.

Curse. Attuning to the circlet curses you until you are targeted by the *remove curse* spell or similar magic. Removing the circlet fails to end the curse. While cursed, whenever you roll a 1 on an attack roll or ability check, you take 1d6 psychic damage as the eye's intense frustration and scorn pierce your psyche.

Cloak of the Boundless Spirit

Wondrous item, rare (requires attunement)

This swirling, translucent cloak bolsters the fighting spirits of friendly nearby creatures. The cloak has 3 charges and regains all expended charges each day at dawn. When an ally you can see within 15 feet of you takes damage, you can use your reaction to expend 1 charge and reduce that damage by 2d6.

In addition, friendly creatures within 15 feet of you regain consciousness on a roll of 19 or 20 on death saving throws. When a creature within range regains consciousness in this way, you can use a reaction to expend 1 charge to grant them 2d6 temporary hit points. Once a creature regains consciousness by rolling a 19 on a death saving throw in this way, it can't do so again until it finishes a long rest.

Clockwork Faefly

Wondrous item, uncommon

This brass clockwork mechanism is 2 inches long and whirs with the hum of tiny gears inside. You can tap the head of the faefly twice as a bonus action. When you do, the mechanism begins to flutter 5 feet in the air. The faefly has AC 10 and 10 hit points and flies in this way until a creature grasps it or it falls to 0 hit points. If you move more than 60 feet from the hovering faefly, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the faefly sinks gently to the ground and becomes inactive, and its light fades out. While it's flying, you can use a bonus action to speak its command word to cause it to move up to 20 feet.

If you are within 60 feet of the faefly, you can speak another command word as an action to cause it to emit the *light*

spell or cast *faerie fire* (save DC 13), affecting a 20-foot cube originating from itself. *Faerie fire* does not require concentration when cast in this way, but ends early if the faefly falls to 0 hit points. Once the faefly casts the *faerie fire* spell, it can't cast it again until the next dawn.

The faefly is considered a magical object and is not a creature. If the *mending* spell is cast on it while it has at least 1 hit point, it regains 2d6 hit points. If the faefly falls to 0 hit points, it can't be used again until 2 days have passed, at which point it regains all its hit points.

Clockwork Healerbee

Wondrous item, rare (requires attunement)

This pill-shaped magical mechanism is 2 inches long and made of brass and glass. It has a pair of tiny wings that silently keep it aloft. It hovers up to 5 feet above the ground and does its best to stay at your side within your space. The bee can enter and pass through another creature's space and does not provoke opportunity attacks.

The bee has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While the bee is within your space, you can speak its command word as a bonus action and expend up to 3 of its charges to command the bee to heal a creature that you can see within 20 feet of you. The bee flies to the creature's space and touches its stinger to the creature, causing the creature to regain 1d6 hit points for each expended charge and emitting a bright light that fills the space. After healing the creature, the bee returns to your space.

The bee is considered a magical object and is not a creature. It has AC 15, 10 hit points, and has resistance to all damage. If the *mending* spell is cast on the bee while it has at least 1 hit point, it regains 2d6 hit points. If the bee drops to 0 hit points, it can't be used again for 24 hours, at which point it regains all its hit points.

Clockwork Inkbeetle

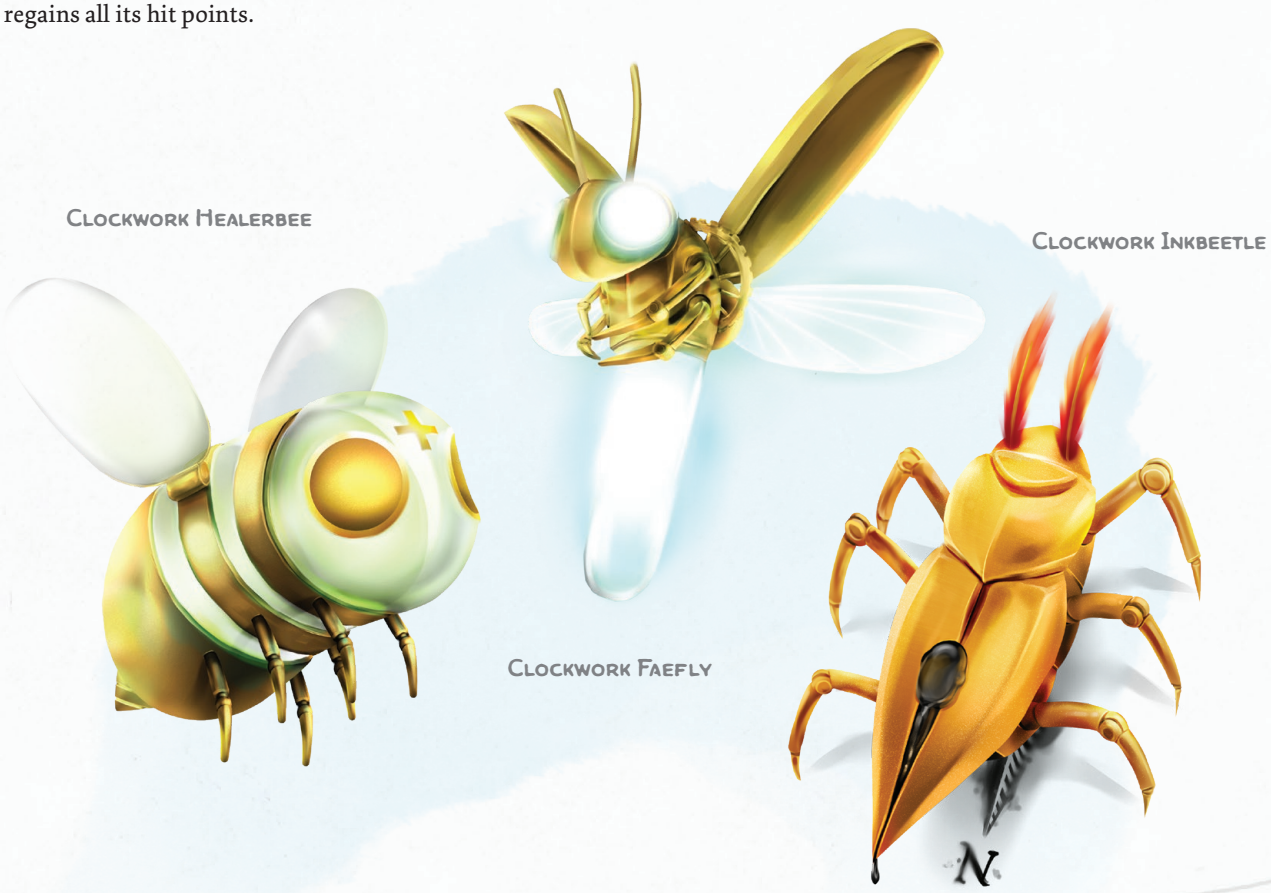
Wondrous item, uncommon

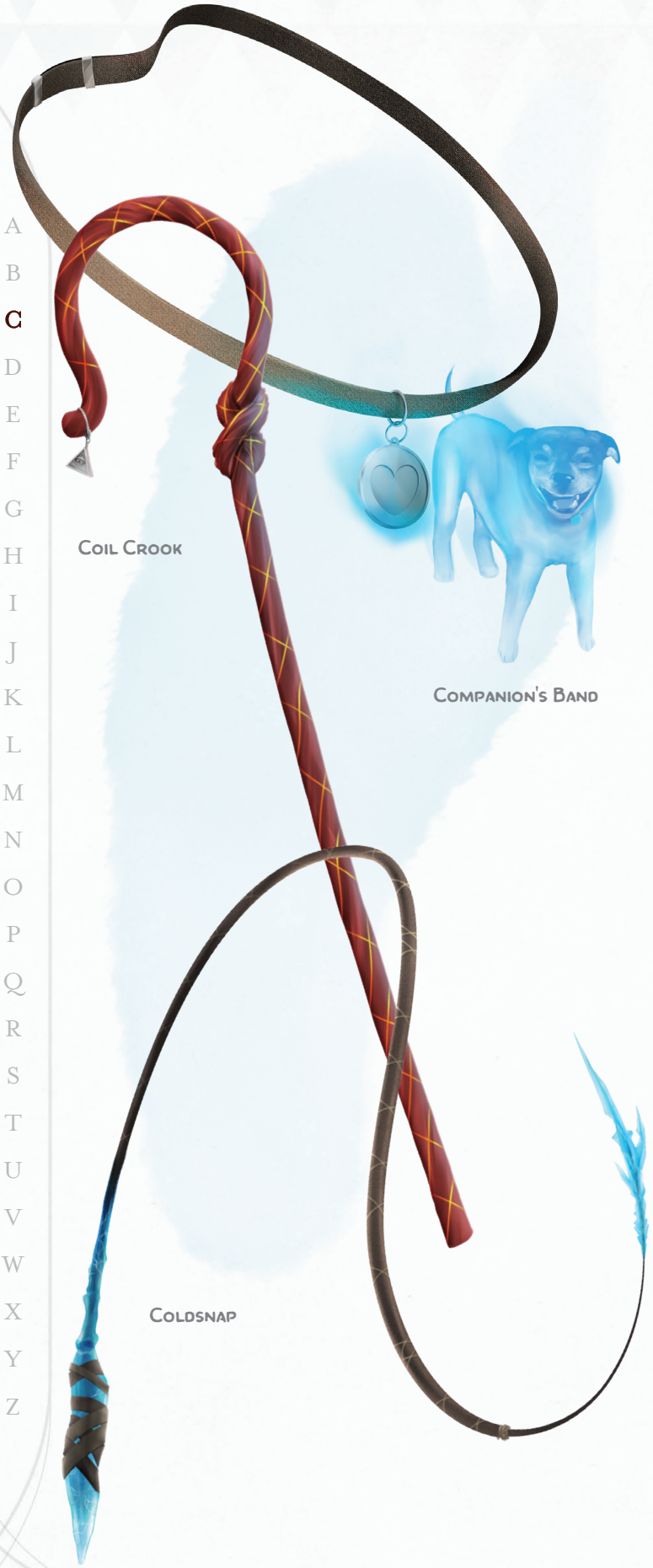
This minuscule, mechanical beetle is 1 inch long and quietly whirs with a mix of magical and mechanical forces. Placing the beetle on a piece of parchment you hold or carry causes it to spring to life and begin tracking your travels. As you move, so does the beetle: leaving behind a small line of ink. The ink immediately dries and doesn't dissolve in water. In addition, the beetle's small frame allows it to move even while enclosed in a book or similar enclosure without losing its sense of movement or direction.

The beetle mirrors your movement to create a to-scale map of your journey, drawing 1 inch of ink in your choice of the following scales: 20 feet/inch, 200 feet/inch, 2 miles/inch, or 20 miles/inch. You can rotate the dial on the beetle's underside to change the scale as an action. The beetle is immune to magical effects that would otherwise alter its sense of direction.

The beetle always knows which direction is north. When placed on a piece of parchment for the first time, it crouches down to stamp a small compass rose on the sheet before it begins to move. If the beetle runs out of space on the parchment to travel, it stops moving in that direction and emits a clicking sound that can be heard by creatures within 5 feet of it.

Attaching one *band of the found and lost* to the beetle while you wear the other allows the beetle to move and trace your movements in this way from afar so long as you are both on the same plane of existence.





Coil Crook

Staff, uncommon

This smooth red staff is actually made from a rigid length of rope. You can speak the staff's command word as a bonus action to cause it to magically loosen and turn into a 10-foot length of decorative silken rope. You can speak the staff's command word again as a bonus action to cause the rope to untangle itself and become the solid staff form once more. It can be used as a spellcasting focus in either of these forms.

While holding the staff, you can use an action to cast the *rope trick* spell from it, using it as the rope required for the spell. Once this property has been used, it can't be used again until the next dawn.

Coldsnap

Weapon (whip), rare (requires attunement)

This icy whip deals an extra 1d4 cold damage to any target it hits. In addition, you have a +1 bonus to attack and damage rolls made with this magic weapon.

The whip has 3 charges and regains all of them each day at dawn. When you hit a creature that is not immune to cold damage with this weapon, you can expend 1 of its charges to force the creature to make a DC 15 Constitution saving throw. On a failure, its speed becomes 0 until the start of your next turn. On a success, its speed is halved instead.

Once you attune to this weapon, its normally frigid handle feels warm to the touch.

Companion's Band

Wondrous item, common (requires attunement)

This woven band can be worn as a necklace or bracelet by resizing its strap. While wearing the band, you can use an action to summon a spectral companion that appears in a space within 5 feet of you. The companion can be a dog, cat, bird, or similar Small or smaller beast. The form is translucent and immaterial, but feels warm to the touch. It emits dim light in a 5-foot radius. The companion remains until dismissed (no action required) or until you remove the band. It is not considered to be a creature, does not occupy space, and does not require food, water, or air to exist. It is friendly toward you and other creatures you choose. It stays within 30 feet of you at all times and moves through objects as necessary in order to do so. If it's unable to reach you, it disappears until summoned again. The companion wears a spectral copy of the band on its neck or limb when you summon it (your choice).

The companion understands the emotion and intent of your commands, but cannot speak or understand language. Attempting to target the companion with a *detect thoughts* spell only reveals an overwhelming sense of love and affection for you.

Once the same spectral companion has remained or has been summoned at least once a day for 7 consecutive days, the band and companion become permanently linked to you. When this happens, the band no longer requires you be attuned to it in order to use it, and no other creature can attune to it. Once the band is linked to you in this way, you can summon your linked companion using a bonus action

instead of an action. In addition, once the band is linked to you, the companion becomes partially physical, allowing you and creatures you choose to be able to gently pet and hold its otherwise spectral form.

If you die, the band can be attuned to by a different creature. The linked companion follows you to whatever afterlife awaits you or reappears if you're resurrected and summon it once again.

Container of Heat and Frost

Wondrous item, common

This heavy iron container is adorned with 3 arcane symbols along the edge of its removable lid. The container can hold up to 1 gallon of liquid. As an action, you can press 1 of the container's arcane glyphs to heat the liquid inside to a boil (212 degrees Fahrenheit), chill it (33 degrees Fahrenheit), or maintain its current temperature (keeping it between 33 and 212 degrees Fahrenheit). Once pressed, the selected glyph glows either red, blue, or yellow, respectively.

It takes 1 minute to boil or chill a liquid. Pressing the glyph again as an action ends the heating or cooling process early. After boiling or chilling the liquid, the container maintains its hot or cool temperature, respectively.

Coralshield Golem

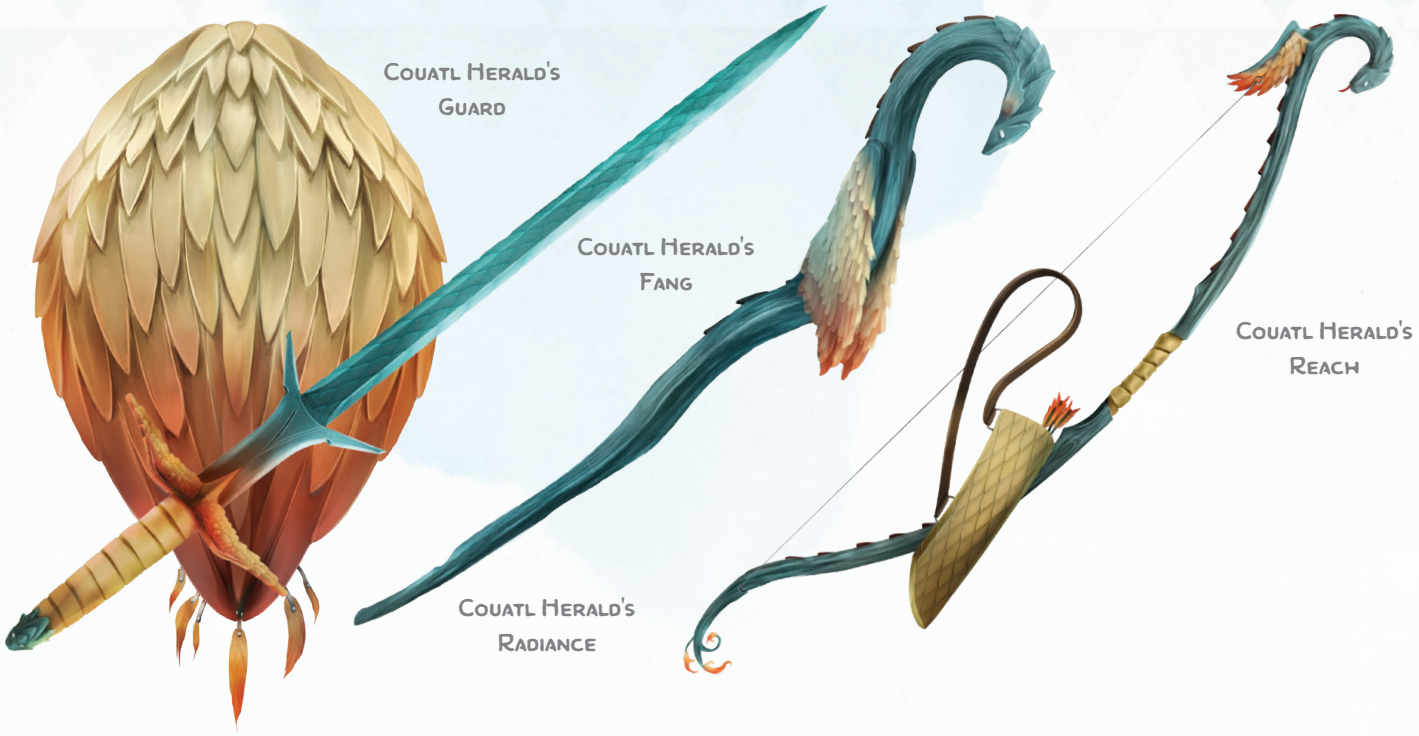
Armor (shield), uncommon (requires attunement)

This crablike golem is made of a light but resilient magical coral. While wearing it on your back, you can use a bonus action to command it to move along your arm and don itself. You can command the golem to return to your back using another bonus action.

If you don't have a free hand or refuse to drop what you're holding when the golem attempts to don itself, it returns and reattaches to your back.

Container of Heat and Frost

Coralshield Golem



Couatl Herald's Fang

Weapon (any sword or dagger), rare (requires attunement by a creature of good alignment)

This vibrant blade carries with it some of the properties of the couatl who either forged it or the couatl whose scales it was crafted from. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 poison damage and must make a DC 15 Constitution saving throw. On a failure, the target is incapacitated and has a speed of 0 until it takes any damage or someone else uses an action to shake the target out of its stupor.

Flight of the Couatls. While you're attuned to 3 items with this property, you gain a flying speed of 30 feet. If you already have a flying speed, your flying speed increases by 30 feet instead.

Couatl Herald's Guard

Armor (shield), uncommon (requires attunement by a creature of good alignment)

This magic shield is made from yew and covered in durable couatl feathers. When a creature you can see within 10 feet of you takes damage, you can use your reaction to magically take that damage instead of the creature taking it. When you do so, the damage type changes to force. Once this property has been used, it can't be used again until you finish a short or long rest.

Flight of the Couatls. While you're attuned to 3 items with this property, you gain a flying speed of 30 feet. If you already have a flying speed, your flying speed increases by 30 feet instead.

Couatl Herald's Lash

Weapon (whip), rare (requires attunement by a creature of good alignment)

This slender whip's grip is feathered and comfortable to wield. Its weight has been magically reduced and it gently sways on its own. This weapon has the light property. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Once on each of your turns when you take the Attack action and use this whip to make an attack against a Medium or smaller creature, you can choose to forgo the attack and force the target to make a DC 15 Dexterity saving throw instead. On a failure, the target is grappled by the whip and takes 1d4 bludgeoning damage as it's constricted. If you replace another attack with the whip in this way against a target who's already grappled by it, that target becomes restrained by the whip instead upon failing the saving throw.

A target grappled or restrained by the whip can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, it is no longer grappled or restrained by the whip.

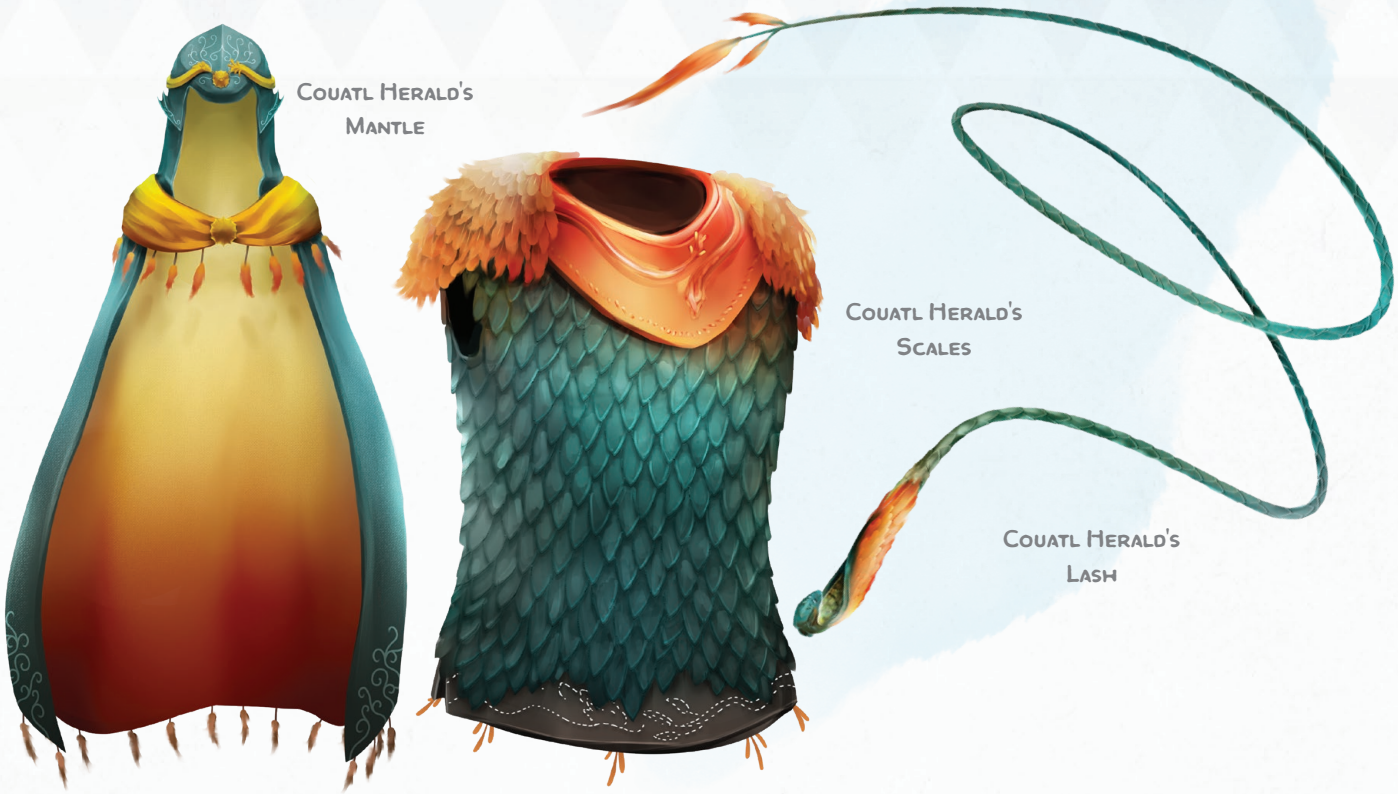
Until this grapple or restraint ends, you can't use the whip against a different target. Moving more than 10 feet away from the target or dropping the whip ends the grapple or restraint.

Flight of the Couatls. While you're attuned to 3 items with this property, you gain a flying speed of 30 feet. If you already have a flying speed, your flying speed increases by 30 feet instead.

Couatl Herald's Mantle

Wondrous item, uncommon (requires attunement by a creature of good alignment)

This magic cloak is given to those deemed kind-hearted and responsible by a celestial. While wearing the mantle, you



have advantage on saving throws to resist becoming poisoned or diseased. In addition, you are immune to any effect that would sense your emotions.

Flight of the Couatls. While you're attuned to 3 items with this property, you gain a flying speed of 30 feet. If you already have a flying speed, your flying speed increases by 30 feet instead.

Couatl Herald's Radiance

Staff, rare (requires attunement by a creature of good alignment)

This magic wooden staff was enchanted by a powerful couatl. The staff has 5 charges. While holding the staff, you can expend 1 of its charges to cast one of the following spells, using your spellcasting ability modifier and spell save DC: *create food and water*, *cure wounds* (2nd-level version), *lesser restoration*, *protection from poison*, *sanctuary*, or *shield*.

The staff regains 1d3 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Flight of the Couatls. While you're attuned to 3 items with this property, you gain a flying speed of 30 feet. If you already have a flying speed, your flying speed increases by 30 feet instead.

Couatl Herald's Reach

Weapon (any bow), rare (requires attunement by a creature of good alignment)

This wooden bow is carved to resemble a mighty couatl. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bow has 4 charges and regains 1d3 + 1 expended charges daily at dawn. When you make a ranged attack against a Large or smaller creature with the bow, you can choose a limb to target and expend 1 of the bow's charges as part of the attack. If the attack hits, the weapon's damage becomes radiant, and the creature is forced to make a DC 15 Dexterity saving throw. On a failed save, that creature's targeted limb is pinned by radiant tethers of magic: holding it to its body or an adjacent surface (if any) for up to 1 minute.

Depending on the pinned limb, the creature may fall over prone, be unable to move, or make weapon attacks with disadvantage while the limb remains pinned in this way. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success from the pinning tethers.

Flight of the Couatls. While you're attuned to 3 items with this property, you gain a flying speed of 30 feet. If you already have a flying speed, your flying speed increases by 30 feet instead.

Couatl Herald's Scales

Armor (scale mail), rare (requires attunement by a creature of good alignment)

This enchanted armor is made from couatl scales that were collected by a generous celestial. You gain a +1 bonus to AC while you wear this armor. This armor does not impose disadvantage on Dexterity (Stealth) checks.

Tooth and Scale. When you take damage from a creature within 10 feet of you, you can use your reaction to channel the good spirit within the armor and cause a bright, spectral couatl to appear above you. The spectral form strikes at the creature who damaged you, forcing it to make a DC 15 Dexterity saving throw. On a failure, the creature takes 4d10 radiant damage, or half as much damage on a success. Once this property has been used, it can't be used again until the next dawn.

Flight of the Couatls. While you're attuned to 3 items with this property, you gain a flying speed of 30 feet. If you already have a flying speed, your flying speed increases by 30 feet instead.

Cratering Quarterstaff

Weapon (quarterstaff), very rare (requires attunement)

This thick, stony quarterstaff requires a Strength score of 17 or higher in order to wield. Despite glowing with embers, it feels comfortably warm to the touch. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This quarterstaff has 5 charges and regains 1d4 + 1 expended charges daily at dawn. Once on each of your turns immediately after you make an attack with the quarterstaff, you can expend 1 of its charges (no action required) to slam the weapon into the ground and create a 10-foot cone of intense tremors and flame in the direction of the original attack's target. Any creature caught in the cone must make a DC 16 Dexterity saving throw. The original attack's target has disadvantage on the saving throw. On a failed save, a creature takes 1d8 bludgeoning damage and 1d8 fire damage, or half as much damage on a successful one.

Crosier of Divine Power

Staff, very rare (requires attunement by a cleric or paladin)

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

This staff is enchanted with powerful holy magic that manifests as radiant motes of power during times of need. At the start of each of your turns in combat, roll a d6. On a 6, a mote of power appears above the head of the staff. When you hit a target with the staff or heal a creature with a spell or magical effect while holding it, you can expend 1 of these motes to add 2d6 to the total damage dealt or hit points healed. The extra damage is radiant.

Each mote lasts for 1 minute or until it's expended. When you roll initiative against a hostile creature, the staff creates 2 motes.

Crown of Deep Winter

Wondrous item, very rare (requires attunement)

This icy crown is made using ice from the Everglacier. While wearing the crown, you have resistance to cold damage. In addition, you can use an action to cast the *fire shield* spell from it, making only a chill shield when you do. Once the crown has cast this spell, it can't cast it again until the next dawn.

Frozen Burst. While wearing this crown, you can use your reaction when a creature within 5 feet of you that you can see hits you with an attack to cause the area around you to explode in a burst of razor-sharp icicles. When you do, all creatures within 5 feet of you must make a DC 16 Dexterity saving throw. On a failure, a creature takes 2d8 cold damage, or half as much on a success. This property of the crown can't be used again until you finish a short or long rest.

Crypt Keeper Glaive

Weapon (glaive), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When you use the glaive to reduce a Small or larger creature that is hostile toward you to 0 hit points, roll a d10. You gain temporary hit points equal to the number you roll.

Dark Fathom Armor

Dead Ringer

Cantrips from Magic Items

Remember, spells cast from magic items are always cast at their lowest possible level unless otherwise specified. That includes cantrips! Regardless of your character level, cantrips cast from magic items are always cast as if you're 1st level.

Dagger of the Ogre Mage

In addition, the glaive's blade begins to glow with a sickly green haze whenever you gain temporary hit points in this way. While glowing, the first successful melee attack you make with the glaive deals extra necrotic damage equal to the number of temporary hit points you gained. Once you deal this bonus damage, the haze fades.

The haze and any remaining temporary hit points are lost after 1 minute.

Undead creatures killed by this weapon cannot be raised from the dead again.

6 feet under. The first time on your turn that you land a successful melee attack with this weapon against a creature that is prone, the weapon's damage die is maximized.

Dagger of the Ogre Mage

Weapon (shortsword), uncommon (requires attunement)

This blade was once used as a dagger by an ogre, but is nevertheless large enough to be a shortsword. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This blade's hilt is hollow and can hold up to 3 cantrip spell scrolls. Cantrip scrolls left within the compartment for 1 minute activate one of the three clear gems adorning its grip. Once activated, you can cast these cantrips at will using your spellcasting modifier. If you don't have a spellcasting modifier, use your Intelligence modifier instead. You have proficiency with these cantrips. Cantrips cast from the blade use the weapon as an arcane focus and allow you to perform any somatic components with the weapon instead of requiring a free hand. Scrolls contained within the sword are not destroyed after using them in this way.

When you cast a cantrip using the sword that deals damage, the sword's damage type changes to match the cantrip's for 1 minute or until you end it early (no action required).

Dark Fathom Armor

Armor (studded leather), very rare (requires attunement)

This dark, sea-soaked suit of armor smells of brine and is covered in eldritch runes. You have a +1 bonus to AC and can breathe normally underwater while wearing this armor.

In addition, while wearing this armor, you can use an action to cast the *black tentacles* spell (save DC 15) from it. When cast in this way, the spell targets a 15-foot square centered on your location that does not follow you when you move. In addition, you do not need to concentrate on the spell and are immune to its effects when cast in this way. Once this property has been used, it can't be used again until the next dusk.

Dead Ringer

Wondrous item, rare

This bronze mask lets out a deep, sonorous ring when struck. When you're reduced to ø hit points or fail a death saving throw while wearing the mask, the 3 enemy creatures nearest to you within 3ø feet must succeed on a DC 15 Wisdom saving throw or take 2d12 necrotic damage. This property has no effect on creatures who aren't missing any hit points or are deafened. If you're healed or stabilized after falling to ø hit points, the mask can't be used again in this way until the following dusk.

Death Knell

Weapon (halberd), rare (requires attunement)

This dark metal weapon is grimly ornate. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Once per turn when you reduce a Small or larger creature to 0 hit points with this weapon, a foreboding, gong-like sound emanates from the blade. When this happens, any hostile creature within 15 feet of the target that's missing any of its hit points must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 1d8 psychic damage, or half as much damage on a successful one.

Devil's Detail Eyepatch

Wondrous item, uncommon

This well-worn leather eyepatch is enchanted with the illusion of an embroidered eye on the front. While wearing this eyepatch over an eye, whether you're missing one or not, you can magically see from the patch as if it were a working eye. The embroidered eye adorning the front of the patch swivels and moves as you look around while wearing it.

In addition, while wearing the eyepatch over an eye, you can speak its command word as a bonus action to gain darkvision out to a range of 60 feet for 1 hour. If you already have darkvision, this effect increases its range by 60 feet. While this property is in effect, you can see through magical darkness as if it were nonmagical darkness. Once this property of the eyepatch has been used, it can't be used again until the next dawn.

Direstone Dwarven Pick

Weapon (war pick), rare (requires attunement by a dwarf)

This old, weathered war pick is able to effortlessly break and mold stone. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Creatures and objects made of stone that are hit by the war pick take an extra 1d8 piercing damage from the attack. In addition, the weapon has 3 charges and regains 1d3 expended charges daily at dawn. As an action, you can expend 1 of its charges to cast the *meld into stone* or *stone shape* spell using the weapon.

Discordant Thunderstave

Weapon (quarterstaff), uncommon (requires attunement)

This thin, hollow quarterstaff has the finesse property and reverberates when it strikes a target. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a target with this weapon and roll the maximum amount of bludgeoning damage on the weapon's damage die, the hollow staff shudders and emits a deep, thunderous sound. When that happens, roll the weapon's damage die again and add it to the total damage of the attack. This extra damage is thunder damage.

Doodle Ring

Ring, common

This magic wooden ring is always covered in splotches of charcoal, ink, or paint, regardless of how well or often it's cleaned. While wearing the ring on a finger, you can touch

Direstone Dwarven Pick

Doomsday Cookie

Devil's Detail Eyepatch

that finger to a solid surface and begin to draw. The drawing uses your finger to make marks as if it were a piece of charcoal, ink quill, or paintbrush (your choice). The marks you make can be in any color. Any drawing made by the ring can be easily smudged or washed away without leaving any marks behind. The ring can have up to a total of 5 square feet covered with drawings in this way at any time. Drawing more than that begins to erase the previous marks, and any mark left after 24 hours of being made is magically erased.

Doomsday Cookie

Wondrous item, uncommon

This black sugarpaste cookie is made using a grim recipe passed down through generations of clerics devoted to gods of death. Inside this hollow cookie is a blank strip of enchanted paper whose writing only appears when you break open the cookie. The paper's writing vaguely predicts the manner in which you'll die. When you open this cookie, roll a d20 and use the table below to determine the paper's prediction.

Once a creature's fortune has been predicted in this way, all future *doomsday cookie* papers will predict the same outcome for them. If a creature dies in a way foretold by the cookie (at your GM's discretion) the cookie's paper transforms into a scroll of *revivify*. This scroll can only be used on the creature whose passing it foretold. If the scroll is unused within 1 minute, it crumbles into flour.

Regardless of its grim foretellings, the cookie itself is a delicious snack that is sweet, salty, and smoky.

d20	Prediction
1	"Your fiery passions burn too hot."
2	"The light of the full moon casts the deepest shadows."
3	"Vainglorious you stumble, entranced by your own reflection."
4	"Great heights bring all who reach them low."
5	"Betrayal strikes deeper than any blade."
6	"Hasty hands make for quick lives."
7	"Look behind you."
8	"Getting ahead of yourself may separate you both."
9	"What a fine meal."
10	"Nature knows no morality."
11	"The crushing weight of the world is too much."
12	"Your demise is met with revelry, gnashing jaws, and gluttony."
13	"Beware the viridian, in color and emotion."
14	"Mortality is shed as quickly as skin or clothing."
15	"Hold on to each breath, savor it as your last."
16	"70 percent of accidents happen in the home."
17	"Stars die as new ones rise."
18	"Cold. So cold."
19	"The stench of failure burns your nostrils."
20	"Rocks fall. You die."

Dragon Edge Weapons

Weapon (any slashing or piercing simple weapon), uncommon, rare (+1), or very rare (+2)

This weapon is made from the harvested remains of a fallen dragon. With a properly reclaimed claw or tooth, the resource can be forged into a simple piercing or slashing weapon whose latent draconic powers can appear in battle.

The first time you hit a creature on your turn with this weapon with an attack that you had advantage on, its draconic magic comes forth to deal an extra 1d6 damage of the original dragon's elemental type.

Weapons made from the claws or teeth of dragons change in rarity and power depending on the original dragon's age. Young dragons' bones aren't as powerful as older ones, and create uncommon weapons. Adult dragons can produce rare weapons with a +1 bonus to attack and damage rolls made with them, and ancient dragons can create very rare weapons that have a +2 bonus instead.

Dragon Edge Weapons

Dragon Tamer Lance

Weapon (lance), legendary (requires attunement)

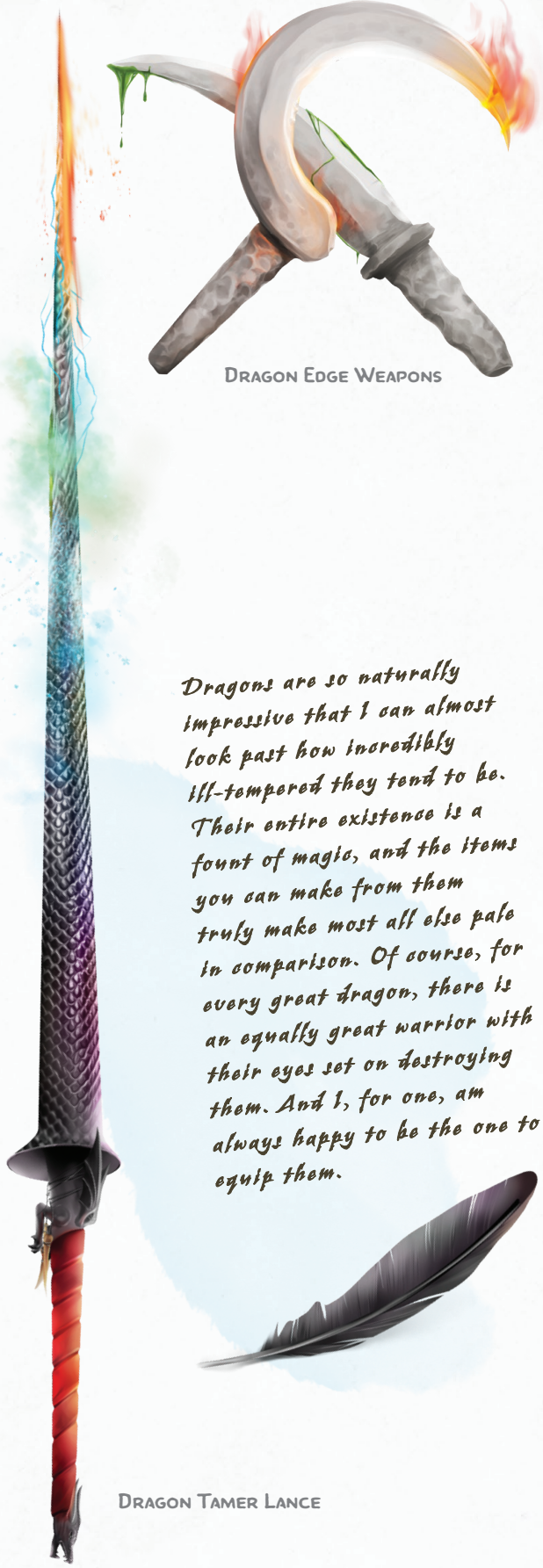
This slender, iridescent lance is covered in an enchanted finish that resembles the hardened scales of many dragons. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to the weapon, you can understand and speak Draconic.

This lance has 8 charges and regains 1d4 + 4 expended charges each day at dawn. When you hit a target with the lance, you can expend 1 of its charges to deal an extra 3d6 acid, cold, fire, lightning, or poison damage (your choice) to the target. If you expend a charge in this way when you hit a dragon, it must also succeed on a DC 17 Wisdom saving throw or become frightened of you until the beginning of your next turn. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Whenever you expend a charge in this way to deal extra damage, you can choose to expend a 2nd charge and deal an additional 1d6 damage of the same type to the target and prevent it from using its reaction until the start of its next turn.

Wyrmling Steed. In addition, while holding the lance, you can use an action to cast the *find steed* spell from it. Once this property has been used, it can't be used again until the next dawn. When you use the lance to cast this spell, you can choose to summon a dragon wyrmling instead of a normal mount by expending a number of charges equal to its challenge rating (maximum 2). You determine the kind of dragon summoned, although its alignment towards good or evil must be the same as your own. If your alignment is neutral, you can summon a wyrmling of either alignment. The wyrmling counts as one size larger when used as a mount and cannot use its breath weapons.

Forceful Impact. If you move at least 20 feet straight toward a Medium or smaller target and then make a melee attack with the lance against it while within 5 feet of the target, you make the attack with advantage instead of disadvantage. If you hit, you can immediately roll to attack another target 5 feet directly behind the first, without advantage, as part of the initial attack.



Dragons are so naturally impressive that I can almost look past how incredibly ill-tempered they tend to be. Their entire existence is a fount of magic, and the items you can make from them truly make most all else pale in comparison. Of course, for every great dragon, there is an equally great warrior with their eyes set on destroying them. And I, for one, am always happy to be the one to equip them.

Dragon Tamer Lance

Dragon Turtle Shield

Armor (shield), rare

This shield is made from a piece of reclaimed dragon turtle shell. The brass dragon turtle head sculpture adorning its front magically creates and heats a small reservoir of water that replenishes daily at dawn. When you take fire damage while holding this shield, you can use a reaction to speak the shield's command word. When you do, the water inside it is superheated, reducing the fire damage you take by half. The superheated water is released as a dense cloud of steam that's centered on your space, heavily obscuring the area in a 45-foot sphere that spreads around corners. The cloud does not move with you and lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Once this property has been used, the shield's reservoir is empty and can't be used again in this way until the next dawn when it replenishes or until it's submerged in nonmagical salt water for 1 hour.

Dragon-Kindled Edge

Weapon (longsword), legendary (requires attunement)

This magnificent blade is crafted from the remains of an ancient dragon. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a dragon with this weapon, the dragon takes an extra 2d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns. In addition, while you're attuned to this weapon, you can read and understand Draconic.

Kindled Cleave. When you're affected by a hostile dragon's breath attack, you can use your reaction to hold the blade in front of you. When you do, the sword splits the breath attack and leaves you and any creature in a 30-foot cone behind you unaffected by the attack. Once this features has been used, it can't be used again until the following dawn.

When you use this feature to split a breath attack in this way, the sword gives off an elemental haze like that of the split breath attack. The haze lasts for up to 1 minute and sheds bright light in a 10-foot radius and dim light for another 10 feet. The first creature hit by an attack from the sword while it has this haze takes an extra 6d6 damage from the attack of the breath attack's damage type. This extra damage ignores resistances and immunity.

Lesser Draconic Resistance. If you fail a saving throw by 4 or less, you can choose to succeed on it instead. Once this feature of the sword's been used, it can't be used again until the following dawn.

Dragonkin Weapons

Weapon (any melee), rare (+1), very rare (+2), legendary (+3) (requires attunement by a dragonborn)

These weapons are made of a scaly metal that radiates draconic elements. You gain a +1 (rare), +2 (very rare), or +3 (legendary) bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d6 damage of the same type as your Breath Weapon racial trait. In addition, while attuned to the weapon, you gain a +1 (rare), +2 (very rare), or +3 (legendary) bonus to your breath weapon's save DC.

The color of the weapon's metal changes to reflect your own natural colors as a dragonborn once you attune to it.

Dragon's Call

Wondrous item, uncommon

This ear cuff imparts a deeper understanding of draconic history and language upon its wearer. While wearing the ear cuff, you can understand and speak Draconic. In addition, you gain a +1 bonus to any Charisma, Intelligence, or Wisdom ability check you make that involves dragon-related lore.

Dream Mantle

Wondrous item, very rare (requires attunement)

This short purple cape is vaguely iridescent and is difficult to look at from afar. The cape creates illusions of faraway places that are visible only to creatures 30 or more feet away. While wearing this cloak, creatures more than 30 feet away from you have disadvantage on Wisdom (Perception) checks to detect you based on sight and make ranged attacks against you with disadvantage. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

In addition, you can cast the *dream* spell (save DC 16) using the mantle, using yourself as the messenger within the dream. Once this property of the mantle has been used, it can't be used again until 7 days have passed.

Druidic Throwing Club

Weapon (club), rare (requires attunement by a druid or ranger)

This magic wooden club has the thrown property with a normal range of 20 feet and a long range of 60 feet. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to the club, you know the *shillelagh* cantrip if you don't already know it. If *shillelagh* is cast on the club, the spell doesn't end when the weapon is thrown. The club flies back to your hand immediately after making a ranged attack with it.

Dryadleaf

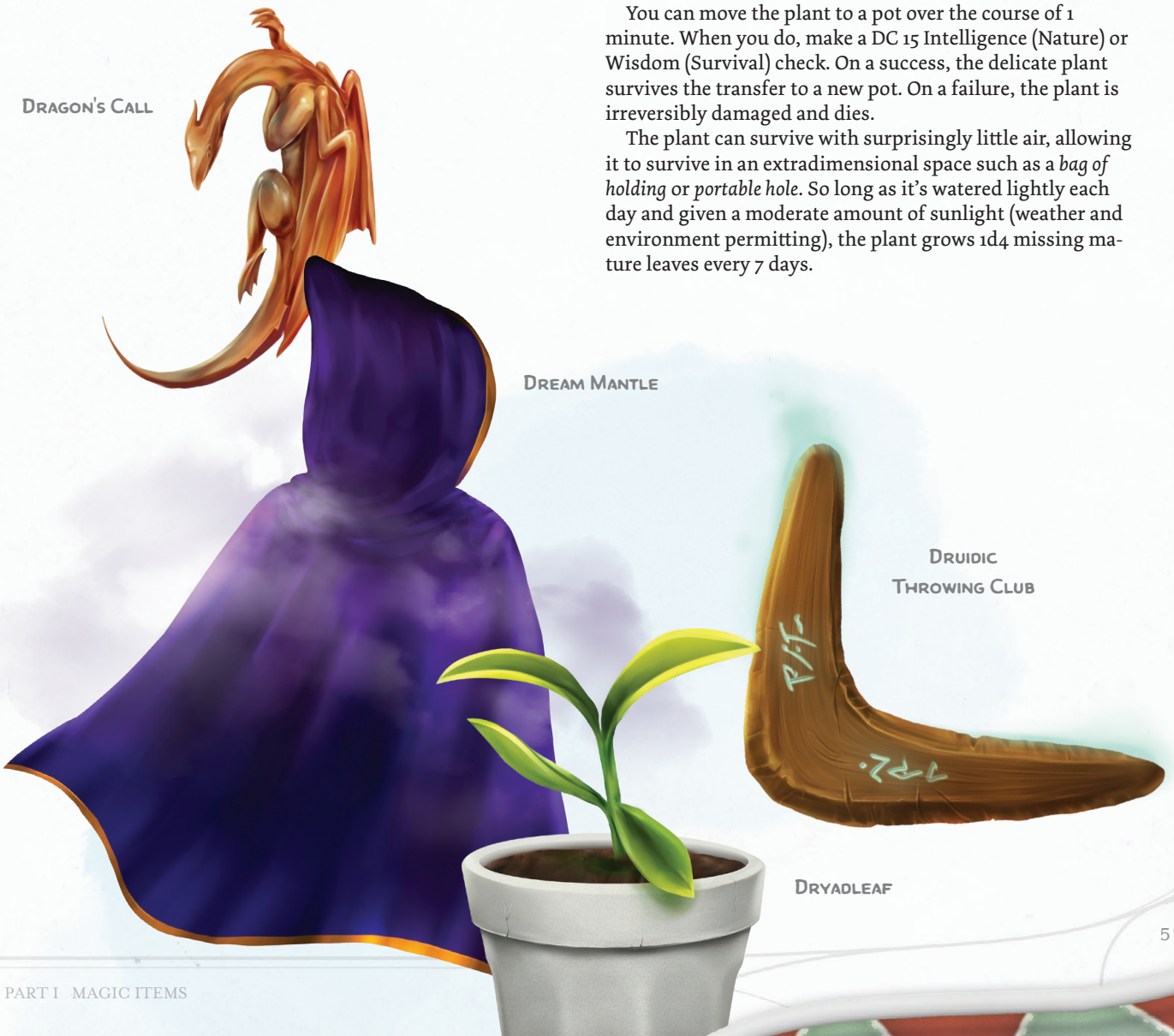
Wondrous item, common

This magic plant only grows at the base of trees that are often stepped through by dryads. Its leaves continuously shift as if by a breeze. Touching the plant, even gently, causes its leaves to stop their gentle swaying for 1 minute.

Dryadleaf plants only grow up to 4 leaves at a time and are found in the wild with 1d4 matured leaves. Leaves are fully matured once they have a thin yellow rim. You can use an action to eat a mature leaf. When you do, you can speak to beasts and plants for 1 minute as if you shared a language. Once it's been picked, a leaf retains this property for 7 days before it wilts.

You can move the plant to a pot over the course of 1 minute. When you do, make a DC 15 Intelligence (Nature) or Wisdom (Survival) check. On a success, the delicate plant survives the transfer to a new pot. On a failure, the plant is irreversibly damaged and dies.

The plant can survive with surprisingly little air, allowing it to survive in an extradimensional space such as a *bag of holding* or *portable hole*. So long as it's watered lightly each day and given a moderate amount of sunlight (weather and environment permitting), the plant grows 1d4 missing mature leaves every 7 days.



Eaglereign

Wondrous item, uncommon (requires attunement)

This thick glove is ornamented with eagle feathers and fitted with an enchanted silk lining. You can use the glove to cast the *find familiar* spell as an action instead of its normal casting time. When you do, the familiar takes the form of an eagle. The familiar disappears if you are no longer attuned to the glove. Once this property has been used, it can't be used again until the following dawn.

You can focus on the glove for 1 hour to summon a giant eagle that magically appears in an empty space within 30 feet of you. The giant eagle is considered to be a fey creature and disappears after 12 hours, when it drops to 0 hit points, or if you dismiss it as an action. Once the eagle disappears, it can't be summoned again until 2 days have passed.

The giant eagle is friendly to you and your companions. Roll initiative for the giant eagle, which has its own turns. It obeys any verbal commands that you issue (no action required). If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no action.

The giant eagle has a carrying capacity of 480 pounds and can fly at up to 8 miles an hour. It must rest 1 hour for every 3 hours it flies, and it can't fly for more than 9 hours.

Ear Cuff of the Vampire Bat

Wondrous item, uncommon (requires attunement)

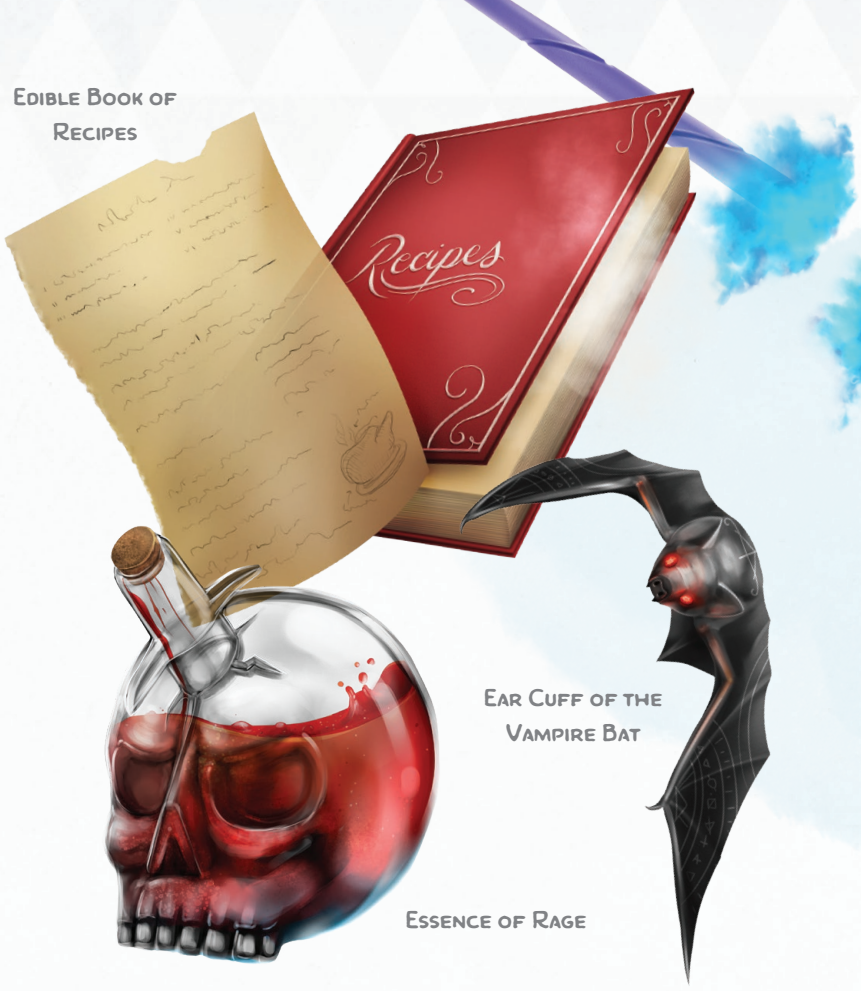
While wearing this ceramic bat ear cuff, you can mentally command the cuff (no action required) to enhance your hearing when you make a Wisdom (Perception) check to listen. When you do, the bat's eyes flash with a red glow as its ceramic fangs bite down on your ear. You take 1d4 + 1 necrotic damage from the bite and immediately gain a bonus to your listening Wisdom (Perception) check equal to the amount of necrotic damage you took in this way. This damage ignores resistance and immunity. You can decide to use this ability after you roll the d20, but before the GM determines the outcome.

Edible Book of Recipes

Wondrous item, very rare

This tome of cooking recipes is enchanted to turn sheets of fine paper into delectable meals. You can write a simple recipe on 1 of the book's pages over the course of 1 minute. As you do, the paper becomes aromatic, smelling like the cuisine you're writing. You can eat the sheet of paper as an action and find that it has the taste, texture, and smell of the food described on its page. The sheet of paper takes the place of a meal.

If you add a more complex recipe to the book that takes at least 10 minutes to write—potentially using sensory language, descriptions of fine ingredients, or illustrations of the dish—eating the delicious sheet of paper provides enough nourishment to sustain a creature for 1 day. A creature that eats from the book using one of these complex recipes gains and has their hit point maximum increase by 1d10 + their proficiency bonus until they finish a long rest. In addition, if the creature is diseased or poisoned, it can reattempt the saving throw to end it. A creature can only gain the benefits of a complex recipe once every 24 hours.



In addition, you can use this book as a spellcasting focus when casting the *create food and water* spell, should you know it. When you do, the food and drink you create can be aromatic and flavorful: recreating recipes of your choice from the book.

The book can hold up to 50 pages. A book found as treasure usually has 3d10 + 10 blank pages as well as 1d10 filled pages containing complex recipes.

When all the pages are removed from the book or you attempt to rebind it early, roll a d20. On a 1, the tome bursts into flame and leaves the air in a 60-foot radius smelling like wine and fine cooking. The smell remains for 30 days. After 1 minute, the book's tattered remains transform into a bountiful meal, conjuring a *heroes' feast* as if cast by the spell. The book is then destroyed. On any roll other than a 1, the book can be rebound using fine paper costing no less than 5 gp per page.

Eldritch Scarf

Wondrous item, rare

This dark scarf moves slowly on its own and is always wrinkled. The scarf hides an extradimensional space within its folds that can only be reached while you wear it. The space holds 60 pounds of material, not exceeding a volume of 6 cubic feet. The scarf always weighs 1 pound, regardless of its contents. When you place an object in this space (no action required), your hand vanishes into the scarf's loose folds.

You can't retrieve items placed within the scarf with your hands. Instead, you can use a bonus action to mentally control the scarf, causing its frayed, hand-like ends to reach

within the space and retrieve a stored item. The hands can carry up to 10 pounds and drop any object weighing more than that on the ground at your feet.

Ironing or otherwise flattening the scarf causes the items stored inside to be squeezed out, spilling forth unharmed from the ends of the scarf. If the scarf is destroyed, its contents are lost forever. A living creature can't be placed inside the scarf.

In addition, while wearing the scarf, you can use an action to mentally control it, using the scarf's frayed hands instead of your own to manipulate a simple object, such as open an unlocked door, stow or retrieve an item from an open container, or pour the contents out of a vial within 5 feet of you. The hands can't attack or activate magic items.

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

Enchantment Breaker

Ring, rare

This ring's tiny chains rotate slowly around your finger while worn. Whenever you are affected by a spell that restores hit points such as *cure wounds* or *healing word*, you can use your reaction to reattempt the saving throw against an enchantment spell that's currently affecting you.

Shatter Enchantment. When you're targeted by an enemy enchantment spell or fail a saving throw against one, you can use your reaction to weaken the enchantment's grip on you and other allies within 10 feet of you: allowing you and nearby allies to roll the enchantment's saving throw with advantage. Once you use this feature, it can't be used again until 1d4 days have passed.

Essence of Rage

Potion, rare

This swirling potion tastes like iron and bitter raisins. When you drink this potion, you enter a rage that lasts for 1 minute or until you're knocked unconscious. This rage grants you the same effects as the barbarian's class feature at 1st level with the following additional properties:

- If you end your turn without having attacked a hostile creature or taken damage since your last turn, your rage does not end, but you take 1d4 psychic damage instead.
- You can enter this rage even if you're wearing heavy armor.

In addition, when you use your action to drink this potion, you can make one weapon attack as a bonus action.

Ether Spear

Weapon (spear), very rare (requires attunement)

This spear can slip through the Ethereal Plane to reach its destination. You gain a +2 bonus to attack and damage rolls made with this magic weapon, which deals force damage instead of piercing. When you take the Attack action with the spear, you can choose a point you can see within 20 feet of you. The tip of the spear vanishes and reappears at that point, allowing you to make melee attacks with the spear against a creature in or adjacent to that space until the end of your turn. You ignore half cover with these attacks and treat three-quarters cover as if it were half cover.

You can use a bonus action to see 60 feet into the Ethereal Plane for 1 minute. Once this property of the spear has been used, it can't be used again until the following dawn.

Everice Box

Wondrous item, uncommon

This large wooden box weighs 25 pounds and is 3 feet long and both 2 feet deep and tall. It has rugged ropes on its left and right sides as well as on the top of its lid. The left and right sides of the box are covered by enchanted slabs of stone that magically keep the contents on the inside of the box at a consistent 40 degrees Fahrenheit. The box can hold up to 10 gallons of liquid, 24 rations, or a Small or smaller creature. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach from the box on a success.

While the box's lid is closed and its latch is shut, you can use an action to speak the box's command word to shrink it and its contents down to a more portable size. The weight of the box and its contents is halved while it's reduced in this way and measures a mere 1 foot long by 8 inches deep and tall. You can speak the box's command word again to return it to its normal size. Opening the latch, whether by choice or by force from the inside, immediately returns the box and its contents to its full size and weight. A living creature can't be reduced in size in this way and forces the lid and latch to open if the box becomes too small for it.

Everlasting Sugarbomb

Wondrous item, common

This large sugarbomb is roughly two inches in diameter. Its flavors are a mix of bitter, salty, savory, spicy, sour, and sweet, but also refreshes you as it's slowly eaten. The sugarbomb is solid and slowly dissolves in your mouth, changing in flavor each time you reach a new layer. An *everlasting sugarbomb* provides enough nourishment to sustain a creature for 1 day after 1 minute of letting it dissolve in your mouth. The sugarbomb fully dissolves after 30 uses. You can bite through to the center of the everlasting sugarbomb following a successful DC 25 Strength or Constitution check (your choice). If you succeed, make a DC 16 Constitution saving throw. On a failure, you're poisoned for 1 minute and suffer from painful nausea.

Eye of Dendallen

Wondrous item, rare (requires attunement)

While you're attuned to this item, you can cast the *see invisibility* spell at will.

Curse. When you attune to the *eye of Dendallen*, you're suddenly overcome with the urge to see what it sees. Make a DC 20 Wisdom saving throw. On a success, you resist the curse and are aware of its effects but are no longer attuned to the item. On a failure, you forcefully tear out one of your own eyes, taking 4d10 necrotic damage, and allow the *eye of Dendallen* to crawl into its now vacant socket. If you're already missing an eye, you simply let the eye crawl into the socket without taking the necrotic damage.

You can see normally through the *eye of Dendallen* while it's in your socket. In addition, you have darkvision out to a range of 60 feet. If you already had darkvision, the eye increases its range by 30 feet. As a bonus action, you can concentrate on looking through the eye to peer through magical darkness in this way for 1 minute. Once this property of the eye has been used, it can't be used again until the following dusk.

Dendallen familiar. The eye also doubles as a gruesome familiar. As an action, you can command the eye to crawl out of your eye socket and move independently of you. Use the abilities described in the *find familiar* spell when commanding the *eye of Dendallen*. The eye is undead, has 5 hit points, an AC of 12, a walking and climbing speed of 20 feet, does not require air to breathe, has darkvision out to a range of 60 feet, and has a +6 bonus to Dexterity (Stealth) checks. If the eye is slain or you dismiss it, it reappears inside your open eye socket with a sickly sound. The eyeball appears pitch black if it's slain and loses this feature as well as its benefits to your vision until the following dusk.

Unattuning to the eye or targeting it with the remove curse spell causes it to pull itself out of the socket and try to escape. Slaying the eye while it is unattuned to a creature destroys the item.

Eye of the Bookwurm

Wondrous item, uncommon

This small, glass sphere is enchanted with weak divination magics to help you find specific words or phrases in writing. It has a stylized iris etched into the glass.

You can use a bonus action to speak the eye's command word aloud, followed by the word or phrase you're searching for. The word or phrase magically appears and floats within the sphere. By holding the eye in a free hand, your vision becomes magically enhanced to subconsciously highlight the word or phrase you searched for in a green light wherever you see it. Once you've used the eye's ability for the first time, you can change the word or phrase as many times as you like for the next hour, after which the item can't be used again until the following dawn.

Fable's End

Weapon (mace), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Whenever you roll a 20 on an attack roll with *fable's end* against a Large or smaller creature, it must succeed on a DC 15 Charisma saving throw or be banished to its native or other plane of existence. At the end of its next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. You banish and score a critical hit against fey creatures on a roll of 19 or 20 with this weapon. Fey creatures have disadvantage on the saving throw. When a creature is banished in this way, the weapon's center emits a brilliant magenta flash of light.

Fanfare Ammunition

Weapon (an arrow or bolt), common

A favorite among tricksters, this ammunition is intended to distract rather than wound. When you make a ranged attack with this ammunition and hit a target, the attack deals no damage, and the ammunition vanishes and is destroyed on impact. In its place, a noise of your choice erupts from the point of impact, such as the sound of books falling, a dropped coin, or the breaking of glass. You decide the noise and its volume when you fire the ammunition. The sound can be as quiet as a whisper or as loud as a scream. A creature can determine that the sound is an illusion with a successful DC 10 Intelligence (Investigation) check.

Ferryman's Take

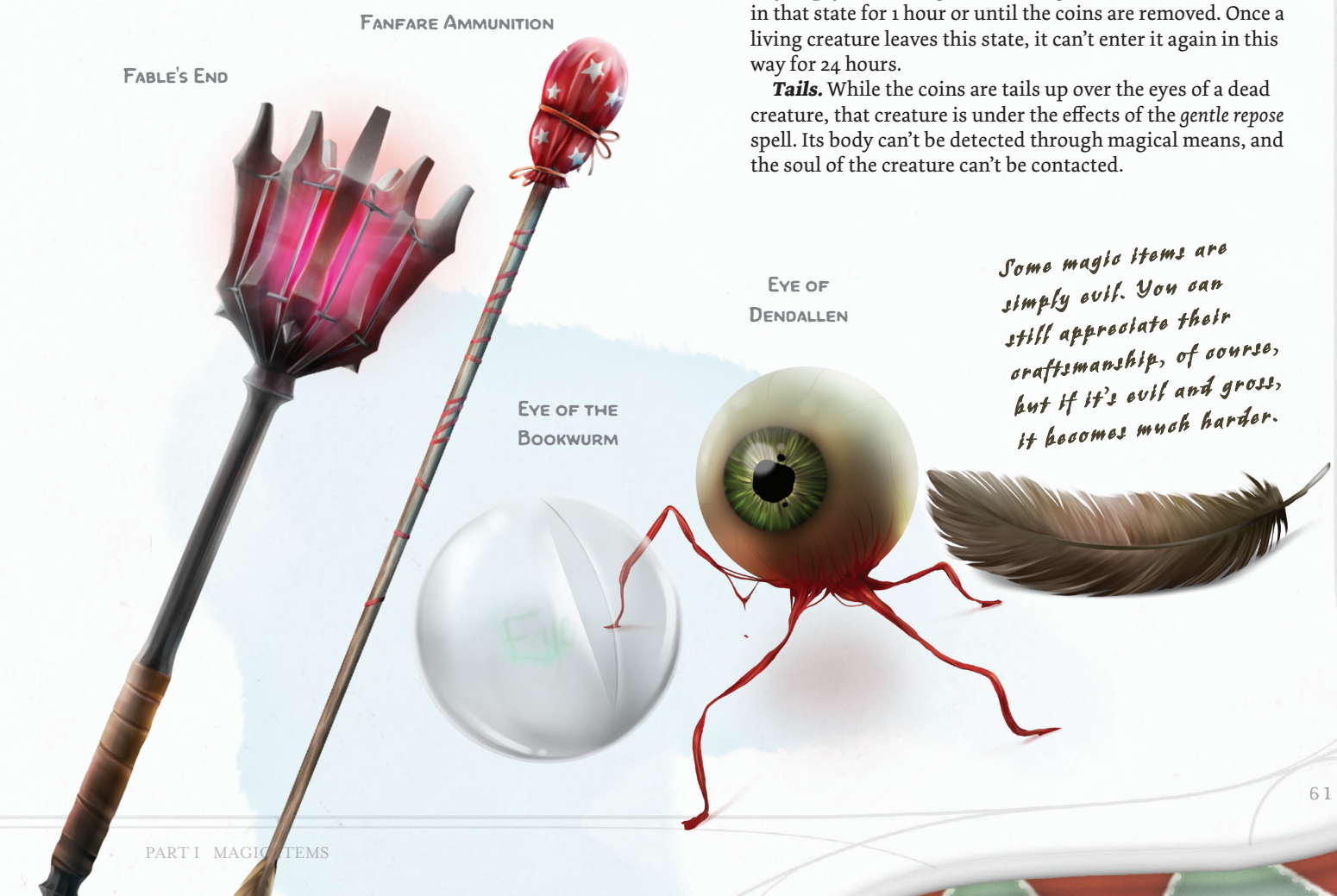
Wondrous item, rare

These tarnished copper coins are always found in pairs and bear the portrait of a horned man on one side (heads) and a rowboat on the other (tails).

You can place the coins over the eyes of a dead, unconscious, or willing humanoid creature as an action. When you do, the coins create an effect based on which side is facing up. You can remove one or both of them from the creature's eyes as an action to end their effects early. If the coins aren't facing the same direction, they have no effect on the creature they're placed on.

Heads. While the coins are heads up over the eyes of an unconscious creature, that creature is stable. If placed over the eyes of a conscious creature, it enters a physical and mental state indistinguishable from death and gains immunity to psychic damage while doing so. The creature remains in that state for 1 hour or until the coins are removed. Once a living creature leaves this state, it can't enter it again in this way for 24 hours.

Tails. While the coins are tails up over the eyes of a dead creature, that creature is under the effects of the *gentle repose* spell. Its body can't be detected through magical means, and the soul of the creature can't be contacted.



Festerwood Buckler

Armor (shield), uncommon

This festerwood shield is riddled with amber pustules that glow with a low, yellow light. While holding this magic shield, the pustules emit bright light in a 5-foot radius and dim light for another 5 feet. In addition, while you're holding the shield, you can use your reaction when a creature that you can see within 5 feet of you misses you with an attack to bash that creature with the shield. When you do, that creature must succeed on a DC 13 Dexterity saving throw or take 1d4 + 1 acid damage.

Festerwood Claymore

Weapon (greatsword), rare

This heavy, dark wood is incredibly strong and forms part of the symbiotic relationship it shares with destructive beetles that live inside. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll made with this weapon against a creature, some of the sword's beetles leave the weapon and latch onto the target. The beetles bite and hinder the creature for its next 1d4 turns. While affected by the beetles in this way, the creature takes 1d6 piercing damage at the start of each of its turns and its movement speed is halved. A creature can use an action to swat away and remove the beetles to end the effect early. If the target is a plant creature or magical plant, this property deals the maximum damage to it on each of its turns and lasts for 4 turns unless ended early by a creature.

Festerwood Fungal Stave

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

This fungal staff has 25 charges and regains 1d10 + 15 expended charges daily at dusk. While holding the staff, you can use an action to expend 1 or more of its charges to cause clusters of noxious mushrooms to magically appear in a number of unoccupied spaces equal to the number of charges you expend. The spaces must be on solid ground within 60 feet of you. Each space becomes difficult terrain for the duration of the effect. When a creature moves into or within a space or area covered by these mushrooms, that creature takes 2d4 poison damage for every 5 feet it travels. The mushrooms live for 1 minute or until you dismiss them as a bonus action.

In addition, while holding the staff, you can use a bonus action to expend 1 or more of its charges to cast one of the following spells from it, regardless of the spell's normal casting time, using your spell save DC: *cloudkill* (5 charges), *fog cloud* (1 charge), *insect plague* (5 charges), or *stinking cloud* (3 charges). A spell cast in this way ends at the end of your next turn and must target a point adjacent to a space occupied by your mushrooms. When cast from the staff, these spells do not require concentration.

If you expend the last charge from the staff, roll a d20. On a 1, the staff begins to overgrow, destroying the staff and forcing you to drop it in an unoccupied space adjacent to you. A hostile violet fungus grows in its place.

Festerwood Vizard

Festerwood's Light

Festerwood Logger

Weapon (handaxe), uncommon

This magic axe is a favorite among lumberjacks. The axe is made entirely of the magically hardened festerwood and sharpened to a menacing edge. The weapon's glimmering yellow pustules leech acid with each attack, causing any target hit by it to take an extra 1d4 acid damage. This acid damage is maximized if the target is a plant creature, a nonmagical plant, or an object made of wood.

Festerwood Masher

Weapon (a maul or warhammer), very rare (requires attunement)

This festerwood hammer has amber pustules on its end that have enriched the wood with its corrosive properties. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

In addition, this hammer has 3 charges and regains all expended charges daily at dusk. When you hit a creature or object with the hammer, you can expend 1 of its charges to magically release some of the corrosive acid. When you do, if the target is Large or smaller, that target takes a cumulative –1 penalty to its AC that lasts for 1 minute. If the target is Huge or Gargantuan, it takes this penalty after you expend either 2 or 3 charges in this way, respectively. This hammer deals an extra 1d4 acid damage to any target it hits for each –1 penalty to AC it has in this way.

You can read more about the Festerwood in Part III!

Festerwood Vizard

Wondrous item, rare (requires attunement)

This dark wooden mask is strangely insect-like and magically conforms to fit your face. While wearing the mask, you gain blindsight out to a range of 10 feet. You can put on and remove the mask using an action.

In addition, you can summon a swarm of insects (beetles) that fly out of the mask's mouth and obey your verbal commands as an action. You can command the swarm to move and make an attack as part of the action to summon them and then again on each of your following turns as a bonus action. If the swarm goes 10 minutes without attacking a creature, they dissipate harmlessly to seek food elsewhere. Once this property has been used, it can't be used again until the next dusk.

Festerwood's Light

Weapon (rapier), legendary (requires attunement)

This festerwood rapier's blade is inlaid with scrapings from the Lightspore, the radiant mushroom growing at the center of the Festerwood. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you're attuned to this rapier, you have advantage on ability checks made to find locations within the Festerwood and are immune to disease. While holding the sword, the blade sheds bright light in a 10-foot radius and dim light for another 10 feet.

You can use an action to raise the blade overhead and speak its command word. When you do, all creatures other than you within 30 feet of you are dusted with a sudden wave of magical spores. A friendly creature affected by the spores is suddenly invigorated, allowing it to immediately use its reaction to either make one weapon attack or move up to half its speed without provoking opportunity attacks. A hostile creature affected by the spores must succeed on a DC 17 Constitution saving throw or be incapacitated until the end of your next turn. Once this property has been used, it can't be used again until the next dusk.

The rapier has 5 charges for the following properties. The weapon regains 1d3 + 2 expended charges daily at dusk.

Spore Cleansing. As an action, you can touch a willing creature with the rapier and expend 1 of its charges to remove 1 Spore Counter from that creature.

Spells. While holding this rapier, you can use an action to expend 1 of its charges to cast one of the following spells from it (save DC 17, spell attack bonus +9): *charm person* (4th-level version), *compulsion*, *confusion*, *contagion*, *faerie fire*, *locate animals and plants*, or *moonbeam* (4th-level version). In addition, you can use an action to cast the *dancing lights* spell at will while holding the rapier.

Fife of Dragonsong

Weapon (blowgun), rare (requires attunement by a bard)

This magical fife can be played as an instrument or wielded as a deadly weapon. You are proficient with the *fife of dragonsong* as both an instrument and blowgun while you're attuned to it. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and any target hit by it takes an extra 1d6 thunder damage from the attack.

Dragonsong. As an action, you can expend one of your uses of Bardic Inspiration to play a powerful note that repels foes and empowers allies. The note is audible out to 100 feet. Hostile creatures within a 15-foot cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

An ally within the cone that can hear the note is bolstered by it instead. A friendly creature affected by the note has its speed increased by 10 feet until the end of its next turn and gains 2d6 temporary hit points that last for 10 minutes.

Fire Dervish Cloak

Wondrous item, rare (requires attunement)

This breathable cloak sounds like a crackling fire as it billows behind you and can create a small, fiery cyclone around you as you twirl in it. The cloak has 5 charges and regains all expended charges daily at dawn. Once on your turn, you can expend 1, 2, or 3 charges from the cloak by forfeiting 10, 20, or 30 feet of your movement speed for that turn, respectively, in order to spin in place instead. When you do, each creature within 5 feet of you must succeed on a DC 15 Dexterity saving throw or take 1d8 fire damage for each charge you expend in this way.

If a creature takes fire damage from the cloak, that creature can't make opportunity attacks against you until the end of your turn.

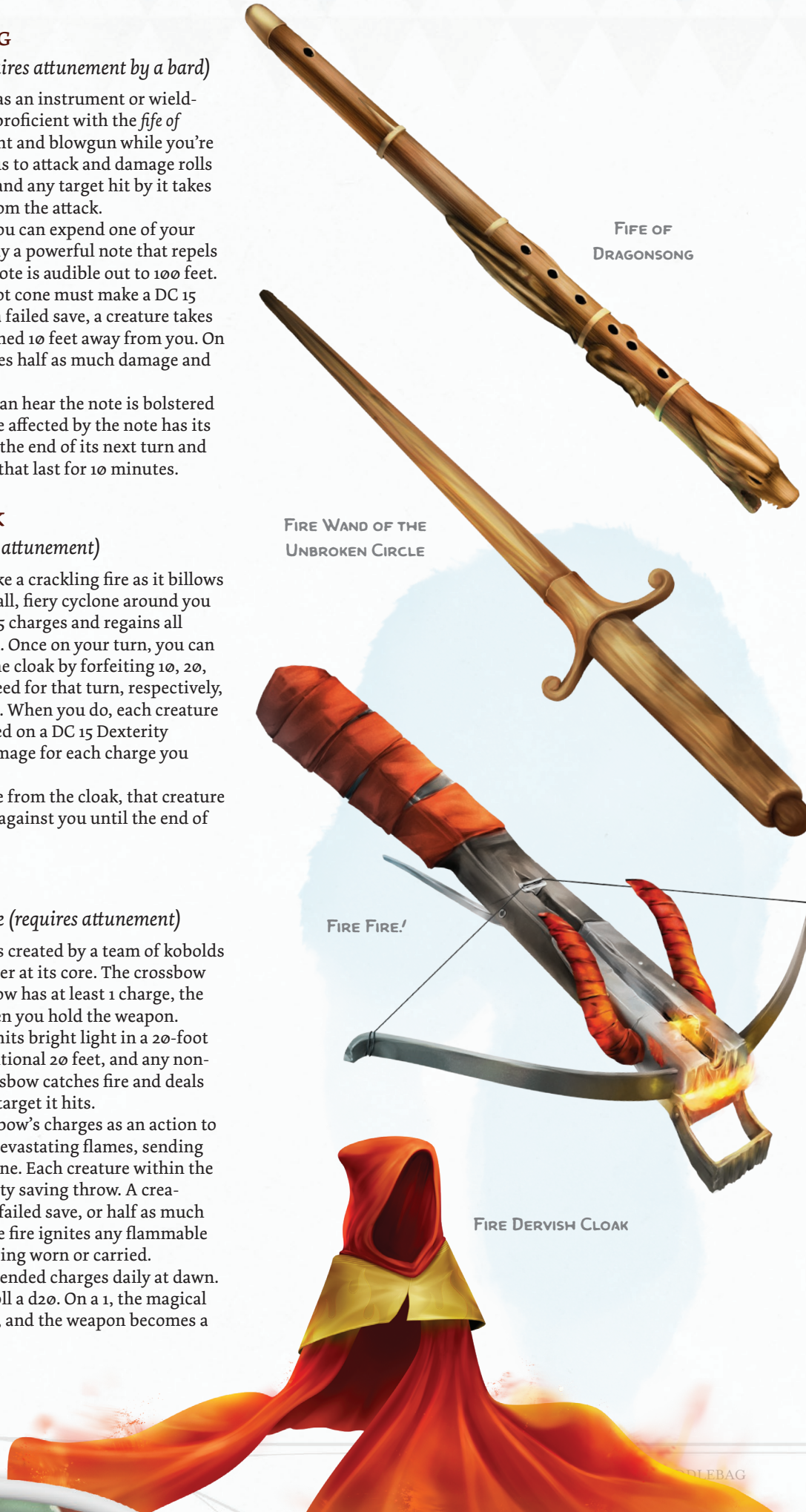
Fire Fire!

Weapon (crossbow, light), rare (requires attunement)

This hollow metal crossbow was created by a team of kobolds and contains an enchanted ember at its core. The crossbow has 3 charges. While the crossbow has at least 1 charge, the inner ember burns brightly when you hold the weapon. While it burns, the crossbow emits bright light in a 20-foot radius and dim light for an additional 20 feet, and any nonmagical bolt fired from the crossbow catches fire and deals an extra 1d6 fire damage to any target it hits.

You can expend 1 of the crossbow's charges as an action to cause the ember to spew forth devastating flames, sending out a wave of fire in a 30-foot cone. Each creature within the cone must make a DC 15 Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

The crossbow regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the magical ember inside the crossbow dies, and the weapon becomes a nonmagical crossbow.



Fife of Dragonsong

Fire Wand of the Unbroken Circle

Fire Fire!

Fire Dervish Cloak

Fire Wand of the Unbroken Circle

Wand, rare (requires attunement by a druid)

This wooden wand is carved out of ash and is always faintly warm to the touch. Whenever you grip the wand's handle and later look at your palm, it's strangely covered in a fine layer of charcoal. This wand has 7 charges. While holding the wand, you can expend 1 or more of its charges to cast either the *flame blade* spell (2 charges) or *produce flame* cantrip (no charges, or 1 charge to cast at 5th level) from it, using a spell attack bonus of +5. When you cast the *flame blade* spell using this wand, the sword's fiery blade appears above the wand's haft instead of in a free hand.

Whenever you would fail a Constitution saving throw to maintain concentration on a *flame blade* spell cast in this way, you can expend 1 charge as a reaction in order to succeed on the saving throw instead. You can only use your reaction in this way if you're holding the wand.

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.

Firecracker Crystals

Wondrous item, common

These multicolored crystals are usually purchased in small bags at festivals and holiday events. As an action, you can throw 1 of these 1-inch crystals against a solid surface within 20 feet of you to crack it apart. When a crystal breaks, it releases the magic inside. The magic ends at the end of your turn and is entirely sensory.

A bag of the small crystals comes with 10 (1d4 + 8) crystals inside. Roll a number of d8s equal to the number of crystals in the bag and record each number rolled. Use these numbers to determine the kinds of crystals found in the bag using the table below:

d8	Color	Result
1	Red	Releases a harmless 5-foot tall flame.
2	Orange	Releases a small flash of bright light in a 5 foot radius and dim light for another 5 feet, followed by the smell of spices and citrus.
3	Yellow	Releases small spiraling motes of energy that fizz and fly about in a 5-foot radius.
4	Green	Releases a cloud of bright, verdant smoke that fills a 5-foot sphere and smells both foul and sickly sweet.
5	Blue	Releases a series of comically large bubbles that float outward from the point of impact in a 5-foot radius.
6	Purple	Releases the sound of music. The song is random, and plays only enough to make it recognizable as music.
7	White	Releases a dazzling display of sparkling glitter in a 5-foot radius from the point of impact.
8	Black	Releases a mystery effect. Roll on the table again when using this crystal to determine its effect. If you roll an 8, roll the d8 again.

Fireweaver Gloves

Wondrous item, uncommon (requires attunement)

While wearing these fine golden gloves, you can use an action to cast the *produce flame* cantrip (spell attack bonus +5) from it. You can hold this and other small nonmagical flames (such as a torch or candle) as if they were tangible objects, and can sculpt them like clay. Once sculpted, a flame retains its form for 1 minute before returning to normal. A nonmagical flame carried in this way burns for 1 hour before dying. If you drop or throw a nonmagical flame, it immediately burns out.

When you cast *produce flame* using the gloves, the spell's duration is 1 hour, instead of 10 minutes, and it casts bright light in a 20-foot radius and dim light for an additional 20 feet. In addition, you can place the spell's conjured flame on the ground at your feet (no action required). When you do, the flame continues to burn harmlessly for up to 1 minute before going out. While you're within 5 feet of the placed flame, you can use an action to pick it back up.

In addition, when you take fire damage while wearing these gloves, you can use your reaction to reduce the damage by 1d8 + 2, provided that you have a free hand.

Firecracker Crystals

Fireweaver Gloves

Flesh of Dendallen

Wondrous item, very rare (requires attunement)

This patchwork shirt is made of enchanted pieces of stitched-together flesh. This shirt has 6 charges and regains 1d4 + 2 expended charges daily at dusk. While wearing this shirt, you can use a bonus action to expend 1 of its charges to cast *false life*, regardless of its usual casting time. In addition, while you have less than half your hit points left, you regain hit points equal to 1d4 + your Constitution modifier (minimum of 1) at the beginning of each of your turns. You do not regain health if you are unconscious or have taken fire or radiant damage since the beginning of your last turn.

Curse. When you attune to the shirt and wear it, you're forced to make a DC 20 Strength saving throw as the fleshy fabric begins to bubble and hiss as it fuses to your skin. On a success, you're able to safely remove the clothing before you attune to the item, but are aware of the curse's effects. On a failure, the shirt attaches to your flesh and destroys any non-magical clothing covered by it. Magical items worn beneath it rise to the surface as the fleshy shirt seeps through them to attach to your skin. While wearing it, you are considered to be undead in addition to any other creature type you already are and are vulnerable to radiant damage.

Once you are attuned to the shirt, you cannot remove it unless you are targeted by the *remove curse* spell or similar magic. When you remove it, you take 4d10 necrotic damage as the shirt is peeled from your skin.

Force Gauntlet

Wondrous item, rare (requires attunement)

This jeweled gauntlet has 5 charges and regains 1d4 + 1 expended charges daily at dawn. When you make a melee attack with a hand that's wearing this gauntlet, you can choose to expend 1 of its charges as part of the attack. If it hits, the target takes an extra 2d6 force damage from the attack and must make a DC 15 Strength saving throw. On a failure, the target is pushed 10 feet away from you. On a success, you're pushed 10 feet away from it instead. Targets two or more sizes larger than you automatically succeed on the saving throw.

Forgemaster's Might

Weapon (maul or warhammer), legendary (requires attunement)

This monumental maul or warhammer requires a Strength of 17 or higher to wield. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

You can use a bonus action to speak the hammer's command phrase, "light the forge" and cause flames to curl up and heat the hammer's anvil head. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While the hammer is lit, it deals an additional 1d8 fire damage to any target it hits and ignores resistance to fire damage. The flames last until you use a bonus action to speak the command word "quench," or until you drop or stow the hammer.

Smith's Blessing. You can use the hammer to cast either the *creation* or *fabricate* spell using an action instead of its usual casting time. *Creation* is cast as a 6th level spell when

Forgemaster's Might

Force Gauntlet

Flesh of Dendallen

cast in this way, and its conjured materials can be used as materials for the *fabricate* spell, although the materials still have a limited duration. Once the hammer has been used to cast a spell in this way, it can't be used to cast that spell again until the following dawn.

In addition, you know the *mending* cantrip if you don't already know it while you're attuned to the hammer. *Mending's* usual size restriction is increased to 5 feet in any dimension for you when you use it to repair metal. Ability checks you make using smith's tools to make or repair an item are made with advantage when you use the hammer's head as the anvil.

Iron Raze. The hammer deals an additional 2d8 bludgeoning damage to constructs and structures hit by it.

Fortune's Fivepence

Wondrous item, uncommon (requires attunement)

This electrum coin has a smiling human woman's face on one side (heads) and a scowling fiendish woman's face on the other (tails). While you're within 30 feet of the coin, you can summon it to either your hand or pocket by speaking its command word as a bonus action. Despite its unique appearance, this coin can be spent like a normal coin.

Fate Flip. This coin has 2 charges. You can attempt to regain expended charges once every 24 hours by flipping a coin. The coin regains all expended charges if it's heads, or 0 if it's tails. When the coin is on your person and your total for an attack roll, ability check, or saving throw is 10 or lower, you can expend 1 of the coin's charges to channel its magic and forge your own luck. When you do, flip a coin. If it's heads, roll a d10 and add it to the total of your roll. If it's tails, you subtract 1d10 from the total instead. The coin loses this property if using it in this way reduces the total of your roll to 0 or lower.

Fourarm Bracers

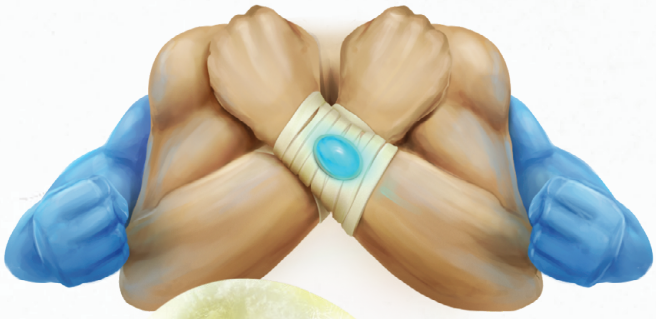
Wondrous item, very rare (requires attunement)

These bracers can summon another pair of spectral arms below your existing ones. These arms can be summoned as an action and last for up to 1 minute before disappearing. While active, you can use the arms to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. Each arm can carry up to 10 pounds. The arms stay attached to your torso at all times and cannot be moved to other parts of your body, but can be turned around to face the opposite direction.

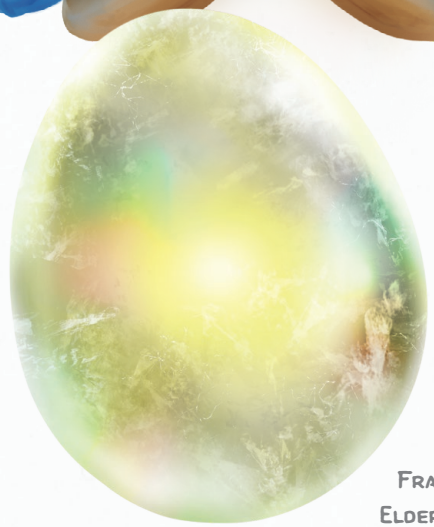
In addition, the gems adorning the bracers can amplify the arms' strength for short bursts. The gems have a total of 5 charges and recharge 1d4+1 expended charges each day at dawn. By uttering the bracers' command word using a bonus action and expending 1 charge, you can empower the arms to immediately make two unarmed melee attacks. The arms have a +3 bonus to attack and damage rolls and use your proficiency bonus when making the attacks. Each strike does 1d4 magical bludgeoning damage upon a successful hit.

Alternatively, you can expend 1 charge to double the arms' carrying capacity and increase their duration to 5 minutes instead.

Fortune's Fivepence



Fourarm Bracers



Fragment of Elder Starlight

Fragment of Elder Starlight

Wondrous item, very rare

This smooth, egg-shaped crystal is about 6 inches tall, weighs 3 pounds, and sheds bright light out to 20 feet and dim light for an additional 20 feet. The light is sunlight. You can touch the crystal and mentally control its brightness as a bonus action to enlarge, reduce, or snuff out the light's reach up to its maximum range.

While holding the crystal, you can speak its command word as an action to cause it to release a wave of bright light. The wave of light washes over creatures not behind total cover within a 60-foot radius from the crystal. Undead creatures

and fiends affected by the wave of bright light must make a DC 16 Constitution saving throw. On a failed save, a creature takes 8d6 radiant damage and is blinded until the end of your next turn. On a success, it takes half as much damage and is not blinded. Friendly living creatures of your choice within the wave of bright light regain 4d6 hit points.

Once this property of the crystal has been used, its light dims and can't be used again until the next dawn. While its light is dimmed in this way, it sheds bright light out to a maximum of 10 feet and dim light for an additional 10 feet.

Frefil's Jolly Oozebean Sugarbombs

Wondrous item, uncommon

A pack of oozebeans comes with 4 inside it. When you open a pack, roll 4d8 and record each number. Use these numbers to determine the kinds of oozebeans found in the bag using the table below. You can eat an oozebean using a bonus action. Each color has an effect that lasts for 1 minute.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

d8	Color	Effect
1	White	You can breathe underwater.
2	Black	You have resistance to acid damage and can safely eat otherwise inedible & nonpoisonous organic materials.
3	Blue	Grappling or being grappled deals 1d8 acid damage to the other creature.
4	Gray	You have advantage on saving throws against being charmed or frightened.
5	Gold	You gain a climbing speed equal to your movement speed.
6	Red	You gain 1d8+4 temporary hit points.
7	Green	You have resistance to poison damage and advantage on ability checks to escape grapples or restraints.
8	Yellow	You have resistance against lightning damage and immunity against damage from the *magic missile* spell.

Frefil's Tiny Tasty Tongue Twisty Sugarbombs

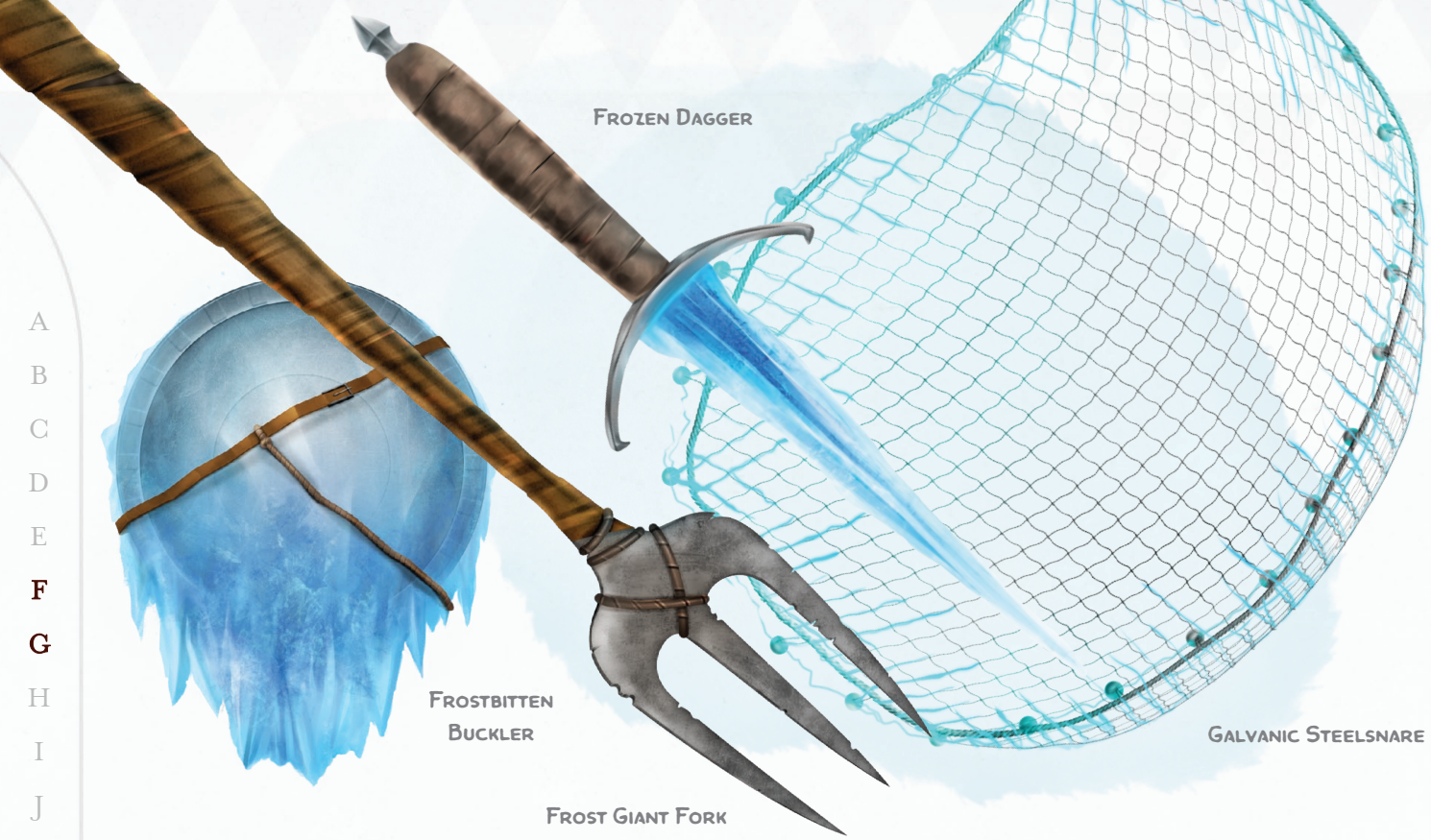
Wondrous item, uncommon

This small bag of marble sized gumballs contains 12 enchanted candies. While the color and flavor of each gumball is different, each one's effect is the same. As an action, you can start to chew one of these gumballs to release its magic. For the next 5 minutes while you chew the candy, you understand the literal meaning of any spoken language that you hear. If you speak while chewing the gumball, your accent changes to sound like the creature to whom you're listening: allowing you to sound like a local with minimal effort. The candy's magic and flavor fade 5 minutes after you first start to chew it.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

Frefil's Jolly Oozebean Sugarbombs

Frefil's Tiny Tasty Tongue Twisty Sugarbombs



Frost Giant Fork

Weapon (trident), rare (requires attunement)

This massive utensil comes from the table of a frost giant. Latent jotun magic flows through this make-shift trident and drives your hunger to nearly aggressive levels. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with a melee attack using the trident, you can immediately make a bite attack against that same creature as a bonus action. Your jaws and teeth are fortified to have the strength of a giant, allowing this bite attack to deal 1d6 piercing damage. You are proficient with this bite attack and use Strength as your ability modifier for it.

Curse. While you're attuned to this weapon, your hunger is almost insatiable. You're overwhelmingly compelled to eat twice the amount of food you normally would, and incur 1 level of exhaustion if you go a day without eating enough.

Frostbitten Buckler

Armor (shield), uncommon (requires attunement)

This icy shield has 3 charges and regains all of them each day at dawn. When a creature you can see hits you with a melee attack, you can expend 1 of the shield's charges as a reaction to deal 2d4 cold damage to the attacking creature. After the attack, you gain that same amount of cold damage as temporary hit points that last for up to 1 minute.

Frozen Dagger

Weapon (dagger), uncommon (requires attunement)

Attacks made with this dagger deal cold damage instead of piercing. If you roll a 20 on an attack roll made with this magic weapon, the target must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of its next turn, frozen in place and unable to move. If it succeeds, its movement speed is halved until the end of its next turn instead.

Funeral Marchers

Wondrous item, uncommon

While wearing these black leather boots, you can choose to not fall prone when you're reduced to 0 hit points. While you're unconscious and standing in this way, you can walk up to 10 feet on your turn after rolling a death saving throw.

Galepierce Weapons

Weapon (any piercing weapon with the thrown property), uncommon

These magic weapons have been tempered to glide through the wind, doubling both their normal and long throwing ranges. Ranged attacks made with these weapons against targets that are protected by fog, high winds, and other air-based hindrances are made without the normal disadvantage that those obstructions would typically cause.

Galvanic Steelsnare

Weapon (net), rare

This magic net is made with fine steel chains and has the heavy property. Magic, leaden weights line the edge of the net and send shocking pulses throughout the metal. The net is resistant to slashing damage and has immunity to all other damage types. Regardless of a creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn while it's restrained by the net.

Funeral Marchers

Gibberbox

Galepierce Weapons

While a creature within 30 feet of you is restrained by the net, you can speak the net's command word as a bonus action to cause it to release a painful wave of electricity, dealing 1d6 lightning damage to the restrained creature. If the net is restraining a creature made of metal or wearing metal armor, it deals 2d6 lightning damage instead. Once this property of the net has been used, it can't be used again until the start of your next turn.

A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. A Small or smaller creature has disadvantage on the check. Dealing 15 slashing damage to the net (AC 12) also frees the creature without harming it, ending the effect and destroying the net. Once destroyed, the net magically repairs itself over the course of 1d6 + 1 days.

Gibberbox

Wondrous item, rare

This magic box is made of enamel and bits of bone that stick together with the gummy, red remains of a gibbering mouther. The box weighs 7 pounds and is 1 foot long and 6 inches wide and tall. You can open the box's wooden lid as an action. When you do, the red paste inside the box swirls and forms a toothy mouth that starts incessantly babbling nonsense. Every creature that starts its turn within 20 feet of the box that can hear it must succeed on a DC 10 Wisdom saving throw. On a failed save, a creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does

nothing if it can't make such an attack. A creature takes 1d6 piercing damage if it touches the red paste and toothy mouth while the box is opened and blathering in this way.

This effect lasts for 1 minute or until the box's lid is closed again using an action. Once this property of the box has been used, it can't be used again for 24 hours. Opening the lid again while this property is inactive results in a droning, gurgling sound that turns silent after 1 minute of the box being open. The paste is extremely elastic and can't be removed or separated from the box.

Give and Take

Weapon (scimitar), very rare (requires attunement)

This pair of mithral (*Give*) and obsidian (*Take*) scimitars are connected by a sturdy chain. When you engage in two-weapon fighting using both scimitars, you can add your ability modifier to the damage of the second attack.

The scimitars have a collective 10 charges and regain 1d6 + 4 expended charges daily at midday. When you hit a creature with one of these magic weapons, you can expend 1 of their charges to create an effect based on the blade used in the attack:

Give. When you hit a creature with *Give* and expend 1 charge, you and all other creatures within 5 feet of the target (other than the target) gain 2d6 temporary hit points that last for 1 minute.

Take. When you hit a creature with *Take* and expend 1 charge, that creature takes 2d6 necrotic damage, and you and all other creatures within 5 feet of the target take half as much necrotic damage.

Glove of the Aegis

Wondrous item, rare (requires attunement)

This glove holds 5 charges and regains 1d3+2 expended charges each day at dawn. When a target that you can see hits you with an attack, you can use your reaction to expend any number of the glove's charges. You add +2 to your AC for the attack for each charge expended in this way, potentially causing it to miss. You can use this ability after the attack has been made but before any damage has been calculated.

The glove's power cannot be used if you are already wielding a shield.

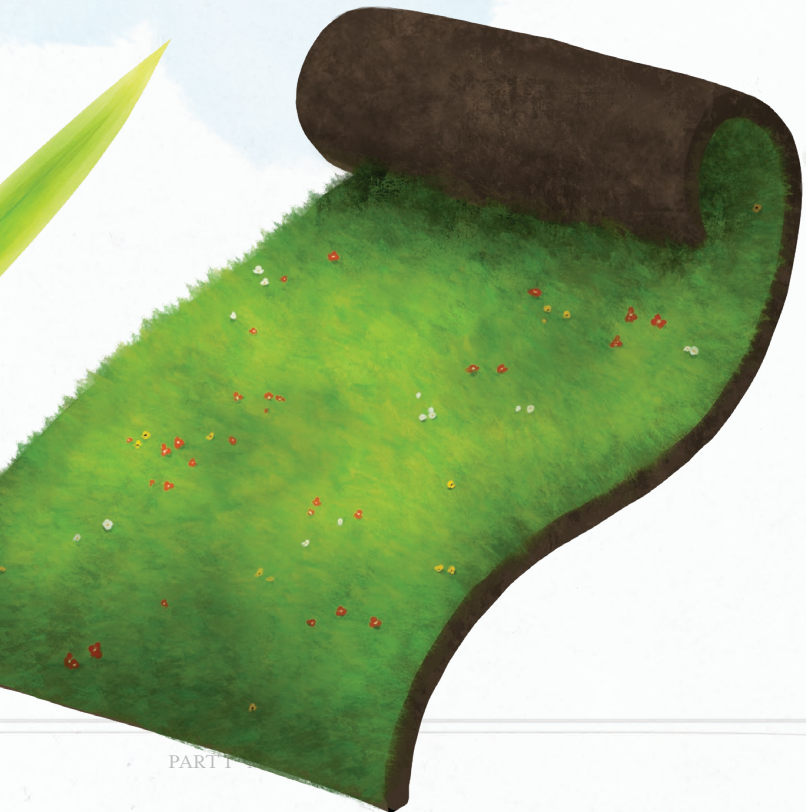
Glove of the Grim Fandango

Wondrous item, rare (requires attunement by a bard)

You are proficient with all musical instruments while you wear this glove on your dominant hand. In addition, spectral musicians appear behind you to accompany your playing when you play an instrument for at least 1 minute. The musicians are obviously illusory and vanish after you stop playing for 1 minute. While accompanied by the spectral musicians, you have advantage on any Charisma (Performance) check you make.

In addition, your spell save DC for enchantment spells you cast while performing with the spectral musicians increases by 2 when the affected creature or creatures are listening to your performance.

Gravity Goblet



Grass Carpet

Grass Carpet

Wondrous item, common

This soft roll of turf is magically fertile. Its soil is 1 inch thick and allows plants of all kinds to grow well within it. Each roll of turf is 5 feet wide and 10 feet long. Its grass and soil are self-containing and will not grow beyond the size of the carpet. The carpet is so fertile that plants growing in its soil require only half the normal amount of sunlight and water they would normally need in order to grow.

For every 1 inch of the soil's depth, the carpet provides the same amount of nutrition as normal soil does with 1 foot, allowing plants whose roots are normally 1 foot long to grow with only 1 inch of soil. Folding the carpet over for added depth, or layering multiple carpets on top of one another, increases the soil depth to allow for larger plants to grow on the carpet.

The carpet weighs 30 pounds and takes 1 minute to roll up or out. While rolled up, it has a 1-foot diameter. The carpet can be cut into smaller plots using a magical blade, with each plot measuring at least 1 foot long and wide.

Grass Whistle Blade

Weapon (dagger), very rare (requires attunement)

This dagger's blade is actually a large, enchanted blade of grass. As wind passes over the blade, it creates a soft, sweet note that magically begins to lull creatures to sleep. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This blade has 4 charges and regains 1d4 expended charges daily at dawn. When you hit a creature with a melee attack using this dagger, you can choose to expend 1 of its charges and forgo the attack's damage to attempt to put the creature to sleep. When you do, you swing the blade in a pattern around the creature that creates a magical lullaby. Roll 10d8; the total is how many hit points of the creature this can affect. If the total number of hit points you roll is greater than the target's remaining hit points, that creature falls unconscious for 1 minute or until it takes damage or another creature uses an action to shake or slap that creature awake. If the target is not put to sleep, it takes 3d8 psychic damage instead.

Undead and creatures immune to being charmed can't be put to sleep by this effect.

Gravity Goblet

Wondrous item, common

This glass and silver goblet is enchanted with a harmless, strange magic. A liquid poured in the cup bends gravity in comical ways, often to the surprise and endrenchment of its drinker. When the cup is tilted, as if to drink, the liquid flows in the opposite direction of gravity—sliding up the cup instead of down it. Once the liquid reaches the edge of the cup, it immediately pours down as normal. Swirling the liquid causes it to flow in the opposite direction in which it's rotated. Any solid object other than ice that floats in the liquid is not affected by the cup's magic.

Greaves of Dendallen

Grip of Dendallen

Hand of the Master

Greaves of Dendallen

Wondrous item, rare (requires attunement)

While wearing these skeletal greaves, you gain a climbing speed equal to your walking speed and can stand on and move across any liquid surface as if it were solid ground. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Curse. When you first wear the *greaves of Dendallen*, you feel your legs suddenly ache. Make a DC 20 Constitution saving throw. On a success, you're able to safely remove the greaves but are aware of the curse's effects. On a failure, you take 6d8 necrotic damage as your legs fracture. This damage ignores resistance and immunity. Your legs stay broken but don't hinder your movement so long as you continue to wear the greaves.

You can't remove the greaves until they're targeted by the *remove curse* spell. When you remove the greaves, your walking speed becomes 0. For every 24 hours that pass after removing the greaves, your walking speed increases by 5 feet, up to your normal maximum amount.

Grip of Dendallen

Wondrous item, very rare (requires attunement)

These black leather and bone chain gloves spread sickness and decay to anything they touch. While wearing the gloves, your unarmed strikes deal necrotic damage, and you can roll a d6 in place of the normal damage of your unarmed strikes. This damage is maximized if you hit a plant or plant creature with the attack.

In addition, while wearing the gloves, you can use an action to cast one of the following spells from them (save DC 16, spell attack bonus +8): *blight*, *contagion*, or *vampiric touch*. Casting *blight* in this way uses a range of touch, instead of its normal range. Once the gloves have been used to cast a spell, they can't be used to cast that spell again until the next dusk.

Curse. When you pull these gloves over your hands for the first time, make a DC 16 Wisdom saving throw. On a success, you are aware of the curse's effects and can immediately remove the gloves before they extend it to you. On a failure, the gloves' bone chains pierce your skin and latch onto the bone in your arms. You take 4d6 piercing damage and can't remove the gloves unless you're targeted by the *remove curse* spell or similar magic. While you wear the gloves, the flesh on your hands slowly rots. The stench can't be contained or masked through magical or nonmagical means. While your hands rot in this way, you make Charisma checks with disadvantage and take 1d6 necrotic damage whenever you finish a long rest.

If you fail the saving throw when first donning the gloves and later remove them, it takes 1d4 days for the effects of the rotting flesh to fade.

Halberd of the Peacock

Weapon (halberd), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This halberd has been polished to a mirror finish and is adorned with five ornate gemstones dangling beneath its blade that glow with arcane energy. This weapon contains 5 charges, each stored within one of the gems, and regains 1d4+1 expended charges each day at dawn. You can expend 1 charge to cast *disguise self* or 2 charges to cast either *alter self*, *mirror image*, or *shatter* (save DC 15). The hanging gems lose their glow once their charge has been spent in this way.

Curse. This halberd is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the halberd, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60

feet of you that you can see or hear. Whenever you reduce a creature to 0 hit points using this weapon, you must succeed on a DC 12 Wisdom saving throw or be compelled to admire yourself in the mirror until the start of your next turn: sacrificing any remaining movement, action, bonus action, or reactions you may have had. In addition, you automatically fail any Dexterity saving throw you make while admiring yourself in the mirror in this way.

Hand of the Master

Wondrous item, uncommon (requires attunement)

This satin glove has no visible seams and can be easily flipped inside-out to wear on either a left or right hand. While attuned to the glove, you can fit it over a hand that is either missing fingers or missing entirely and have it function as a normal body part.

In addition, you can cast the *mage hand* cantrip at will using the glove. When you do, the spectral hand originates within the glove instead of at a point of your choosing. The glove covers the spectral hand as it carries out your commands, leaving your hand or limb uncovered while it does so. Casting *mage hand* using the glove doesn't require any verbal components and doubles both the duration and carrying capacity of the hand.

Harp of Valor

Weapon (shortbow), very rare (requires attunement by a bard)

This elegant bow has 10 strings and can also be used as both a harp and spellcasting focus. You are proficient with this harp while attuned to the weapon, and Charisma (Performance) checks made using the harp are made with advantage. You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, arrows fired from the bow deal thunder damage instead of piercing.

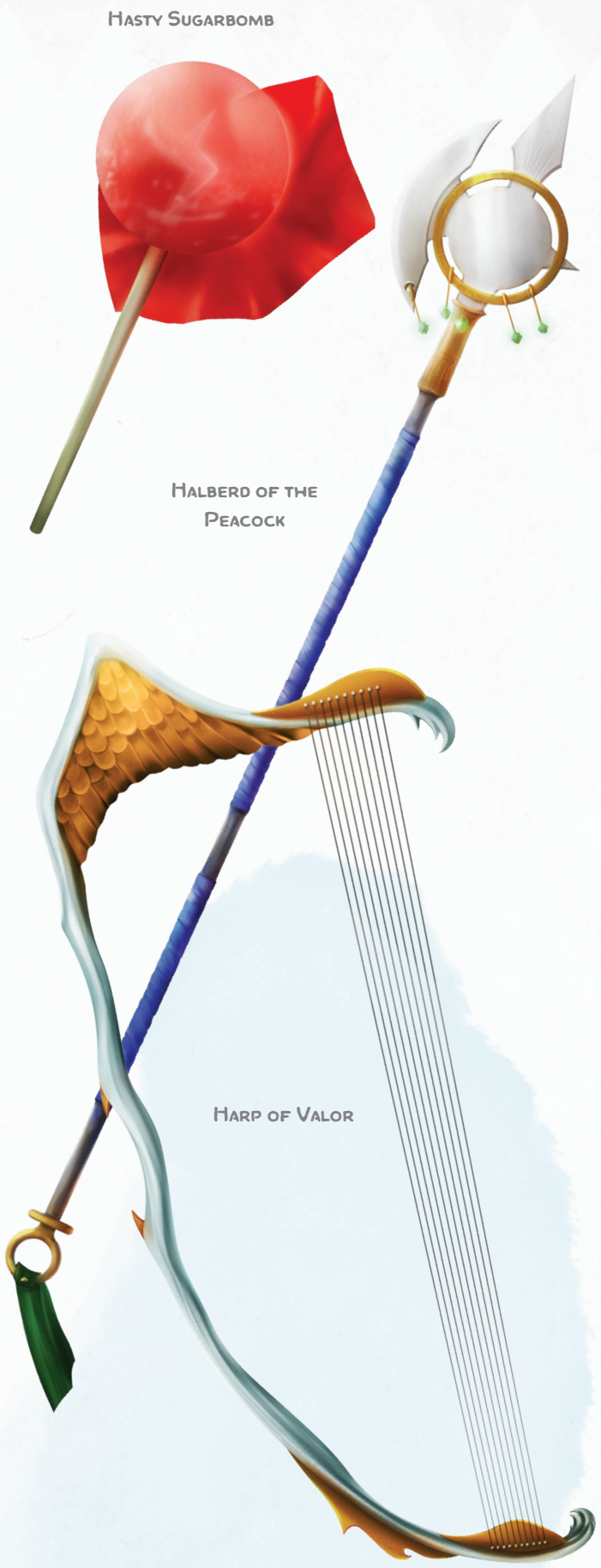
The bow has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While holding the bow, you can expend 1 to 5 of its charges as an action to cast either the *thunderwave* or *magic missile* spell from it at a spell level equal to the number of expended charges, using your spellcasting modifier and spell save DC.

Hasty Sugarbomb

Wondrous item, uncommon

This enchanted sweet can be eaten using an action to increase your movement speed by 5 feet for 1 hour.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.



Hat Trick

Wondrous item, uncommon

This gaudy purple hat allows the wearer to perform some minor magical feats. The hat has 3 charges and regains 1 expended charge daily at dawn. While holding the hat, you can expend 1 of its charges as an action to cast the *find familiar* spell from it, pulling the familiar from the hat. The summoned familiar must take the form of either a rabbit or dove, using the statistics for a weasel or owl, respectively. The familiar remains for up to 1 minute, instead of its normal duration, and cannot be used to deliver spells.

In addition, while wearing the hat, you can use an action to cast the *prestidigitation* spell from it. When cast in this way, the spell can only be used to create harmless, illusory effects.

Hcor'uk the Colossal's Portable Handheld Weapon of Walloping

Weapon (flail), very rare (requires attunement)

This flail has the two-handed, heavy, and reach properties. Attacks made with the flail deal an extra 1d8 bludgeoning damage, or 2d8 if the target is a structure. When you roll a 20 on an attack roll made with this magic weapon against a Huge or smaller creature, that creature must succeed on a DC 16 Strength saving throw or be knocked prone.

The rope and boulder that make this weapon are magically attached and can't be separated. The boulder weighs 200 pounds but is effortless for you to lift once you attune to the weapon.

Healing Arrow

Weapon (an arrow or bolt), uncommon

This magic ammunition is made by the elder clerics of nature and hunting deities. An attack made with this ammunition deals no damage to any target hit by it. When you hit a creature other than yourself with this ammunition, that creature regains hit points equal to 2d4 + your Dexterity and Wisdom modifiers (minimum 1). If the target is a friendly creature, you have advantage on the attack. Once it hits a creature, this ammunition dissolves into pure healing magic before it's destroyed. This ammunition has no effect on undead creatures or constructs.

Heart of the Sleeveless

Wondrous item, common

This vest is made from a luxurious, silky material that seems to always make the wearer appear more fit. The clothing gently hugs the wearer, redistributing weight and muscle to flatter and accentuate their physique. It seems to deflate sadly once taken off.

While worn, the fabric's color changes with the wearer's mood or flash of emotion. Refer to the table below for the vest's colors when under different emotions. While unworn, the fabric's color becomes a muted blue.

Emotion	Color
Anger	Red
Anticipation	Orange
Joy	Yellow
Love	Lime
Fear	Green
Sadness	Blue
Disappointment	Indigo
Disgust	Purple
Jealousy	Black
Surprise	White

Hellfire Pitchfork

Weapon (trident), very rare (requires attunement)

This menacing, black iron trident is warm to the touch, weighs 10 pounds, and has the heavy property. As a result of its weight, this trident has a normal throwing range of 15 feet and a long range of 45 feet. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d8 radiant damage to any target it hits. While the trident is within 60 feet of you, you can speak its command word as a bonus action to cause it to disappear in a puff of smoke and reappear in one of your open hands. If you speak the trident's command word immediately after making a ranged attack with it, it erupts in a 5-foot-high pillar of flame, instead of smoke, before it reappears in your hand. Any creature within the same space as the trident when it erupts in this way must succeed on a DC 16 Dexterity saving throw or take 1d8 fire damage.

Helm of Heroes

Wondrous item, rare (requires attunement)

You gain a +1 bonus to AC if you're wearing no armor while wearing this helmet. You can still use a shield and gain this benefit. In addition, while wearing no armor, the helm becomes suffused with glory and glimmers for 1 minute whenever you roll a 20 on an attack roll. While the helm is glimmering in this way, you gain temporary hit points at the start of each of your turns equal to half your level, and friendly creatures within 10 feet of you can't be frightened.

Helmsman's Shelter

Armor (shield), rare (requires attunement)

This magic shield offers a degree of control over the seas. You gain a +1 bonus to your AC while wielding this shield in addition to the shield's normal bonus to AC. While attuned to the shield, you're proficient with water vehicles.

This shield has 5 charges and regains all expended charges daily at dawn. While holding the shield, you can expend 3 of its charges to cast the *control water* spell (save DC 15) from it. Alternatively, you can use an action to expend 1 of its charges to magically take control of a water vehicle you can see within 300 feet of you that has a rudder. When you do, if that water vehicle has a creature currently controlling its rudder, you must make a Strength (Athletics) check contested by the other creature's Strength (Athletics) check. If you win the contest, you wrestle control away from the creature and can alter the direction of the vehicle by up to 90 degrees. If there is no creature controlling the direction of the water vehicle, you automatically succeed on this contest. You maintain control of this vehicle until the start of your next turn.

Hexaxe

Weapon (handaxe), uncommon (requires attunement by a warlock)

This handaxe amplifies curses bestowed on its enemies. The weapon has 3 charges and regains all expended charges daily at dusk. While you're holding the axe and are forced to make a Constitution saving throw to maintain concentration on a warlock spell, you can use your reaction to expend 1 of the axe's charges to add your Charisma modifier to the total of the saving throw.

You gain a +1 bonus to attack and damage rolls made with this magic weapon against creatures under the effects of a warlock spell you cast that requires concentration.

Really? You're going to name it that?

Hurricane Lance

Weapon (lance), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The lance has 4 charges and regains 1d4 expended charges each day at dawn. You can expend 1 charge as an action to surround yourself with a flurry of wind that lasts for 1 minute. While surrounded by this wind, you can take the Disengage action using a bonus action. You can expend a second charge of the weapon (no action required) while surrounded by the wind to extend the effect to any mount you're currently riding. If you dismount or are forced off your mount, the effect fades from it. The effect ends early if you fall unconscious or are no longer wielding the lance.

In addition, you can use the lance to cast the *thunderwave* spell at 3rd level (save DC 16). Once this property of the lance has been used, it can't be used again until the following dawn.

Ice Sickle

Weapon (sickle), uncommon

This magic sickle from the Everglacier is perpetually covered in tiny, needle-like icicles along its edge that reform almost as soon as they're gone. The first target hit by this weapon on each of your turns takes an extra 1d6 cold damage from the attack.

Immovable Button

Wondrous item, common

As a bonus action, you can press this iron shirt button against a piece of fabric and speak its command word, "hold". When you do, the button magically attaches to the cloth, fixing itself in place even if it is defying gravity. The button must be attached to a piece of fabric that is either unworn or worn by a willing creature. It can hold up to 500 pounds of weight and magically prevents the cloth from tearing due to tension. More weight causes the button to deactivate and fall.

A creature can use an action to make a DC 20 Strength check, moving the fixed button up to 10 feet on a success. A creature can make a DC 10 Intelligence (Investigation) check to determine that this button is magical, and if already activated, knows that the fabric around the button can be cut away. The button remains fixed in place for 1 minute before falling. The button's magic is lost once it's been used in this way.

Infernal Aegis

Armor (shield), very rare (requires attunement)

While holding this shield, you can speak its command word as a bonus action to cause it to become wreathed in harmless, magical flames. The flames cast bright light in a 20-foot radius and dim light for another 20 feet. The flames last until you speak its command word again as a bonus action or until you drop or doff the shield.

While holding the shield, you have a +1 bonus to AC as well as resistance to fire damage. This bonus is in addition to

the shield's normal bonus to AC. In addition, the shield has 4 charges and regains 1d4 expended charges daily at dawn. While the shield is ablaze, you can expend 1 or more of its charges to cast the *fire shield* (2 charges, warm shield only) or *hellish rebuke* (1 charge, save DC 16) spell from it.

Inferno Rope

Wondrous item, uncommon

This 10-foot long rope smells of sulfur and crackles with embers when moved. As an action, you can lay the rope down in a line next to you on solid ground and speak its command word to magically set it ablaze. When you do, the rope becomes a 15-foot tall wall of fire along its length. The flames are visible, but not opaque, and are 1 inch thick. Creatures within 5 feet of the flames when it's ignited must succeed on a DC 13 Dexterity saving throw or take 2d4 fire damage. A creature setting the rope ablaze automatically succeeds on this saving throw. The flames burn for 1 minute and cast bright light in a 15-foot radius and dim light for another 15 feet. A creature must make a DC 13 Dexterity saving throw when it crosses the line of fire for the first time on its turn or ends its turn there. On a failure, the creature takes 2d4 fire damage.

The rope rematerializes at the base of the flames after 1 minute. Once the rope has been lit, it can't be used again in this way until the next dawn. The rope can only be cut by magical means and becomes a nonmagical length of rope once cut.

Ironleaf Maul of Entanglement

Weapon (maul), rare (requires attunement)

Despite the head of this maul being made from vines, it seems impossibly solid and carries with it a formidable heft. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The maul has 3 charges and regains 1d3 expended charges each day at dawn. When you hit a Medium or smaller target with the maul, you can expend a charge to force it to make a Strength saving throw. On a failure, it takes 1d6 piercing damage and is restrained by thorny vines until the end of its next turn. The DC for this property is equal to 8 + your proficiency bonus + your Strength modifier.

Ironleaf Oaken Shield

Armor (shield), uncommon (requires attunement by a druid)

This reinforced wooden shield is covered with ironleaf vines that grant you extra protection. You gain a +1 bonus to your AC while wielding this shield in addition to the shield's normal bonus to AC. In addition, the wooden shield reforms itself to fit you whenever you transform into a beast while holding it. When you do, the ironleaf vines and wooden shield latch onto your bestial form, granting you a +1 bonus to your AC while transformed in this way.

Ironleaf Maul of Entanglement

Ironleaf Oaken Shield

Ironshod Trotters

Inferno Rope

Ironleaf Plate

Armor (plate), very rare (requires attunement)

This set of armor gives you a +1 bonus to your AC and is lined with ironleaf vines. While wearing this armor, the vines seem to support and quiet its normally loud movements, allowing you to make Dexterity (Stealth) checks without disadvantage. In addition, the vines dampen the impact you receive from blunt force, granting you resistance to bludgeoning damage.

If you take fire damage, the leaves wither for 1 minute. While the leaves are withered, you gain none of their benefits.

Mantle of the Wild. While wearing this armor, you can use an action to cast the *pass without trace* spell from it. Once used, this property can't be used again until the following dawn.

Ironshod Trotters

Wondrous item, uncommon (requires attunement)

These boots have iron horseshoes embedded in their soles. When you take the Dash action to run while wearing the boots, you can move an extra 10 feet.

As an action, you can click the boots together to cast the *polymorph* spell on yourself to transform into a riding horse. The horse has a carrying capacity of 480 pounds and a walking speed of 60 feet. Your game statistics are replaced by the riding horse's statistics, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment while transformed. Any bags you were carrying do not meld into your new form, and are magically draped over your torso as saddlebags.

You remain in this form for up to 8 hours or until you end it as an action. Taking any damage while transformed causes you to revert to your normal form early and take the damage as normal. Once this property of the boots has been used, it can't be used again until the next dawn.

Jotun's Jodhpurs

Wondrous item, rare

While wearing these pants, you count as one size smaller when riding a nonhumanoid creature as a mount if you aren't wearing heavy armor.

Killskull Longbow of Dread

Weapon (longbow), rare (requires attunement)

This magic longbow is adorned with a bear skull and claws. The bow holds up to 4 charges and gains 1 charge whenever you reduce a Small or larger creature to 0 hit points with it. For each charge the bow has, a small, etched line appears on the bear skull adorning the weapon. An etched line vanishes from the skull when its charge is expended.

When you hit a creature with a ranged attack using this weapon, you can expend 1 of its charges to cause that crea-

ture to take an extra 1d8 psychic damage and make a DC 15 Wisdom saving throw. On a failure, the creature is frightened of you for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Kindle Egg Sugarbomb

Wondrous item, uncommon

When you eat this spicy chocolate sweet as an action, you gain resistance to fire damage and can tolerate cold temperatures as low as 0 degrees Fahrenheit without any additional protection for 1 hour.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

Knight's Standard of Valor

Weapon (halberd), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this halberd, you radiate fervor and valor. You and other friendly creatures within 10 feet of you are considered proficient in saving throws made to resist becoming frightened. In addition, when an allied creature other than you starts its turn within 10 feet of you, that creatures gains a 5-foot bonus to their movement speed until the end of their turn.

You can concentrate on the weapon's flag over the course of 1 hour to change its design and color.

Knight's Standard of Vigor

Weapon (pike), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this brass pike, you radiate health and vitality. You and other friendly creatures within 10 feet of you are considered proficient in saving throws made to resist becoming poisoned. In addition, when an affected creature other than you regains hit points while in combat from a spell or potion, you can use your reaction to cause that ally to regain an extra 1d6 + 2 hit points.

You can concentrate on the weapon's flag over the course of a short rest to change its design and color.

Knight's Standard of Virtue

Weapon (glaive), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this decorated glaive, you radiate righteousness. You and other friendly creatures within 10 feet of you are considered proficient in saving throws made to resist becoming charmed. In addition, when a friendly creature you can see within 10 feet of you takes damage, you can use your reaction to magically reduce the

damage they take by up to 5. When you do, you take force damage equal to the amount of damage you reduced in this way.

You can concentrate on the weapon's flag over the course of a short rest to change its design and color.

Knocking Boots

Wondrous item, uncommon

These steel-toed boots of dwarven make are adorned with an embossed key on the toe. As an action, you can kick an object that contains a mundane or magical means of preventing access to cast the *knock* spell on it using the boots. Once this property of the boots has been used, they can't be used again in this way until the following dawn.

Kraken's Whip

Weapon (whip), uncommon

This whip is made using the shrunken tentacle of a great sea creature. It still writhes slightly on its own.

As an action, you can force a creature you can see within 10 feet of you to make a DC 13 Strength or Dexterity saving throw (their choice). On a failure, the creature is grappled by the whip's tentacle and takes 1d4+2 bludgeoning damage. The affected target or another creature can use an action to reattempt the saving throw, escaping the grapple upon a success. While grappled, the creature takes 1d4+2 bludgeoning damage at the end of each of its subsequent turns.

You can't use the whip to attack while grappling a creature with it in this way. While holding the whip, you can end the grapple at any time (no action required), and your movement speed is halved when you move more than 10 feet away from the grappled creature as you drag it along behind you.

Lance of the Hungering Dead

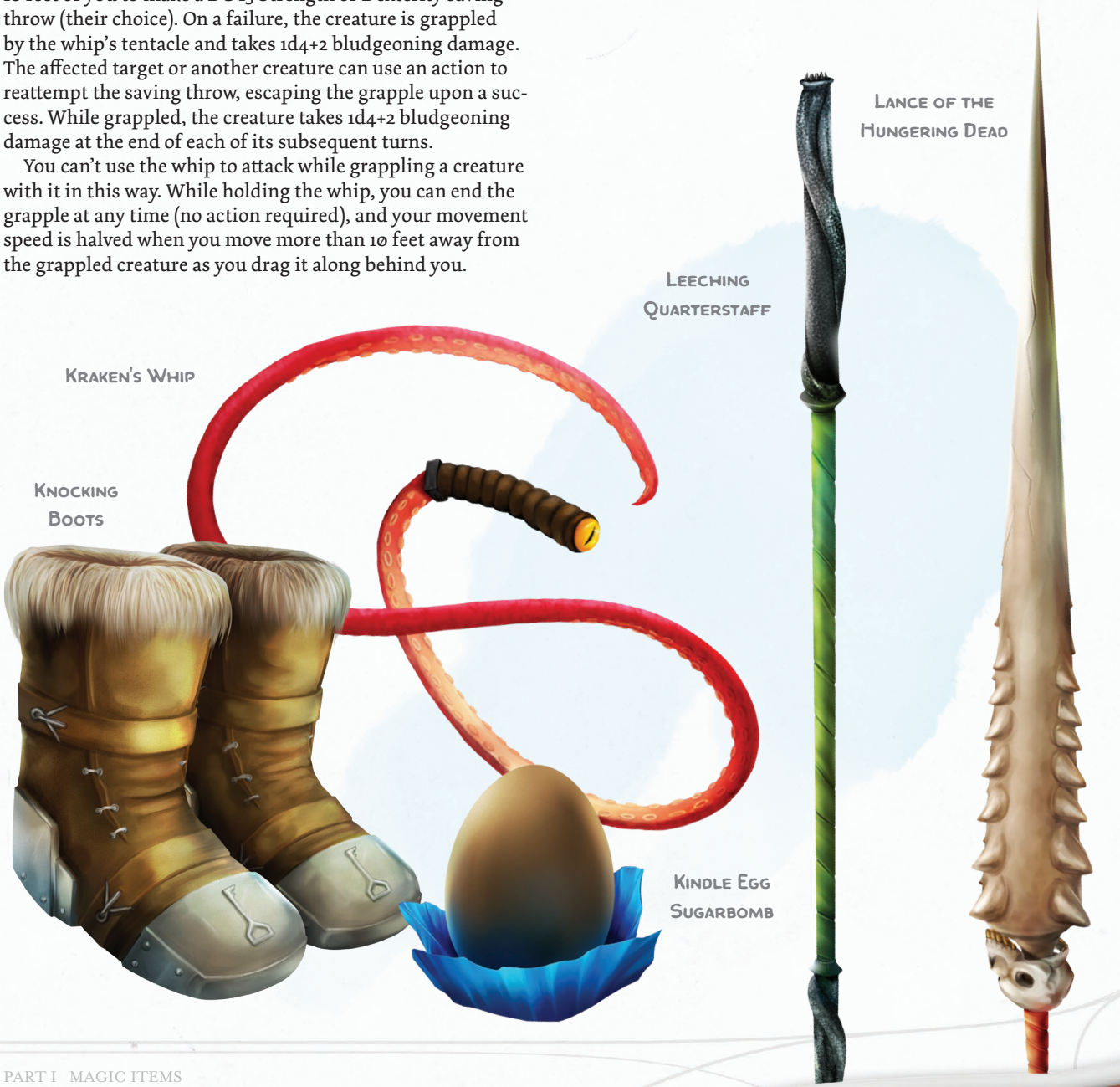
Weapon (lance), very rare (requires attunement)

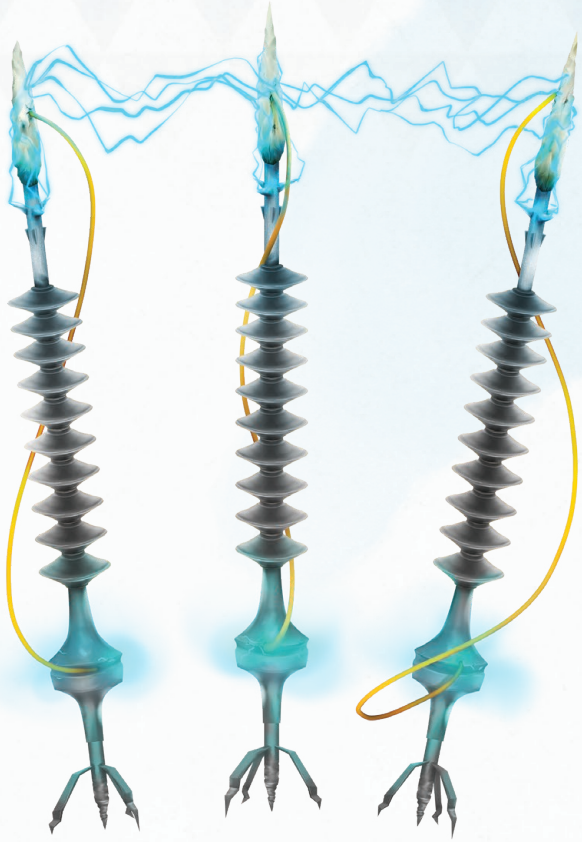
This magical, gruesome lance can drain the life force from another creature. The first time on your turn when you hit a hostile living creature with a melee weapon attack using the lance, you deal an extra 1d12 necrotic damage. You gain temporary hit points equal to half the necrotic damage dealt, rounded up. Temporary hit points gained from this attack fade after one hour.

Leeching Quarterstaff

Weapon (quarterstaff), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This quarterstaff has 6 charges and regains 1d6 expended charges daily at dawn. When you hit a target with this weapon, you can expend 1 of its charges to siphon away some of the target's life force to deal an extra 1d6 necrotic damage with the attack. You regain health equal the amount of necrotic damage dealt in this way. This property has no effect on undead creatures or constructs.





Liar's Lyre

Wondrous item, uncommon (requires attunement by a bard)

This magical lyre's strings reverberate with enchantment magic when you tell lies, allowing you to deceive other creatures more easily. You have advantage on Charisma (Deception) checks you make when you spend at least 1 minute attempting to convince a creature of a lie. In addition, if you cast the vicious *mockery cantrip* while holding the lyre, the spell save DC is increased by 1. You are proficient with this lyre while you're attuned to it.

Lightning Pylons

Rod, rare

These 3-foot-long rods are made using a blend of magic and science and normally come in sets of three. The pylons are tipped with a fragment of a blue dragon's horn. A *lightning pylon* can extend electricity to any neighboring pylons to create an electrical barrier between them. Each pylon has an electrical charge. Once a charge has been lost, it takes 12 hours to recharge.

You can place a pylon upright in an unoccupied space within 5 feet of you using an action. If a pylon has an electrical charge, you can speak its command word as a bonus action if you're within 5 feet of it. When you do, that pylon is electrified for 1 minute and loses its electrical charge at the end of that minute. Any other pylon with an electrical charge placed within 20 feet of an electrified pylon also becomes electrified, creating a wall of lightning between them that is 10 feet tall and 1 foot thick. The wall is opaque and casts bright light out to 10 feet and dim light for an additional 10 feet. You can have up to 6 pylons connected in this way at one time. Electrified pylons are magically bound to the ground until they lose their charge.

When the wall appears, each creature within its area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 5d8 lightning damage and its speed is reduced to 0 until the start of its next turn. On a success, a creature takes half as much lightning damage and its speed is halved instead. Creatures made of metal or wearing metal armor have disadvantage on this saving throw. A creature that enters the wall for the first time on its turn or ends its turn within 5 feet of it must also make the saving throw.

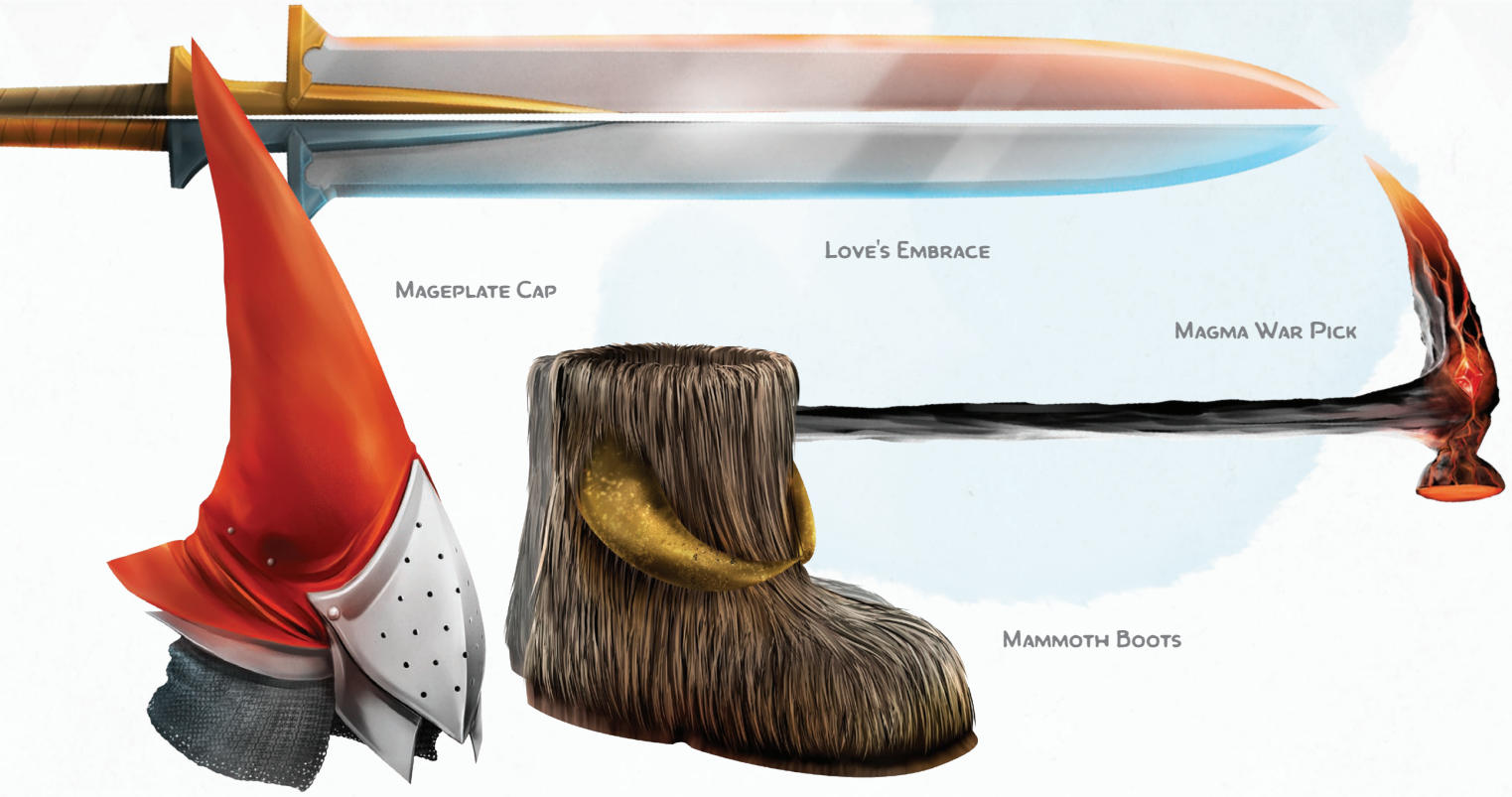
Each magic pylon has AC 15 and 20 hit points. A creature that touches an electrified pylon or hits it with a metal melee weapon takes 1d8 lightning damage for each pylon connected to it, including itself. When a pylon is reduced to 0 hit points, it falls over and loses its electrical charge, ending any connection it has to other pylons. A pylon reduced to 0 hit points can't be used again until 2 days have passed, at which point it regains all its hit points.

Locksmith's Bane

Wondrous item, uncommon

This silver lockpick twists and reorients itself to more easily open locks. You gain a +3 bonus on ability checks you make with this tool in order to pick open a lock. If you roll a 1 on an ability check in this way, the pick casts the *knock* spell on the lock before it turns to dust and is destroyed.

If you roll a 1 in this way and use an ability to reroll the die or otherwise change the result, the item becomes a nonmagical, mundane lock pick but does not cast the spell or disintegrate.



Love's Embrace

Weapon (greatsword), legendary (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon can be attuned to by two friendly creatures together over the course of a long rest. If the weapon is attuned to by two creatures in this way, the weapon's attack and damage bonus becomes +2 instead.

This greatsword is made of two long scimitars that are held together by a powerful, unidentifiable magic. You can speak the weapon's command word using a bonus action to separate it into a pair of scimitars or recombine them into the greatsword. If you are not already holding it when you speak the weapon's command word and are on the same plane of existence as it, you can choose to summon either one or both scimitars to your hand as individual blades or as the combined greatsword.

The scimitars have the thrown property with a normal range of 20 feet and a long range of 60 feet when separated. The scimitars deal piercing damage when thrown.

Each scimitar also has its own elemental effect — either fire or cold — that inflicts an extra 1d6 fire or 1d6 cold damage with each strike, depending on which sword you hit with. When you hit with an attack using the greatsword, the target takes both fire and cold bonus damage from the attack.

Each attuned creature can cast the *fire shield* spell once at 4th level without expending a spell slot. You do not need material or somatic components when casting it in this way. Once you cast this spell, you cannot cast it again until the following dawn.

Mageplate Cap

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

This pointed hat is fitted with chain and metal that have been enchanted with abjuration magic. The cap has 2 charges and regains 1 expended charge daily at dawn. While wearing the cap, you can use an action to expend 1 of its charges to cast the *mage armor* spell from it, targeting only yourself. When the spell is cast in this way, the arcane armor appears plate-like and changes your base AC to 15 + your Dexterity modifier instead of the spell's normal change to your AC.

Magma War Pick

Weapon (war pick), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The war pick deals an extra 1d4 fire damage to any target it hits.

This weapon has 3 charges and regains 1d3 expended charges each day at dawn. When you hit a target that is either made of metal or wearing metal armor, you can expend 1 charge to inflict an extra 2d8 fire damage to the target.

Mammoth Boots

Wondrous item, uncommon

These magical boots are as sturdy as the feet of a mammoth. Your weight increases by 50 pounds while wearing these boots, although you don't feel any different, and you ignore difficult terrain caused by snow or ice. In addition, whenever you're pushed against your will, the distance you would be moved is reduced by 5 feet.

Mantle of the Pack Lord

Wondrous item, rare

While you wear this enchanted pelt cloak, if a creature would gain advantage on an attack against you due to having its ally within 5 feet of you, it makes the attack without advantage.

Mask of Dendallen

Wondrous item, very rare (requires attunement)

This skull mask covers the top of your face and offers several benefits while worn. The mask has 5 charges and regains all expended charges daily at dusk. While wearing the mask, you can use an action to expend 1 of its charges to cast one of the following spells from it (save DC 16): *bestow curse*, *fear*, *speak with dead*, or *tongues*. You have advantage on Constitution saving throws you make in order to maintain concentration on a spell you cast in this way. In addition, you can read all writing.

Curse. When you place this mask over your face for the first time, make a DC 16 Intelligence saving throw. On a success, you are aware of the curse's effects and can immediately remove the mask before it extends the curse to you. On a failure, you take 5d10 psychic damage as the curse extends to you and magically latches onto your face. As long as you remain cursed, the mask can't be removed unless targeted by the *remove curse* spell, and the skin surrounding the mask is riddled with blackened veins and sickly gray skin. While wearing this mask, you can't smell or taste anything and automatically fail any check relying on smell or taste. Your voice also changes. Use the table below to determine the new voice. In addition, whenever you roll a 1 on an ability check, saving throw, or attack roll, you take 1d10 psychic damage.

d6	Change to your voice
1	Your voice deepens and does not echo.
2	Your voice becomes raspy and overly enunciates consonant sounds.
3	Your voice becomes quiet, almost a whisper, but can still be heard as if it were spoken at a normal volume.
4	Your voice becomes high pitched, and your laugh maniacal.
5	Your words become slurred, as if your tongue is suddenly too large for your mouth, and your spit releases a faint hiss when it escapes your mouth.
6	Your voice becomes that of another ally's and changes each time you finish a long rest.

Mask of the Pact Bearer

Wondrous item, uncommon (requires attunement by a warlock)

This mask looks like a normal wooden mask before it's attuned to. When you attune to this mask, your otherworldly patron's lingering presence over you magically reshapes it to represent the visage of your patron. While you wear this mask, you can cast one spell from your patron's expanded spell list without expending a spell slot. The spell must be of a level equal to or less than your warlock spell slot level. A spell cast in this way is always cast at its lowest level, regardless of your normal warlock spell slot level. Once the mask has been used in this way, it can't be used again until the next dawn.

Master Machinist's Marvelous Mallet

Weapon (light hammer), rare (requires attunement)

This immaculate silver hammer is polished to a mirror finish. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The weapon has 7 charges and regains 1d6 + 1 expended charges daily at dawn. As an action, you can touch an object with the hammer and expend 1 of its charges to cast the *mending* cantrip from the hammer on the object. Casting *mending* in this way affects an area up to 5 feet on a side, instead of 1 foot. Alternatively, you can expend 3 of its charges as a bonus action while touching a creature's armor with the hammer to temporarily enchant it. The enchantment lasts for 1 minute and grants the armor's wearer a +1 bonus to its AC in addition to the armor's normal bonus to AC, if any. A creature can only be affected by one of these enchantments at any time.

Mastery Gem

Wondrous item, legendary

This red gemstone seems to glint with some sort of liquid inside. The gem is impervious to attacks and damaging effects. The gem contains magic absorbed from countless other sources that it uses to overpower the requirements of certain item attunements. While holding this gem against an item with an attunement requirement you don't meet, you can ignore that requirement and attune to the item anyway. The item can't be a legendary item or artifact. The gem fuses to the surface of the item and encases the area around it in a crystalline shell.

You can unattune to the new item as normal, even if the item is cursed. Unattuning to a cursed item in this way breaks the curse's effects on you. When you unattune to an item in this way, the gem detaches from the item, allowing you to use it on another one. The crystalline shell remains on the unattuned item. When you remove the crystal in this way, it takes the item's magic with it: turning the unattuned item into a mundane and nonmagical item.

Memento of the Shapeless

Weapon (any melee weapon without the reach or heavy property), legendary (requires attunement)

This weapon was forged using the preserved remains of an ancient mimic. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As a bonus action, you can speak the weapon's command word to reshape it into any melee weapon with which you're proficient that does not have the reach or heavy property.

When you hit a creature with this weapon, you can also attempt to grapple it (save DC 13) by channeling the weapon's natural pseudopod form. While grappling a creature in this way, you can't attack or grapple another. Releasing the weapon frees the creature.

Pseuperpod. As an action, choose a creature within 30 feet and make a melee attack against it using the weapon. The weapon stretches towards your target as a pseudopod, ignoring half and three-quarters cover, and deals 6d8 bludgeoning

damage if it hits. After the attack, the weapon retracts back into its previous form. If you attempt to grapple the target with the attack, the save DC increases to 15 for this attack. If the creature fails, it is dragged up to 15 feet closer to you before being released from the weapon's grasp. If it failed the saving throw by 5 or more, it is dragged up to 30 feet closer to you and remains grappled. Once you've used this feature, you can't use it again until 12 hours have passed.

Limb replacement. If you're missing an arm or forearm, you can graft the weapon to you in its place. If you do, the weapon changes and reforms to match the missing limb. You can add your proficiency bonus to any Strength (Athletics) checks you make using the limb, or double the bonus if you're already proficient. You can alter the arm's form to turn it into a weapon as needed.

Merry Berry

Wondrous item, common

This small fruit is highly sought after by cooks and sweet-lovers everywhere, both for its flavor as well as its unique sensory-enhancing properties. Eating a berry raw yields a taste and texture like that of a rich shortbread: the perfect way to end a day of adventure or travel.

Cooking the berry, whether it be in a cuisine or simply roasted over a campfire, brings out more uncommon effects. When properly cooked, a creature that eats the fruit gains advantage on all Wisdom and Intelligence checks based on smell or taste for the next 24 hours, as well as advantage on ability checks using cook's utensils.

Overcooking the fruit not only cooks out the berry's benefits, but also results in a soggy and overall bland dish.

Mirrorlight Edge

Weapon (scimitar), rare (requires attunement)

This roughly hewn crystal sword bends light in unexpected and dangerous ways. As an action, you can speak the scimitar's command word to cause it to emit up to 2 ghostly projections of itself. The sword can have up to 2 of these projections at any time, which last until you dismiss them (no action required). When swung, the ghostly projections make the sword difficult to see. When you make an attack with the sword and miss while it has at least 1 projection, you can dismiss one of its projections to reroll the attack. You must use the new roll.

When you hit a target with this weapon while it has at least 1 projection, the ghostly projections become razor sharp. Targets hit by the sword take an extra 1d4 slashing damage for each projection the sword has.

The sword emits dim light in a 10-foot radius while it has 1 projection and 20 feet while it has 2. Sheathing the scimitar contains the projections and their light without dismissing them.

Mirrorlight Piercer

Weapon (spear), very rare (requires attunement)

This crystalline spear bends the light it generates in such a way that it becomes tangible. While you hold the spear in one hand and have another hand free, you can speak the

spear's command word as an action to cause it to create a ghostly projection of itself in your free hand. Both the spear and its projection have the light property. When you use an action to create a projection in this way, you can make one weapon attack with either the spear or projection as part of that action. The projection lasts for 1 minute or until you dismiss it using a bonus action or until a creature other than you holds it. If you drop or stow the crystalline spear, the projection disappears until you hold the spear again.

If you make a ranged attack with the projection, it disappears after it hits or misses a target. If you're still holding the crystalline spear when this happens, it magically recreates the projection in your open hand again (no action required).

You gain a +2 bonus to attack and damage rolls made with this magic weapon and its projection. The spear can only have 1 projection active at a time. While it has a projection, both the spear and projection cast bright light in a 10-foot radius and dim light for an additional 10 feet. If you don't have an open hand when the spear creates a projection, the projection is dismissed.

Mockingblade

Weapon (shortsword), uncommon (requires attunement by a bard)

This magic sword helps you more effectively add insult to injury. The sword has 6 charges and regains 1d4 + 2 expended charges daily at dawn. When you hit a creature with this weapon, you can immediately use a bonus action to expend 1 of its charges to cast the *vicious mockery* spell from it, using your spell save DC, against that creature. When you do, any words you use to insult the creature appear written along the blade for 1 minute or until replaced by a new insult.

When a creature rolls a 20 on a saving throw against a *vicious mockery* spell cast from the blade in this way, the face adorning the sword's hilt screams insults at you instead until the end of your turn. The insults are audible out to 30 feet and are directed at your deepest insecurities and regrets. Any creature that hears these insults is made aware of your weaknesses, granting it advantage on its next attack roll against you until the start of your next turn. Once the sword screams at you in this way, it can't be used to cast the *vicious mockery* spell again until 1d4 days have passed.

Monocle of Clarity

Wondrous item, rare

This single lens has three filters that you can peer through. You can change the monocle's filter by rotating its outer ring. A small arrow along the edge of the frame indicates the monocle's selected filter. The monocle has 4 charges and regains 1d3 + 1 expended charges daily at dawn. While wearing the monocle, you can expend 1 of its charges as an action to activate one of the following filters and gain various benefits. The effects last for 1 hour while you continue to wear the monocle or until you change its filter.

Filter of Comprehend Languages. When you peer through this filter, you can read and comprehend any written language as per the written language portion of the comprehend languages spell.

Filter of Darkvision. While looking through this filter, you have darkvision out to a range of 60 feet.

Filter of See Invisibility. When gazing through this filter, you see invisible creatures and objects as if they were visible.

Monsterbane Lasher

Weapon (whip), very rare

This mithral whip was once used by a powerful monster hunter. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, targets hit by the whip take an extra 1d4 slashing damage from its attacks.

The whip has 7 runes on its handle that correspond to different damage types: acid, cold, fire, lightning, poison, radiant, or thunder. When you hit a creature with a melee attack using this weapon, you can channel 1 or more of the runes to deal an extra 2d4 damage of the type or types that correspond to the channeled runes. For example, you can channel 2 runes to add 2d4 acid and 2d4 fire damage to an attack against a troll, or 1 rune to add 2d4 thunder damage to an attack against a clay golem. Once you add a damage type to an attack in this way, you can't add that type again until the following dawn.

Moonswaddled Armor

Armor (any light armor), rare

This comfortable set of armor grants additional protection and respite when worn at night. You gain a +1 bonus to AC while wearing this armor between dusk and dawn, and when you would normally roll 1 or more Hit Dice to restore hit points when taking a short rest after dusk, you instead use the highest number possible for each Hit Die spent.

Necrolace

Wondrous item, rare (requires attunement by a spellcaster)

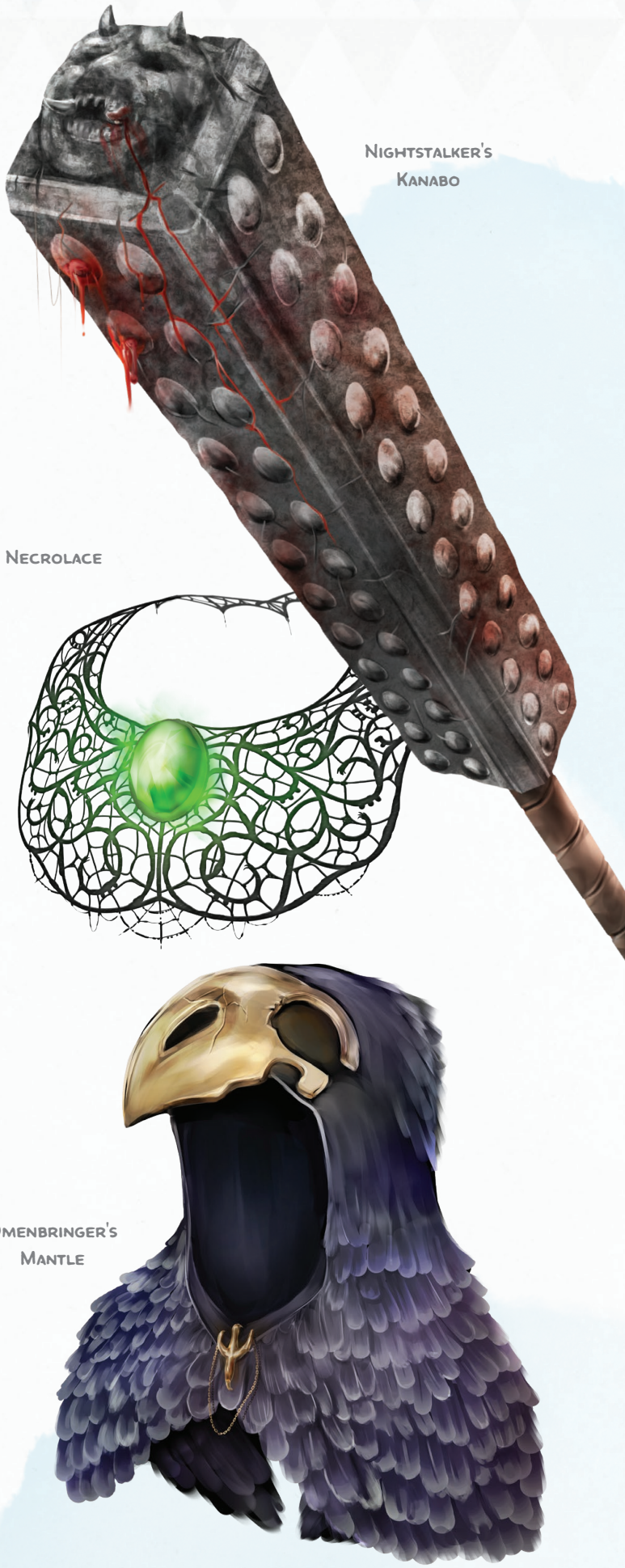
This necklace allows you to absorb the life energy of creatures you slay. When you reduce a Small or larger creature who is hostile toward you to 0 hit points, the necklace emits a faint glow and gains 1 charge. The necklace can hold up to 3 charges and contains 1d3 charges when found. You can expend 1 or more charges as a bonus action to turn death into life. You take 1d8 necrotic damage for each expended charge and heal another creature you can see within 30 feet of you for twice the amount of necrotic damage you took. This damage ignores resistance and immunity.

If this damage reduces you to 0 hit points, you're stable but unconscious. When this happens, the creature is healed for twice the amount of hit points you had remaining before you fell unconscious.

Nightstalker's Kanabo

Weapon (greatclub), very rare (requires attunement)

This studded greatclub once belonged to a hungering oni who excelled at subterfuge. You gain a +1 bonus to attack and damage rolls made with this magic weapon, which has the heavy property. When you hit a sleeping creature with this weapon, that creature takes an extra 2d8 psychic damage from the attack. In addition, when you roll a 20 on an attack roll with this weapon, the target of the attack must succeed on a DC 16 Constitution saving throw or magically fall asleep until the end of your next turn, the sleeper takes damage, or a creature uses an action to shake or slap the sleeper awake.



While the target is asleep, it is unconscious. Undead and creatures immune to being charmed automatically succeed on the saving throw.

The weapon has 3 charges and regains 1d3 expended charges daily at dusk. While holding the weapon, you can expend 1 of its charges as a bonus action to cast either the *invisibility* (targeting only yourself) or *sleep* (3rd-level version) spell from it.

Null Chalk

Wondrous item, very rare

This drab pouch contains 1d4 + 1 sticks of dull gray chalk. The chalk feels slightly tingly to the touch.

As an action, you can touch 1 of the sticks of chalk to the ground, wall, or ceiling to magically create a line that is up to 50 feet long and 1 foot thick. The line extends from your location in the direction and shape of your choice. You can shape the line in any way you choose so long as it makes one continuous path along the surface or similar adjacent surfaces. Once a stick of chalk has been used in this way, it disintegrates into a pile of fine, nonmagical powder.

Magical effects can't cross this line. The line's effect extends 20 feet perpendicularly from the surface on which the line is drawn. Targets on the other side of the line are considered to have full cover for the purpose of being targeted by spells or magical effects. Magical items that cross the line become mundane and nonmagical for 1 round.

The first time a celestial, elemental, fey, fiend, or undead creature attempts to cross the line on a turn, that creature must make a DC 16 Charisma saving throw. On a failed save, the creature's movement speed becomes 0 until the start of its next turn, is forced backward up to 10 feet away from the line, and takes 2d8 force damage. On a successful save, a creature takes half as much damage, and its speed is unaffected as it passes through the line. If the line cuts through a creature's space when it appears, the creature is pushed to one side of the line (your choice).

This effect lasts for 8 hours or until a break of at least one foot is made in the line, which causes it to instantly lose all magical properties. A creature can spend 1 minute to smudge, smear, erase, or otherwise remove the line enough to disable its effects. When targeted by the *dispel magic* spell, the line is treated as if it were a 6th-level spell. If the line is dispelled in this way, its effects are disabled for 1 minute.

Omenbringer's Mantle

Wondrous item, very rare (requires attunement)

This raven-feathered mantle is almost iridescent. While wearing this mantle, you have resistance to necrotic damage and descend 60 feet per round when you fall, taking no damage from falling.

In addition, while wearing the mantle, you can use an action to cast the *find familiar* spell from it. When you do, the familiar takes the form of a raven. If the familiar falls to 0 hit points, it can't be summoned again until the next dusk. Otherwise, the familiar remains so long as you are attuned to the mantle.

Null Chalk

Orator's Quill

Wondrous item, common

This red feather quill generates its own mundane ink and acts on its own as you speak to it. While holding the quill, you can speak its command word as a bonus action to activate it. While activated, the quill magically floats upright and writes the words you speak to it on whatever stationary, nonliving surface it's been placed on. When it reaches the edge of that surface, it begins a new line below before continuing. If the quill reaches the end of the surface, such as a piece of parchment, it taps against the surface expectantly until a new one is provided. You must be within 15 feet of the quill in order to speak to it. If the quill is behind total cover, it cannot understand you. If you speak the quill's command word again, even if you're not holding it, the quill deactivates and falls down. If the quill doesn't write anything for 1 minute, it deactivates on its own.

Otyugh Cloak

Wondrous item, uncommon (requires attunement)

This gruesome, magical otyugh pelt still holds some of its natural abilities. A single tendril bearing three eyes hangs from the back of the cloak's hood. While wearing the cloak, you can use an action to telepathically communicate with a creature you can see within 60 feet of you that can understand a language, sending either simple messages or images when you do. The receiving creature can't respond to these messages.

The tendril hanging from the hood is 3 feet long and offers some limited articulation. While wearing the cloak, you can use an action to mentally control the tendril enough to manipulate a simple object, such as open an unlocked door, stow or retrieve an item from an open container, or pour the contents out of a vial. The tendril can't attack, activate magic items, or carry more than 10 pounds.

In addition, you can raise or lower the cloak's hood using a bonus action. While the hood is lifted, you can use an action to close your eyes and see through the eyes of the tendril. You can control the tendril while looking through the eyes in this way. When you do, you have darkvision out to a range of 60 feet. You return to your normal senses when you reopen your eyes or lower the hood.

Ouroboros Rapier

Weapon (rapier), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls you make with this magic weapon. Whenever you roll an 8 on the damage die for an attack made with this weapon, the target of the attack takes an extra 1d8 poison damage. In addition, when you roll a 20 on an attack roll with this weapon against a creature, that creature must make a DC 15 Constitution saving throw. On a failed save, the creature takes 3d6 poison damage and is poisoned for 1 minute. On a success, the poison damage is halved and the creature is not poisoned.

Overshield

Armor (shield), uncommon (requires attunement)

While holding this large shield, you gain a +1 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC. The bonus becomes +2 while you have at least 1 temporary hit point. While you have temporary hit points, the shield emits a slight blue glow.

In addition, you can channel the heroic resolve within the shield as an action to gain 1d6 + 8 temporary hit points. Once this property of the shield has been used, it can't be used again until the next dawn.

Pack of LeviBubble Sugarbombs

Wondrous item, uncommon

This delicious gum comes in packs of 5 and can be blown into large, levitating bubbles 1 foot on a side. You need to chew a piece of this gum for 1 minute before its magic can be used. Once it's been chewed for at least 1 minute, you can use an action while the gum is in your mouth to blow a single bubble with it. Once you do, you're considered to be under the effects of the *levitate* spell as if you'd cast it so long as the bubble stays in your mouth. While the effect doesn't require you to concentrate on a spell, it does end early and cause you to fall if the bubble takes any damage. The effect ends on its own after 10 minutes, allowing you and the bubble to float gently down to the ground if you're still afloat. The gum becomes nonmagical, albeit still delicious, once this bubble's effect ends.

You can blow this bubble and remove it from your mouth as an action and place it on another creature or object within 5 feet of you. When you do, that creature or object rises 20 feet, vertically, as if under the effects of the *levitate* spell. An unwilling creature must succeed on a Dexterity (Acrobatics) or Strength (Athletics) check contested by your Dexterity (Acrobatics) or Strength (Athletics) check to resist having the bubble stuck to them. Creatures and objects floating in this way can't change their altitude without popping the bubble.

Pair of Tiny Violin Rings

Ring, common

This pair of golden rings play a sad, sad melody when you rub the two fingers wearing them together. Creatures that know the *vicious mockery* cantrip can use this set of rings as a somatic component instead of the normal verbal component required by the spell.

Pearl of Wisdom Quiver

Wondrous item, rare (requires attunement)

This magical quiver is made from the shell of an enormous oyster. Arrows you pull from it are considered magical and are coated with a pearlescent, hydrophobic coating. Ranged weapon attacks made with these arrows ignore the normal penalties of underwater fighting. These arrows become non-magical once they hit a target or are held by a creature other than you. In addition, you can speak the quiver's command word to cause it to create a magical pearl. You can hold onto this pearl or give it to another creature. When a creature with the pearl makes a Wisdom ability check or saving throw, that creature can choose to make the roll with advantage. When it does, the pearl turns to dust. The pearl is visibly magical and disintegrates on its own after 24 hours if left unused. Once the quiver produces a pearl in this way, it can't produce another one until the following dawn.

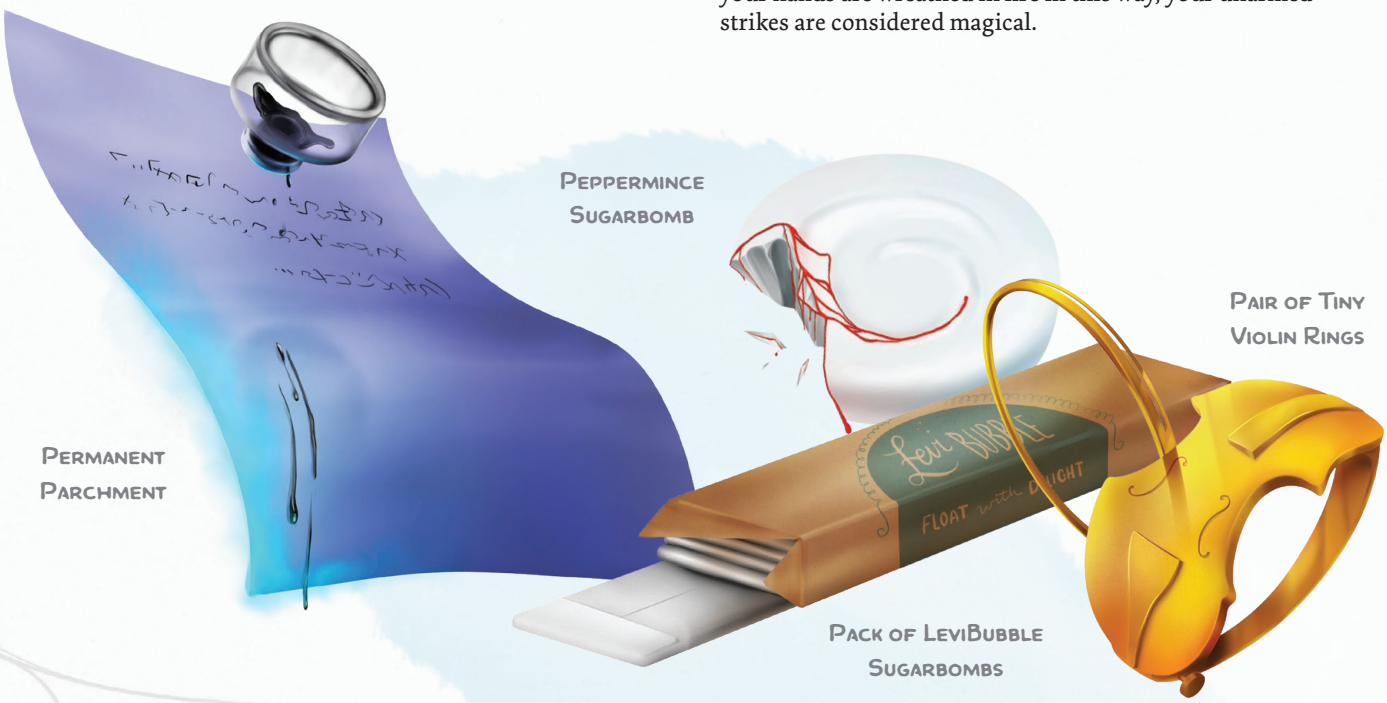
Pendant of the Tempered Fury

Wondrous item, very rare (requires attunement)

This magic silvered pendant glows with a simmering flame of rage trapped inside of its clenched fist. Small sparks shoot out from between the pendant's metal fingers. The fiery anger from the pendant tightens your focus and allows you to shrug off some of the damage you take. If you are wearing no armor and using no shield while you wear this pendant, all bludgeoning, piercing, and slashing damage you take is reduced by 3.

In addition, the pendant has 3 charges and regains 1d3 expended charges daily at dawn. You can use a bonus action to expend 1 of its charges to ignite your hands in a magical flame. While lit, your arms and hands cast bright light in a 10-foot radius and dim light for another 10 feet, and your unarmed attacks deal an additional 1d4 fire damage to any target they hit. Your hands remain lit for 1 minute or until you use a bonus action to quench them.

Any flame created by the pendant, whether it be on your hands or on the pendant itself, is harmless to you. While your hands are wreathed in fire in this way, your unarmed strikes are considered magical.



Pendant of Thieves' Sight

Pendant of the Tempered Fury

Periapt of Reflection

Pendant of Thieves' Sight

Wondrous item, uncommon

While wearing this pendant, you can read and understand thieves' cant. In addition, you can more easily recognize the patterns used in written and spoken codes, granting you a +5 bonus to any Intelligence check you make to understand a written or spoken cipher.

Peppermince Sugarbomb

Wondrous item, uncommon

This hard, minty sugarbomb slowly dissolves in your mouth over the course of 1 hour. At any point, you can use a bonus action to crunch down and break the sugarbomb into tiny, painful shards. You take 1d6 piercing damage from the shards, but are temporarily enchanted by the candy. While enchanted, your piercing and slashing weapon attacks deal an extra 2 damage to any target hit by them. After 1 minute, the enchantment fades.

Upset Stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

Periapt of Reflection

Wondrous item, rare (requires attunement)

This perfectly reflective charm magically helps you meditate and focus your mind. While wearing the necklace, you can use your reaction to reroll any Intelligence, Wisdom, or Charisma saving throw that you fail. You must use the new result.

Curse. This curse is only revealed and extended to you when you roll a 1 on a saving throw after using the periapt to reroll it. While you're cursed, the mirrored surface of the necklace dulls into an ugly, flat gray while you wear it. The curse persists even if you are not wearing the necklace, and you remain cursed until targeted by the *remove curse* spell or similar magic.

While you're cursed, your reflection in any mirrored surface within 10 feet of you turns into an ugly, horrifying visage of your deepest insecurities. In addition, when you fail an Intelligence, Wisdom, or Charisma saving throw (including the roll that reveals this curse), you take 1d8 psychic damage.

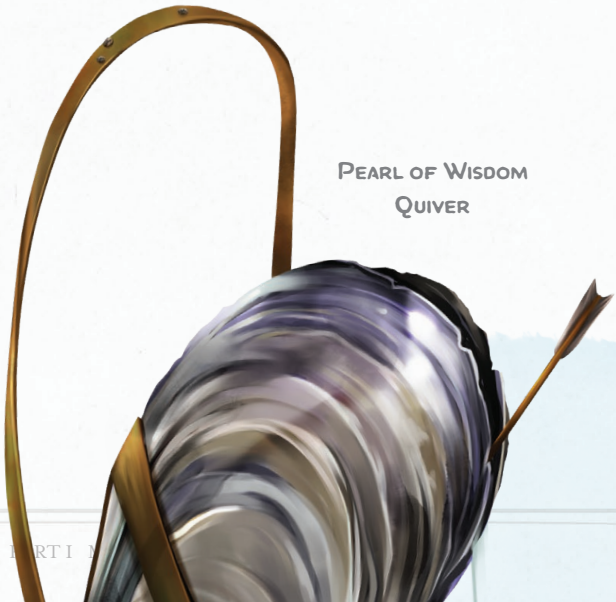
Permanent Parchment

Wondrous item, common

This violet piece of parchment is smooth and pleasant to write on. You can speak either of the parchment's command words "lock" or "unlock" as a bonus action to lock or unlock the parchment, respectively. While locked, the sheet cannot be torn by hand, damaged by fire, or damaged by immersion in water, and any ink already on the page can't be removed, smeared, or otherwise changed without the use of magic. New ink added to a locked sheet of *permanent parchment* runs off the page like water. While unlocked, the parchment behaves like a nonmagical sheet of paper.

While unlocked, you can speak the paper's other command word, "clear", to cause any ink on the sheet of parchment to magically evaporate without leaving any marks behind.

The language the parchment's command words must be spoken in is determined by the creator of the parchment.



Pearl of Wisdom Quiver

The best items are the ones that are equal parts useful and bizarre.

Petal Dancer Ward

Wondrous item, uncommon (requires attunement)

This cape is made of colorful and aromatic petals. While wearing the cape, petals drift behind you as you walk and disappear before touching the ground. You can use a bonus action to change the color of these petals. While wearing the cape, you can use an action to cast the *druidcraft* cantrip from it, and creatures with the keen smell trait make attacks of opportunity against you with disadvantage.

Phase Axe

Weapon (battleaxe), rare (requires attunement)

This crystalline battleaxe seems to be almost transparent when looking at the bladed head from different angles. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. The first time on your turn when you hit a target with a ranged attack using the axe, you can force another creature within 10 feet of the target to make a DC 15 Dexterity saving throw. On a failed save, that creature takes 1d8 force damage.

If you can see the axe and are within 60 feet of it, you can use a bonus action to return the axe back to your outstretched hand. When you do, the weapon phases through any obstacle in its path that is no more than 5 feet thick or made of lead.

Phoenix Arrow

Weapon (a bolt or arrow), rare

This bolt or arrow is fletched with phoenix feathers and is magically bound to a small quiver. You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once fired, the ammunition bursts into flames upon impact and deals fire damage instead of piercing. At the start of your next turn, the arrow leaves behind a small pile of ash and reappears in its quiver.

You can speak the ammunition's command word as a bonus action before firing it to set it ablaze. If you fire it on that same turn, the arrow or bolt deals an extra 1d6 fire damage to any target it hits, but turns to ash before reaching its target if fired at a target more than 30 feet away. The arrow reappears in its quiver immediately after making this attack.

You can store up to 10 other arrows in the quiver but can only have 1 Phoenix Arrow bound to it at a time. If the arrow is ever destroyed, it reappears in the quiver after 24 hours. Firing the arrow or bolt into an *antimagic field* renders it nonmagical while within the field, allowing the ammunition to be permanently destroyed.

Pike of the Forgotten Legion

Weapon (pike), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has 6 charges and regains 1d4 + 2 expended charges daily at dusk. While holding this pike, you can expend 1 or more of its charges to cast one of the following spells from it (save DC 16): *mirror image* (1 charge), *phantom steed* (1 charge), *speak with dead* (1 charge), or *spirit guardians* (2 charges).

Spectral Warrior. Once on each of your turns when you hit a creature with this pike, you can choose to summon a spectral warrior from the weapon. Until the start of your next turn, that creature is haunted by the warrior. While haunted, a creature has disadvantage on weapon attacks against you. This property has no effect against undead creatures.

Haunting Phalanx. You can use an action while holding this pike to expend 3 of its charges and point it forward commandingly. Five spectral, pike-wielding warriors appear before you and march in a 25-foot-by-50-foot line in a direction you choose. Any creature within that line's area must make a DC 16 Intelligence saving throw. On a failed save, a creature takes 3d10 necrotic damage and 3d10 psychic damage and is affected by the weapon's spectral warrior property. On a success, the creature takes half as much damage and isn't affected by the spectral warriors. Undead creatures automatically succeed on the saving throw.

Plaguebane Mask

Wondrous item, rare

This bird-like mask's blend of magic and science is as unique as it is helpful. It can be easily lifted over your face to eat or speak more clearly. The mask's beak is lined with magical flowers that react to and purify airborne toxins before they pass through it. While wearing the mask, you have advantage against being poisoned or diseased from airborne sources, as well as resistance to the poison damage that they might cause.

In addition, the flowers have 3 charges and regain 1d3 expended charges each day at dawn as new flowers bloom. As an action, you can hold the beak's nostrils closed with a free hand and expend 1 of its charges to exhale a 15-foot cone of thick pollen in front of you. Creatures caught in the pollen must make a DC 15 Constitution saving throw. On a failed save, a creature's speed is halved until the end of its next turn and takes 2d8 poison damage. On a success, its speed is unaffected and the poison damage is halved.

Planar Rapier

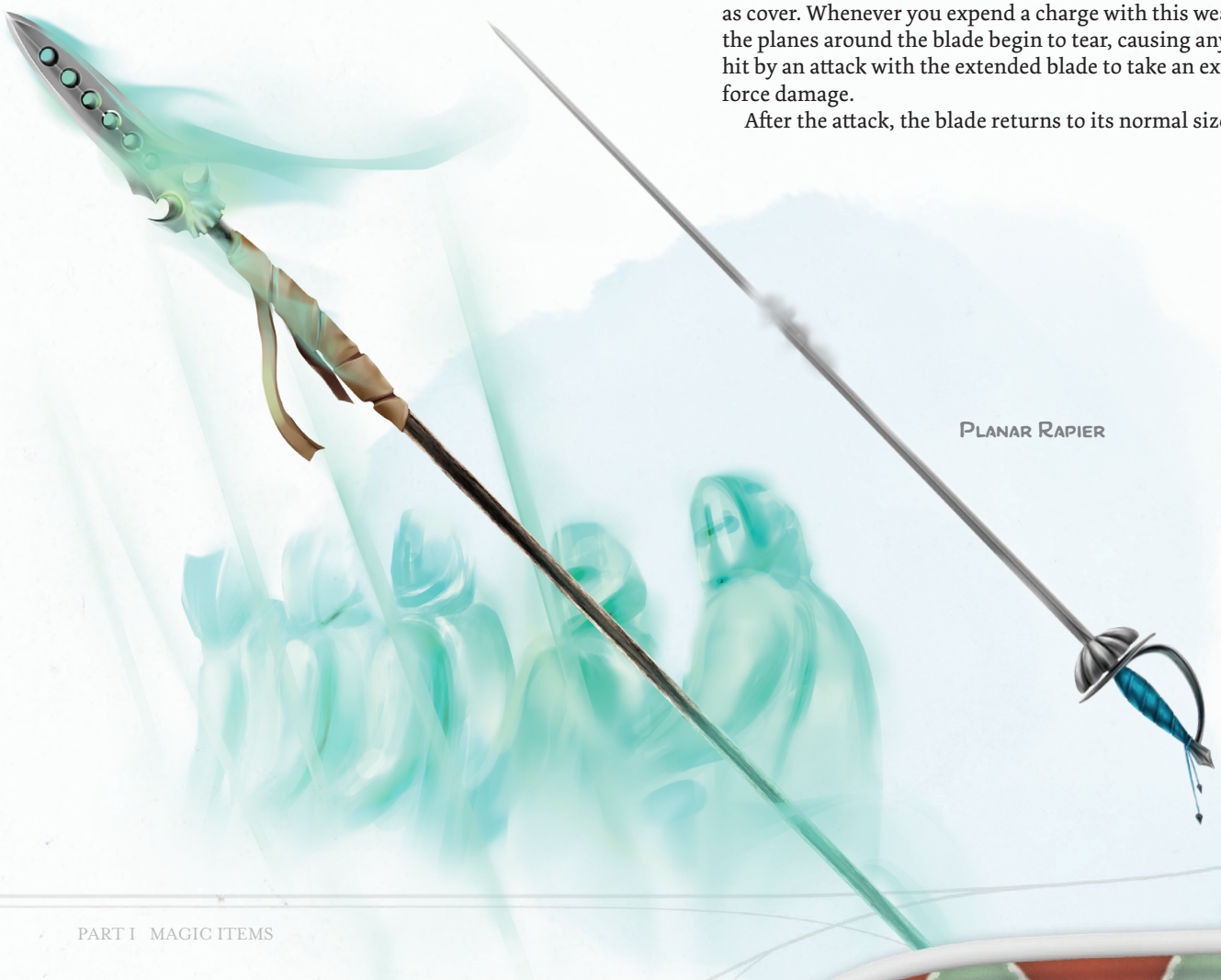
Weapon (rapier), very rare (requires attunement)

This thin blade seems to toe the line between planes of existence, occasionally allowing it to bend them to extend beyond its normal reach. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The rapier has 5 charges and regains 1d4+1 expended charges each day at dawn. You can expend 1 charge to extend the reach of a melee attack you make with the rapier to 10 feet instead of 5. You can expend this charge either before or after you make the attack. If you expend the charge after making a melee attack with the rapier against a target within 5 feet of you, you can extend the rapier to immediately pierce through the original target and make a bonus melee attack against a different target 5 feet behind the original one, provided that the second target is still within 10 feet of you. This bonus attack is considered to be part of the initial attack. The second target does not benefit from using the original one as cover. Whenever you expend a charge with this weapon, the planes around the blade begin to tear, causing any target hit by an attack with the extended blade to take an extra 2d8 force damage.

After the attack, the blade returns to its normal size.

Pike of the Forgotten Legion



Planar Rapier

Pomade of Ten Thousand Styles

Wondrous item, common

This canister of waxy pomade has magical properties, allowing you to change your hair's color, style, thickness, and length (up to 1 foot longer or shorter per use). The canister steadily replenishes its pomade over time. It can hold up to 4 uses at a time and regains 1d4 expended uses each day at dawn. Using 1 use of the pomade takes 1 minute.

Once you've used this product in your hair, it returns to its normal appearance after you finish a long rest. Hair produced by the pomade that's been cut off turns to dust after 24 hours. If you use the pomade every day for 7 days to make the same changes, the changes become permanent.

Potion of Dragon's Breath

Potion, uncommon (3d6), rare (4d6), or very rare (5d6)

This potion is crafted using the harvested stomach and gizzard of a fallen dragon. Drinking the potion as an action allows you to use an action on your subsequent turns to spew dragon-like projectiles. These projectiles are the same as a dragonborn's breath weapon, whose element and areas of effect are determined by the dragon it was sourced from. The effect lasts for 1 minute. Materials gathered from young dragons produce uncommon potions (dealing 3d6 damage with the breath weapon, save DC 13), whereas adult and ancient dragons produce rare (4d6, DC 15) and very rare (5d6, DC 16) results, respectively.

It takes 7 days and proficiency with alchemist's supplies to create the potion, requiring 2 hours of work each day in order to prepare it. Failing to tend to the potion causes it to reset, requiring another 7 days to craft. When the potion resets in this way, roll a d20. On a 1, the potion spoils and is lost.

Potion of Spell Recovery

Potion, rare

When you drink this potion, you recover expended spells slots with a combined level that is equal to or less than 1d3 + 3, and none of the slots can be 6th level or higher.

Prismatic Javelin

Weapon (javelin), uncommon (requires attunement)

This dark crystal javelin has a prismatic head that can refract light into beautiful displays of color. Immediately after you throw this javelin and it hits a target within 120 feet of you, the javelin disappears in a small burst of light before reappearing in your open hand.

As an action, you can throw the javelin at a point you can see within 120 feet of you and speak its command word. When the javelin lands, it erupts in a dazzling display of color and light, casting painful bright light in a 20-foot radius and dim light for another 20 feet. Creatures of your choice within the bright light must make a DC 13 Dexterity saving throw. For each creature hit by the light, roll a d6 to determine the color of light that hits it and type of damage that it takes using the table below. A creature that fails the saving throw takes 2d10 damage for each beam of light that hits it of the type determined by the table. A creature behind total cover from the javelin is not affected. Once this property has been used, it can't be used again until the next dawn.

d6	Color	Damage type
1	Red	Fire
2	Orange	Acid
3	Yellow	Lightning
4	Green	Poison
5	Blue	Cold
6	Special	The creature is struck by two beams of light. Roll twice more, rerolling any 6.

Profane Mask

Wondrous item, common

This cloth mask converts the words that pass through it into vile obscenities. While wearing the mask over your mouth, your words are heard as angry insults and swears instead of the ones you intend. You do not hear these words. A creature can make a DC 10 Intelligence (Investigation) or Wisdom (Insight) check to determine that the words it hears are not your own. Verbal spell components, command words, and actual obscenities you say are unaffected by the mask's magic and are heard normally by creatures within earshot.

Purging Dagger

Weapon (dagger), very rare (requires attunement)

This chiseled wooden dagger is a relic crafted from the bough of a holy tree and is always miraculously sharp. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The dagger deals an extra 1d4 radiant damage to any target it hits. The extra damage increases to 2d4 when you use the dagger to attack an undead creature, causing blue tongues of holy flame to flash along the weapon's edge.

When you roll a 20 on an attack roll made with this weapon against an undead creature, you can choose to plunge the blade into the creature's body and leave it there. When you do, the dagger emits bright light in a 15-foot radius and dim light for another 15 feet. The light is sunlight. While the blade is lodged in a target in this way, that target takes 3d4 radiant damage at the start of each of its turns, and the dagger continues to emit sunlight. A creature can use an action to make a DC 16 Strength check, freeing the dagger from the target on a success. Once freed, the blade vanishes and reappears on the ground at your feet or in your hand if you have one free.

Purity Spear

Weapon (spear), legendary (requires attunement by a good-aligned creature)

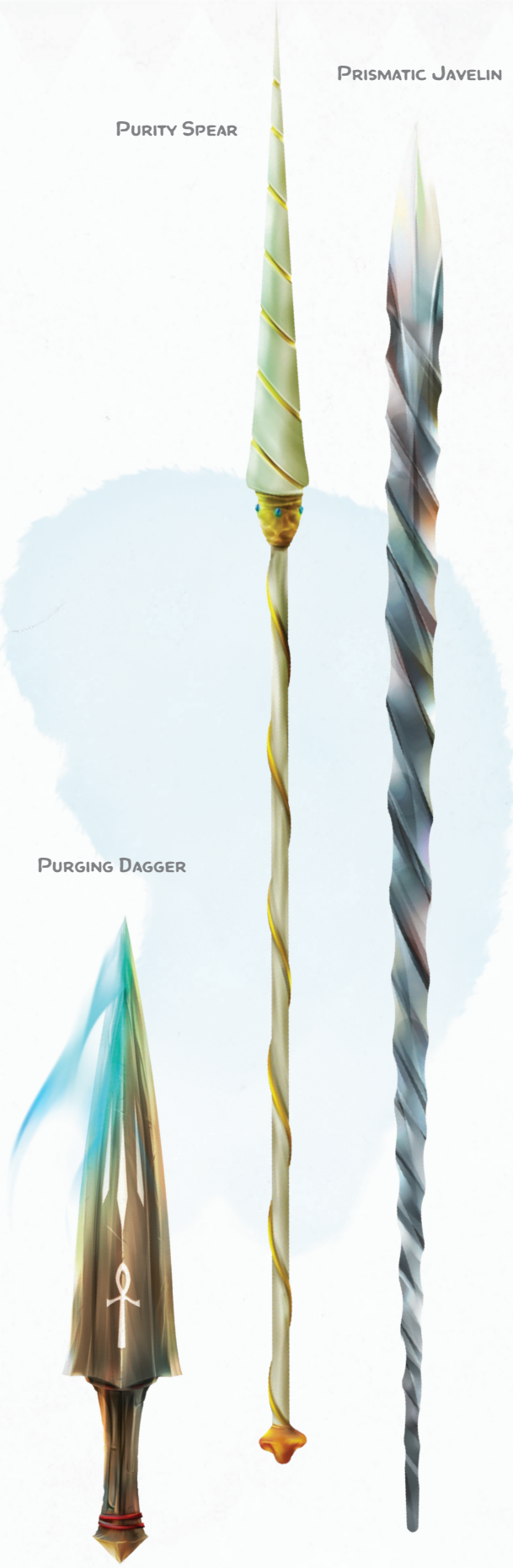
This beautiful spear has a long handle carved of ivory and is tipped with the spiraling horn of a unicorn. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to the spear, you are immune to the poisoned condition and have immunity to poison damage. In addition, you have advantage on Constitution and Wisdom saving throws to resist spells and other magical effects.

The spear has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While holding the spear, you can expend 1 or more of its charges to cast the following spells from it (save DC 17): *calm emotions* (2 charges), *detect evil and good* (1 charge), *dispel evil and good* (5 charges), *greater restoration* (5 charges), *misty step* (2 charges), or *purify food and drink* (1 charge). In addition, you can use an action to expend 1 of its charges to touch a creature with the spear. That creature regains 2d8 + 2 hit points and is cured of one poison or disease afflicting it.

Charge. If you move at least 20 feet straight toward a target and hit it with the spear on the same turn, the target takes an extra 2d8 piercing damage.

Curse Breaker. While attuned to the spear, you are immune to being cursed by spells and other abilities.



For the purposes of this property, a curse refers to any spell or ability that has "curse" in its name or description. If you are already afflicted with a curse when you attune to the spear or are attuned to a cursed item, you suppress the effects of the curse for as long as you remain attuned to the spear. If you break your attunement with the spear, the curse is no longer suppressed.

Purse Piglet

Wondrous item, rare

This ceramic piglet figurine is glazed with a friendly pink coating that's soft to the touch and has a hole in the top that's stoppered with a cork. When you drop a coin in the piglet and stopper it, the figurine springs to life. When it does, it imprints on you and considers you its owner. The owner can hold and gently shake the piglet, causing it to oink happily, and magically know how much money is inside of it.

Once alive, the piglet happily eats any coin handed to it: storing it inside. The piglet will spit out exact change when you or an ally asks for it, even converting them into larger or smaller denominations. The figurine can only hold coins and will spit or sneeze out anything else you place inside of it. The piglet squeals with glee and prances about excitedly when you deposit or feed it coins. The pig can eat up to 1000 coins of any denomination every hour it spends eating them. It will eat electrum pieces with less enthusiasm. It remains the same size regardless of how many coins are inside of it.

The piglet is exceptionally loyal and will listen to commands given by its owner and other allied creatures of the owner's choosing. It walks beside you or its nearest ally as best it can, but vanishes into a pocket dimension if it is ever more than 30 feet away from one of you. The figurine can be summoned to you or another allied creature's location as a bonus action by saying the command phrase "Come home, little piggy". You can tell the figurine to return to its pocket dimension using another bonus action to say the command phrase "Go to market, little piggy."

When asking for 10% or more of its total stockpile, the piglet looks disappointed before carrying out the request. The piglet can eject its own stopper and roll over on its back to empty itself of coins when it's asked for a large amount, but will always retain at least one copper coin unless you physically remove it. The figurine returns to its inanimate form when there are no more coins inside of it.

The piglet has 5 hit points, an AC of 10, and a walking speed of 30 feet. It does not need air to breathe. If the piglet is reduced to 0 hit points, it cries out and shatters into hundreds of ceramic pieces. While your coins are not lost, it takes the piglet 1d4 days to rematerialize again before you.

If the pig's owner dies, the distraught pig empties itself of all its coins: returning to its inanimate ceramic form atop of whatever coins were inside of it.

Placing the piglet inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. When this happens, the piglet is permanently destroyed, and its contents are lost. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way and cannot be reopened again.

Puzzle Ring of Vitality, Life, and Power

Ring, legendary (requires attunement by a paladin)

The Inner Ring. This golden ring is blessed by a god of life and healing. While wearing the ring, you can use your Lay On Hands feature on an ally within 10 feet of you instead of needing to touch them.

The Outer Ring. The inner ring is covered by a silver puzzle ring that grants various benefits. The puzzle ring is made of three distinct bands that, when fit together in an elaborate and ever-changing puzzle, cause you to emanate a 30-foot aura that heals and supports your allies. As an action, you can make an Intelligence check to solve a piece of the puzzle in a fixed order:

- The first band slides into place following a successful DC 5 Intelligence check. Once solved, you begin to emit the ring's aura. The aura lasts for 1 minute and is always centered on you. While you emit this aura, you can use a bonus action on your turn to cause a creature within the aura (including you) to regain 2d6 hit points.
- The second band is solved following a successful DC 10 Intelligence check. When it slides into place, the aura's strength increases. Each living, nonhostile creature regains 1 hit point when it starts its turn in the aura with 0 hit points. In addition, creatures within the radius have resistance against necrotic damage, and their hit point maximum can't be reduced.
- The third and final band is solved following a successful DC 15 Intelligence check. When the band fits into place to complete the puzzle, the aura's power is maximized. Friendly creatures within the aura have advantage on saving throws against spells and magical effects, and if succeeding on a saving throw in this way would normally cause the creature to take half damage, it takes no damage instead.

The aura ends early if you take the ring off or are reduced to 0 hit points. Once the aura fades, you can't activate the outer ring again until 1 day has passed for each band that you solved. If you solve all 3 bands, the number of days is reduced by 1d3. On a 3, the outer ring can be activated again immediately.

Quagmire Maul

Weapon (maul), very rare (requires attunement)

This old, withered hammer seemingly belongs in a swamp. Regardless of the conditions the hammer is kept in, it is always damp and smells of bog water. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This hammer has 10 charges and regains 1d6 + 4 expended charges daily at dawn. As an action, you can expend 1 or more of the hammer's charges to slam it into the ground and transform the area around you into sickly, swamp-like terrain that lasts for 1 minute. When you do, choose a space within 5 feet of you. You create a swamp that fills that space and nearby spaces within 5 feet of it, turning the area into thick muck. This area is considered difficult terrain. For each additional charge expended after the first, the swamp's radius increases by 5 feet. While you're holding the hammer, you can traverse the magical swamp as if it were normal terrain.

If you expend the last charge from the hammer, roll a d20. On a 1, the hammer turns into viscous muck in your hands and is destroyed.

Quake Hammer

Weapon (light hammer), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As an action, you can smash this hammer into the ground to send out intense tremors. Other creatures within 10 feet of the point of impact must succeed on a Dexterity saving throw or suffer 2d6 bludgeoning damage and fall prone. Creatures who succeed on the throw take half as much damage and do not fall prone. You can cause this effect while you hold the hammer or when you throw it, creating the tremors at the point on the ground that the hammer lands.

The save DC for this effect is equal to 8 + your proficiency bonus + your Strength modifier. Once this property has been used, it can't be used again until the following dawn.

Quickdraw

Weapon (crossbow, hand), rare

This curious contraption is in fact a small, surreptitious hand crossbow that can be worn on a wrist or forearm without requiring a free hand to use it. On the first turn of combat, you can immediately use your reaction to fire the weapon at a creature you can see within range. If you don't fire the crossbow in this way, you can use a bonus action on a subsequent turn to make a single ranged attack with it instead.

In order to use this crossbow, you must also wear two rings on adjacent fingers. One ring carries a thin but flexible string that connects to the firing mechanism of the crossbow. The second ring is equipped with a very small but functional blade that's used to sever the first's string. When the string is severed, the crossbow fires. It takes 1 minute to reset the crossbow and rings.

Quicksilver Clay

Wondrous item, common

This small orb of silver, watery liquid is strangely dry to the touch. While holding the 1-inch-diameter metallic sphere in the palm of your hand, you can mentally control the form that it takes using an action. The form stretches and turns into the imagined shape and remains centered in your hand. Regardless of the form, it can be no larger than the palm of your hand and is always a liquid. The form returns to its natural orb state when you end your focus on the *quicksilver clay* (no action required) or it leaves your hand.

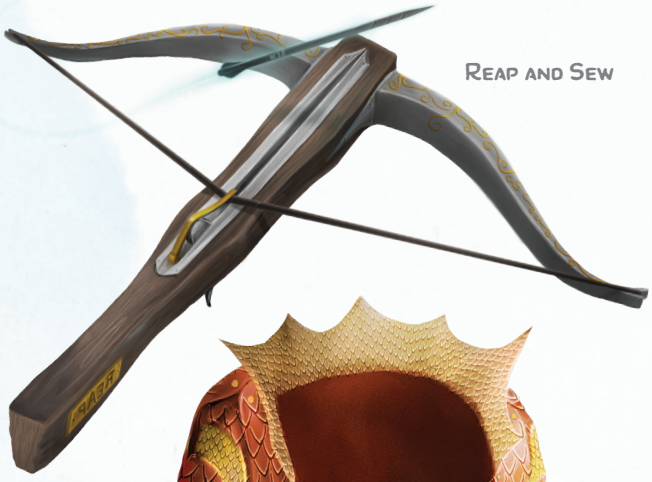
Eating or drinking the liquid is harmless, but takes 1d4 days to exit the body.

Radiant Defender

Weapon (maul), rare (requires attunement)

This maul has a narrow shield covering its handle that can be rotated to protect the wielder's grip. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this guarded maul, taking the Dodge action also gives you a +2 bonus to your AC until the start of your next turn. In addition, when you take the Dodge action and a creature within 5 feet of you misses you with an attack, you can

Quicksilver Clay



Reap and Sew

Red Claw's Regalia

use your reaction to make an attack with the maul against that creature. If you hit, the attack deals an extra 1d8 radiant damage. Once you use your reaction to make an attack in this way, you lose the maul's bonus to your AC until you take the Dodge action again.

Reap and Sew

Weapon (light crossbow), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned to the weapon, you can cast the *mending* cantrip at will. A special, needle-like bolt is magically bound to the crossbow. When fired, the bolt leaves a faint thread of arcane energy behind it and deals force damage instead of piercing. The bolt returns to the crossbow and loads itself after each attack, ignoring the crossbow's normal loading property.

The crossbow has 4 charges and regains 1d4 expended charges each day at dawn. When you fire the special bolt from this crossbow and hit a Large or smaller creature, you can expend 1 charge to tether that creature to a point on the ground adjacent to it. If the creature attempts to move more than 10 feet away from that point before the end of its next turn, it must succeed on a DC 15 Strength saving throw or have its movement speed reduced to 0 until the start of its next turn.

If the special bolt is somehow destroyed or lost, the bolt reappears loaded in the crossbow after 24 hours. The weapon is considered to be a mundane, nonmagical crossbow while separated from the bolt for longer than 1 minute.

Curse. Once attuned to this weapon, you must make a DC 12 Wisdom saving throw whenever you attempt to take a short or long rest. On a failure, you are overcome with the urge to craft and are forced to sew, knit, crochet, or cross-stitch feverishly for at least 1 hour before being able to rest. The curse remains even if the attunement ends, but can be undone by any effect that removes a curse such as a *greater restoration* or *remove curse* spell.

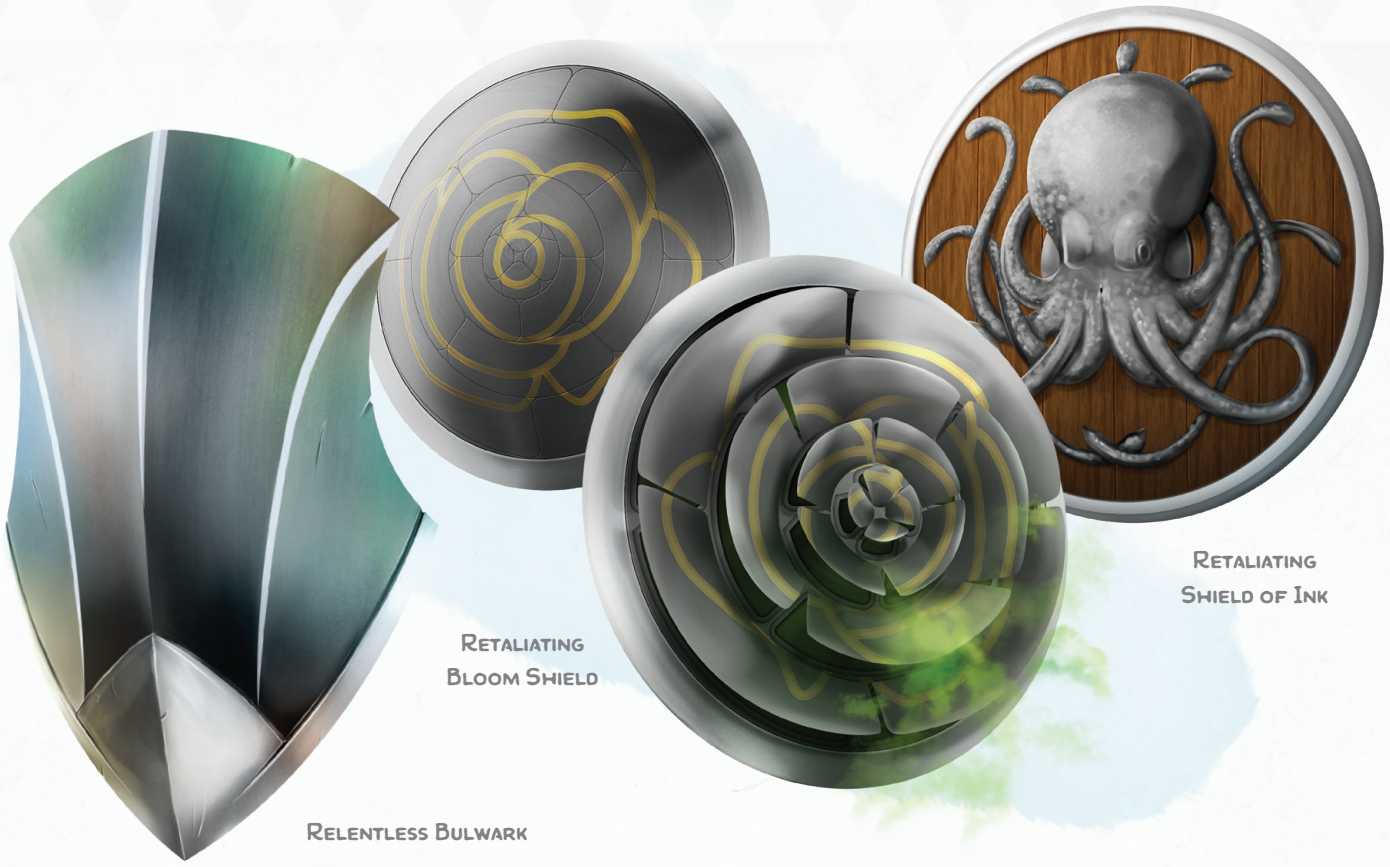
Red Claw's Regalia

Wondrous item, legendary (requires attunement)

This dragon scale robe is miraculously insulated and comfortable. While wearing the robe, you gain the following benefits:

- You can withstand temperatures as low as –50 degrees Fahrenheit without any additional protection.
- Your Constitution score increases by 2, to a maximum of 22.
- You have advantage on Constitution saving throws.
- You have resistance to fire damage.
- You can stand on and walk across molten rock, unharmed, as if it were solid ground.

The hem of this robe glimmers with slowly shifting embers. While wearing the robe, your steps leave behind small motes of harmless fire and scorched earth that disappear after 1 second.



Relentless Bulwark

Armor (shield), uncommon (requires attunement by a cleric or paladin)

This hefty metal shield is virtually impenetrable. The shield has 6 charges and regains 1d4 + 2 expended charges daily at dawn. While holding the shield, you can use an action to expend 1 of its charges to cast the *shield of faith* spell from it. Whenever you would fail a Constitution saving throw to maintain concentration on this spell, you can use your reaction to expend another charge from the shield to succeed on the saving throw instead. You can only use your reaction in this way if you're holding the shield.

Retaliating Bloom Shield

Armor (shield), rare

This steel shield hides a slim chamber in its center where magical flora grow and release toxic pollen. The chamber is covered with an intricate, interlocking series of metal plates and flaps that, once released, resembles a flower.

While holding the shield, you can use your reaction when a Large or smaller creature you can see within 5 feet of you misses you with an attack to release the chamber's mechanism and fire the toxic pollen into the face of the attacker. When you do, that creature must succeed on a DC 15 Constitution saving throw or take 3d10 poison damage and be poisoned for 1 minute. On a success, the creature takes half as much damage and isn't poisoned. Once this property has been used, it can't be used again until the next dusk, when the flowers release another wave of pollen.

Curious, whirring mechanisms inside the shield automatically retract the chamber's unfurled metallic plates at dusk. Alternatively, you can manually collapse the shield's plates over the course of 1 minute.

Retaliating Shield of Ink

Armor (shield), uncommon

This shield has a hidden compartment inside that can spray thick squid ink at attacking creatures. When a Large or smaller creature within 5 feet of you misses you with a melee attack, you can use your reaction to press a button on the shield's handle. When you do, ink sprays from the front of the shield at the face of the attacking creature. That creature must succeed on a DC 13 Dexterity saving throw or be blinded until the beginning of its next turn.

The shield can hold up to 3 uses of the ink before needing to be refilled. It takes 1 minute to refill the shield using a vial of squid ink worth at least 20gp. Alternatively, you can use a vial of thinner writing ink worth 5gp. If you do. the save DC becomes 10 instead.

This is a mechanical item whose purpose and functionality can be understood following a successful Intelligence check (DC 12). On a success, you can interpret what the shield does, how to use it, and how to take care of it. You also understand that filling the shield with other volatile or sticky liquids such as acid, poison, grog, oil, or any other solid material such as sand, will damage the machinery inside and take 8 hours of work to repair.

Ring of Anchoring

Ring, rare (requires attunement)

While attuned to this ring, you can breathe normally underwater, and whenever you're pushed against your will, the distance you're moved is reduced by 10 feet.

Curse. Once you attune to and wear this hammered lead ring, the arm that's wearing it becomes unbearably heavy when it's submerged underwater. When underwater, make a DC 20 Strength (Athletics) check. On a failure, you're dragged downward 30 feet at the start of each of your turns, and your movement speed becomes 0. You can reattempt this saving throw every minute. On a success, you can move your arm, albeit sluggishly, for 1 minute. While you can move your arm, your movement speed is halved, any attack roll you make with the arm is made with disadvantage, and any Strength or Dexterity check you make is made with disadvantage. If you're still underwater at the end of this minute, you're forced to reattempt the saving throw. You can't remove this ring once you're cursed by it, and you remain cursed until you're targeted by the *remove curse* spell or similar magic. You can remove the ring and the curse without magic by physically removing the finger that's wearing it. Once removed from the water, your arm's weight and your movement speed return to normal.

Ring of Eldritch Ire

Ring, rare (requires attunement by a warlock)

This cold, warped ring has three yellow gemstones adorning its surface that swivel and move like strange eyes. This ring has 3 charges and regains all expended charges daily at dusk. While wearing the ring, you can expend 1 of its charges as a bonus action to mark an unmarked creature that you can see within 60 feet of you for 1 hour. The mark is lost if you fall unconscious or end it early using a bonus action. A marked creature appears to be shrouded in a strange, sharpening mist that magically helps you focus. You gain a +1 bonus to attack and damage rolls against marked creatures, and marked creatures have a –1 penalty to saving throws against spells you cast.

You know a marked creature's general distance and direction from you at all times while it's on the same plane of existence as you. In addition, you perceive a marked creature within 60 feet of you as though you had truesight, and can see through any illusion that stands between you and the marked creature.

Ring of Gestures

Ring, common

This gaudy ring has a delicately carved pink gem in the shape of a hand at its center. While wearing this ring, you can cast the minor illusions cantrip at will to enlarge, reduce, and change the color of the hand wearing the ring or any of its fingers. In addition, whenever you make a gesture with the hand wearing this ring, the pink gemstone moves to mimic the gesture and remains that way until you make a new one.

Ring of Roses

Ring, common

As an action, you can cause a single rose to grow and appear in your hand. The stem is 1 foot long and has small, dull thorns. The flower is odorless and blooms in a color of your choice, but withers and turns to dust after 24 hours.

Ring of Seething

Ring, uncommon (requires attunement)

This dark band is cool to the touch and has several cracks throughout its otherwise smooth body. When you attune to the ring, choose a creature type: aberration, celestial, dragon, elemental, fey, fiend, or undead. While wearing the

ring, its normally cool band glows red hot when a creature of the chosen type is within 60 feet of you. In addition, you have advantage on any saving throw you make to resist being charmed or frightened by a creature of that type. While seemingly radiating heat, the ring feels only faintly warm to you. Small pieces of the metal band hover above the surface of the ring when glowing in this way.

Curse. Once you attune to the ring and place it on your finger, you can't remove it unless targeted by a *remove curse* spell. While cursed, you have disadvantage on any Charisma check or Wisdom (Insight) check you make that involves a creature of the chosen type. In addition, while you're within 60 feet of one or more creatures of that type, you have disadvantage on attack rolls that target a creature of a different type.

Ring of the Fowl Sentinel

Ring, common

This plain bronze ring is embossed with a rooster's head at its center. You can use an action to enchant a friendly chicken or rooster by tapping the ring to its beak. While enchanted, its speed becomes 0 and remains quiet for up to 8 hours. The chicken or rooster lets out a cry after 8 hours or if it sees another Small or larger creature it hasn't seen before. The chicken or rooster has a passive perception of 13 and a +3 bonus to Wisdom (Perception) checks it makes while enchanted. It has 1 hit point, an AC of 10, and can be heard out to 150 feet when it lets out a cry. Only 1 creature can be enchanted by the ring at any time. Tapping the ring to the enchanted chicken or rooster's beak again before the effect ends breaks the enchantment early.

Ring of the Sandskimmer

Ring, uncommon

This ring is made entirely of sand that ebbs and flows around your finger. The sand is magically held together by a single, perfectly smooth tiger's eye stone that spins in place as the sand brushes past it. While wearing this ring, you leave no footprints behind when you walk in sand, and you treat all nonmagical difficult terrain in sand as if it were normal terrain.

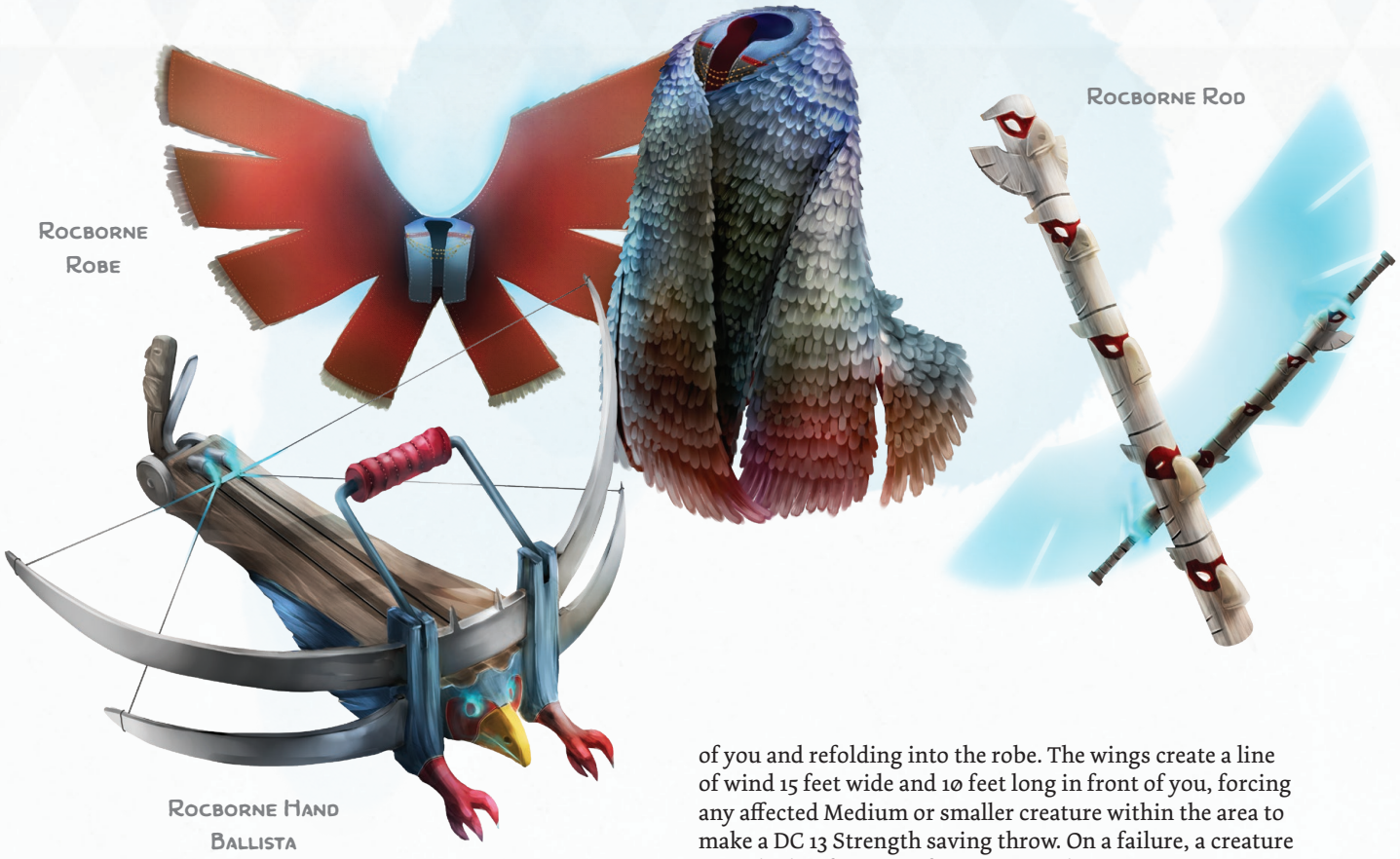
Rings of Fire, Ice, Stone, and Wind

Ring, rarity varies

These rings are made of various elements — either magical fire (rare), ice (very rare), stone (rare), or wind (uncommon). While wearing one of these rings, you can use it to cast an elemental wall spell associated its material as an action: *wall of fire*, *wall of ice*, *wall of stone*, or *wind wall*. Once used, this property of the ring can't be used again until the next dawn.

When cast from the ring, the wall must be in a circle centered on you. The height and thickness of the walls vary by type: *wall of fire* is 20 feet tall and 1 foot thick, *wall of ice* is 10 feet tall and 1 foot thick, *wall of stone* is 10 feet high and 6 inches thick, and *wind wall* is 15 feet high and 1 foot thick.

The walls have a spell save DC of 13 (uncommon), 15 (rare), or 16 (very rare).



Rocborne Hand Ballista

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

This massive, beast-hunting crossbow is carried with its two handles from above instead of by being held from below. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This crossbow uses twice the normal amount of ammunition each time you fire it and deals an extra 1d10 piercing damage to any target it hits. The weapon emits a roc-like screech that's audible out to 100 feet each time it's fired.

This crossbow is blessed with the spirits of great ancestral hunters. The weapon has 5 charges and regains 1d4 + 1 expended charges daily at dawn. When you attack a Huge or smaller creature with this weapon, you can expend 1 of its charges as part of the attack. If the attack hits, the creature must make a DC 16 Constitution saving throw. On a failed save, its speed is reduced to 0 and it can't take reactions until the start of its next turn.

Rocborne Robe

Wondrous item, uncommon (requires attunement)

This warm canvas robe is lined with roc down. While wearing it, you can withstand temperatures as low as –50 degrees Fahrenheit. In addition, the cloak has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing the cloak, you can use an action to expend 1 of its charges and unfurl the robe. The robe opens into two large, stylized wings before flapping back down, buffeting the area in front of you and refolding into the robe. The wings create a line of wind 15 feet wide and 10 feet long in front of you, forcing any affected Medium or smaller creature within the area to make a DC 13 Strength saving throw. On a failure, a creature is pushed 10 feet away from you. At the same time, you are flung away, flying 10 feet backwards without provoking opportunity attacks.

Rocborne Rod

Rod, rare (requires attunement)

This wooden rod is carved in the representation of five ancient rocs. Motes of their spirits flow through it and allow you to channel some of their lingering power.

This rod has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While holding the rod, you can use a reaction while falling, or an action otherwise, to expend 1 of its charge to cause two handles to extend from its top and bottom. While holding the handles, a pair of magical wings appear above the rod that reduce your falling speed to 10 feet per round, or 20 feet if you weigh more than 200 pounds. While falling in this way, you gain a flying speed of 40 feet but cannot fly upwards without a significant updraft. If you land on the ground while falling in this way, you take no damage from falling.

In addition, you can use the rod to summon a buffeting gust of wind around you. While holding the rod aloft, you can use an action to expend 1 of its charges. When you do, powerful winds whip around you and blow everything within 20 feet of you skyward in a column of wind 60 feet high. Large and smaller creatures within range must succeed on a DC 15 Strength saving throw or be launched 30 feet upward before crashing back to the ground. Affected objects weighing less than 200 pounds are also launched by the wind. You automatically succeed on the saving throw unless you decide to fail. If you choose to fail the saving throw and use your reaction to summon the magical wings (if they weren't already summoned), you're carried upward 60 feet instead.

Runic Ammunition

Weapon (a bolt, arrow, or sling bullet), rare

Runic ammunition resembles normal bolts, arrows, or stones that are etched with runes and are magically discordant to spellcasters. When a creature concentrating on a spell or magical effect is hit by a piece of *runic ammunition*, that creature makes the resulting Constitution saving throw to maintain its concentration with disadvantage.

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

Sandstorm Dancer

Wondrous item, rare (requires attunement)

This golden cloak billows illusory sand around you when you walk or cast a spell. The cloak has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While wearing the cloak, you can expend 1 or more of its charges to cast the following spells from it (save DC 15): *blur* (2 charges), *call lightning* (3 charges), *create or destroy water* (1 charge), or *hallucinatory terrain* (4 charges).

Scholar's Cap

Wondrous item, rarity varies (requires attunement)

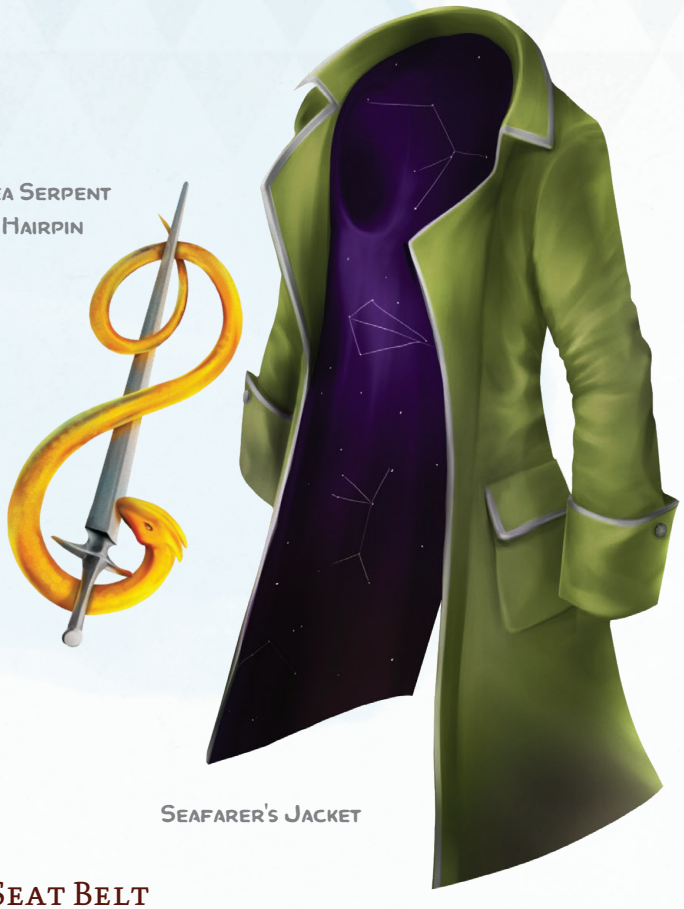
This hat carries with it the cleverness and knowledge of many previous scholars. While wearing the hat, you gain either a +1 (uncommon), +2 (rare), or +3 (very rare) bonus to Intelligence checks and saving throws.

In addition, when it would normally take you at least 1 week in order to research a subject, you instead finish that research 1 (uncommon), 2 (rare), or 3 (very rare) days faster for each week you would have spent.

Scorching Cleaver

Weapon (battleaxe), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This battleaxe has 8 charges and regains 1d6 + 2 expended charges each day at dawn. As long as the weapon has at least 1 charge, attacks you make with it deal an extra 1d6 fire damage to any target it hits. When you roll a 20 on an attack roll made with this weapon, it regains 3 expended charges.

Erupting Slash. As an action, you can expend 3 or more of the battleaxe's charges to slash the air in front you. When you do, a line of fire 30 feet long and 5 feet wide erupts from the blade. Creatures within the line must succeed on a Dexterity saving throw or take 1d6 fire damage for each expended charge. If you expend 4 or more charges in this way and leave the battleaxe with 0 remaining charges, the weapon overheats. When it overheats, targets within the line take an extra 3d6 fire damage, and creatures that succeed on the Dexterity saving throw take half damage instead of avoiding the effect. The DC for this property's saving throw is equal to 8 + your proficiency bonus + the number of charges you expend.

Screaming Longbow

Weapon (longbow), rare (requires attunement)

Arrows fired from this sickly longbow let out a screeching howl audible up to 100 feet away as they fly by. Creatures struck by these arrows take an extra 2d4 thunder damage. When you roll a 20 on an attack roll made with this weapon, all creatures within 5 feet of the target must succeed on a DC 15 Constitution saving throw or be deafened for 1 minute.

Sea Serpent Hairpin

Wondrous item, uncommon

This golden, twisting hair pin wraps around a tiny silver sword and gives your fingers and skin a slight grip while underwater. While wearing this pin, you have advantage on Strength (Athletics) checks you make in order to grapple another creature while you are either submerged or swimming in water.

Seafarer's Jacket

Wondrous item, uncommon (requires attunement)

This long captain's jacket carries with it an air of authority. Water slides off of it with ease and magically enhances your comfort in the ocean. You gain a swimming speed equal to your walking speed while wearing the jacket as well as proficiency with water vehicles and navigator's tools. If you already have proficiency with water vehicles and navigator's tools, your proficiency bonus is doubled when using them. In addition, you can use the jacket to cast the *fog cloud* spell at 2nd level. Once the jacket has been used to cast this spell, it can't be used to cast the spell again until the following dawn.

Seat Belt

Wondrous item, common

While standing on a solid surface, you can begin to sit down in an open space as if there were a chair beneath you. When you would normally crouch or fall to the ground when doing this, you can mentally command the belt to summon an invisible, incorporeal chair as a bonus action instead. The chair can be of any style you choose, such as a stool, recliner, throne, or rocking chair, and can support up to 500 pounds. While it is comfortable, it is nevertheless invisible, and cannot be interacted with beyond simply sitting on. The chair disappears if it is no longer on a solid surface, you stand up, or if you're pushed or moved while sitting on it.

Seed of Rebirth

Wondrous item, legendary (requires attunement)

This fist-sized, magic seed can be attuned to by up to 4 creatures over the course of a long rest. Each creature attuned to the seed must participate in gently planting it in fertile soil. The seed immediately begins to flourish, growing into a majestic, flowering tree over the course of 7 days. The tree is 60 feet tall and 5 feet in diameter at its base, and its canopy extends out in a 30-foot radius from the center of the tree. The tree has a number of large limbs equal to the number of creatures attuned to the seed. Once planted in this way, no other creatures can attune to the seed. Your attunement to the seed is broken early if you commit a malicious affront to nature.

When a creature attuned to the seed dies and remains dead for 1 minute, its soul returns to the tree and its body crumbles into a rich soil that recreates the *plant growth* spell, centered on the body. The soul returns to the tree regardless

of the circumstance, distance, or plane of existence of the creature's death. The returned soul is stored in a shelled nut that the tree grows at the time of the creature's death. After 1d6 + 1 days, the nut falls from the tree and breaks apart, revealing the reborn creature inside. The creature is reborn as if by the *reincarnate* spell. Once a creature is reborn in this way, its attunement to the seed is broken.

When a creature's attunement to the seed is broken, the branch associated with that creature withers and dies. The tree is magical and can't be destroyed by nonmagical means. If the tree is destroyed, all creatures attuned to the seed are no longer attuned to it. Any creature attuned to the seed is magically alerted if the tree is being attacked or destroyed, or if one of the branches begins to wither. Once all of the tree's branches wither in this way or are destroyed, the tree splits apart and disintegrates, releasing another *seed of rebirth* to the astral winds that carry it to a new location on a different plane of existence.

Septum Ring of the Great Minotaur

Wondrous item, very rare (requires attunement)

This septum barbell is made from tempered gold and studded with rubies. While wearing this ring as a nose piercing, your Strength score increases by 2, to a maximum of 22, and you have advantage on Strength checks. In addition, your carrying capacity doubles, and you can perfectly recall any path you've traveled within the last 24 hours.

Serpent Dart

Weapon (dart), uncommon

You can use an action to cause thick, emerald green poison to coat this magic dart. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 13 Constitution saving throw or take an extra 2d8 poison damage from the attack and become poisoned for 1 minute. Once this property has been used, it can't be used again until the next dawn.

Servitude Choker

Wondrous item, uncommon (requires attunement)

This necklace can animate small nonliving objects and have them fulfill simple tasks for you. As an action, you can drape or wrap the necklace around a Small or smaller nonmagical object that weighs less than 50 pounds and isn't attached to or carried by anything else. The adorned object springs to life, sprouting little arms and legs, and becomes a mindless creature under your control until you remove the necklace or it takes damage. The servant has an AC of 10 and a movement speed of 20 feet.

As a bonus action, you can mentally command the servant if it's within 60 feet of you. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. The servant can't attack, activate magic items, or carry more than 10 pounds. Once you give it a command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would put it in danger or move it more than 60 feet away from you, the servant does nothing.

The necklace can animate an object for up to 8 hours or until it takes damage. When the effect ends, the necklace can't be used again for another 1d8 hours.

Set of Numat's Trick Tubes

Wondrous item, uncommon

This drab pair of empty ceramic cylinders are magically linked. Each vessel is 3 inches in diameter and 1 foot tall. Placing an item inside one of the vessels and closing the lid will magically teleport it to the second tube, making a quiet whoosh sound when it does. A similarly quiet thud can be heard when receiving an item. A tube can't send more than 2 pounds of material at a time and can't be used to send a creature. Both vessels must be on the same plane of existence and have their lids closed in order for an item to be teleported between them.

Set of Secret Scribe Candles

Wondrous item, rare

This pair of candles are magically linked and never seems to run out of wick.

You can light one of the candles to cause it to burn with a blue flame. By holding parchment over the flame, any ink on the page is burnt off, leaving the paper unmarked. When you finish using the candle in this way, you can extinguish the flame as you normally would. Once you do, the linked candle suddenly comes alight with a normal, orange fire, that cannot be extinguished by nonmagical means. The newly lit candle gives off a faint lavender scent. By holding a plain piece of parchment over the orange flame, the ink from the first piece of parchment is magically burnt onto the new one as the candle heats it. Once all the ink has been transcribed onto new parchment in this way, the orange flame winks out.

Shadow Drinker

Weapon (dagger), very rare (requires attunement)

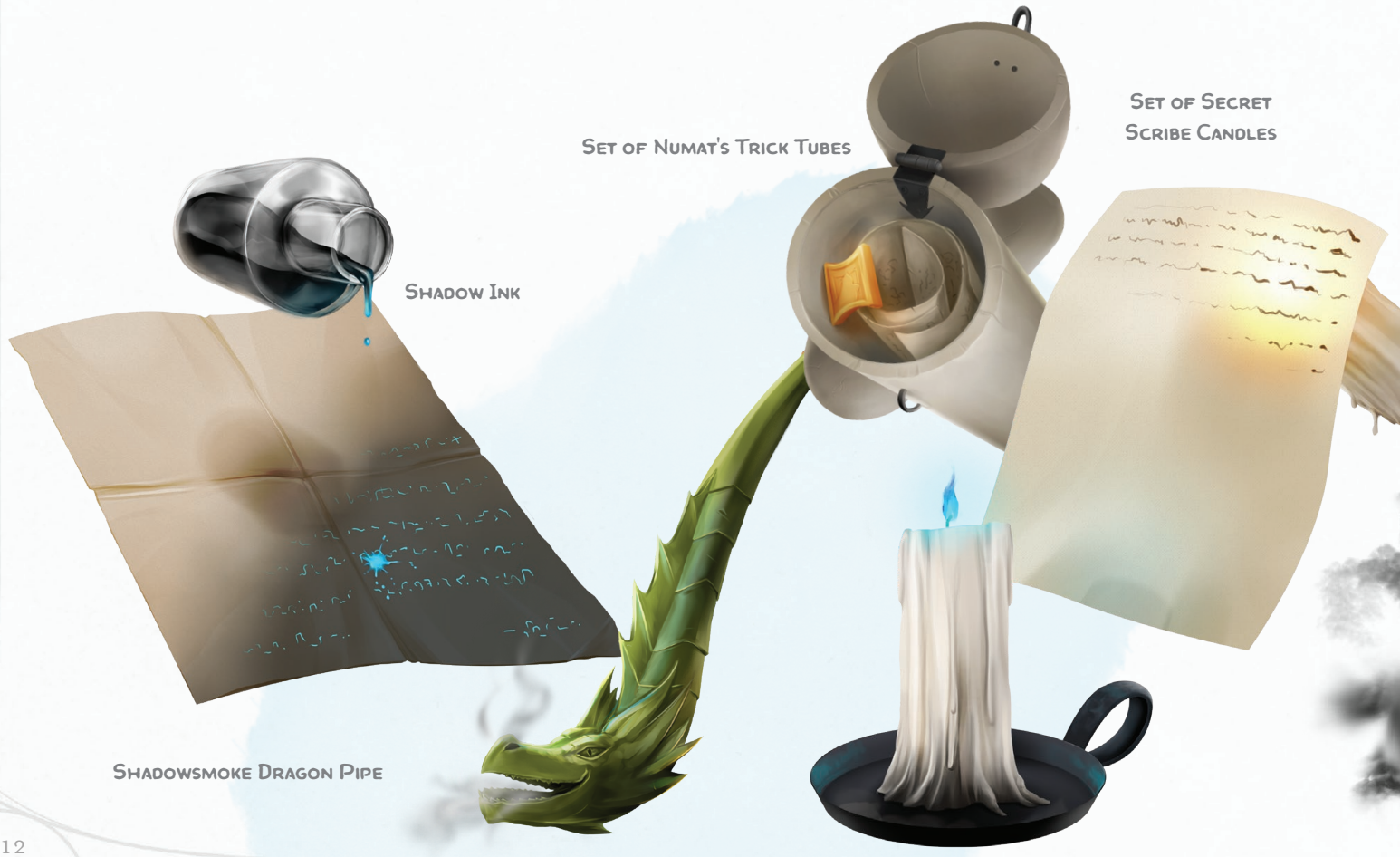
This wicked dagger can absorb the shadows cast by your enemies. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a Small or larger hostile creature with a melee attack using this dagger, you can choose to absorb that creature's shadow as part of the attack. When you do, that creature no longer casts a shadow, and the dagger becomes shrouded in a dark haze that extends to you while you hold the dagger. While this haze is also surrounding you, you are invisible in areas of dim light and darkness.

The dark haze surrounds the dagger for 10 minutes or until you end it as a bonus action. The haze ends early after you attack or cast a spell. If a creature is hit by the dagger while it's shrouded in this haze, the creature takes an extra 1d6 psychic damage from the attack. This bonus damage increases to 2d6 if the creature hit by the dagger is missing its shadow. Once the haze ends, the shadow immediately returns to the creature from whom it was taken.

You can only have 1 shadow absorbed in this way at a time. Once you steal a creature's shadow, you can't steal that same creature's shadow again until the following dusk.

Curse. You have vulnerability to radiant damage while you're attuned to this weapon.



Shadow Ink

Wondrous item, uncommon

Once penned, this special ink can only be seen and read in total darkness. When in darkness, any written or tattooed words, illustrations, or other marks made with this ink glow with a soft, colored light. One bottle of *shadow ink* has enough ink to fill 10 pages with writing, illustrations, or other such markings.

A *detect magic* spell reveals only that there is something faintly magical about the area where this ink has been used, but does not reveal the kind of magic or how to interact with it.

Shadow Ward

Wondrous item, very rare (requires attunement)

This eerily still cloak seems to absorb some of the light that touches it. While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In addition, the cloak has 3 charges and regains 1d3 expended charges daily at dusk. When you're hit by an attack, you can use a reaction to expend 1 of the cloak's charges to halve the damage you take from the attack and teleport in a plume of black smoke to an unoccupied space you can see within 30 feet of you.

Shadowshawl

Wondrous item, rare

This light gray shawl is made of thick fabric that looks like woven spider webs. While wearing this shawl with its hood up, your face is hidden within a small pocket of magical darkness. You can see through this darkness from beneath the hood as if it were nonmagical. If you have the Sunlight Sensitivity trait, you are unaffected by the trait while the hood is up. Pulling the hood up or down requires an action.

Shadowsmoke Dragon Pipe

Wondrous item, rare

This magic pipe leaves behind odorless smoke that dissipates quickly. Its head easily detaches, allowing you to refill it. The pipe has 4 charges and regains 1d3 + 1 expended charges daily at dawn. As an action, you can expend 1 charge to blow a small, condensed smoke ring at a friendly creature (including yourself) that you can see within 30 feet of you.

A creature can immediately turn invisible when it's affected by the smoke (no action required) or choose to wear the smoke as if it were a physical ring. This ring lasts for 1 minute or until the creature uses a bonus action on one of its turns to turn invisible. A creature turned invisible by the smoke ring reappears at the start of its next turn or when it attacks or cast a spell. A creature can only have 1 smoke ring at any time.

Shaedenstaff

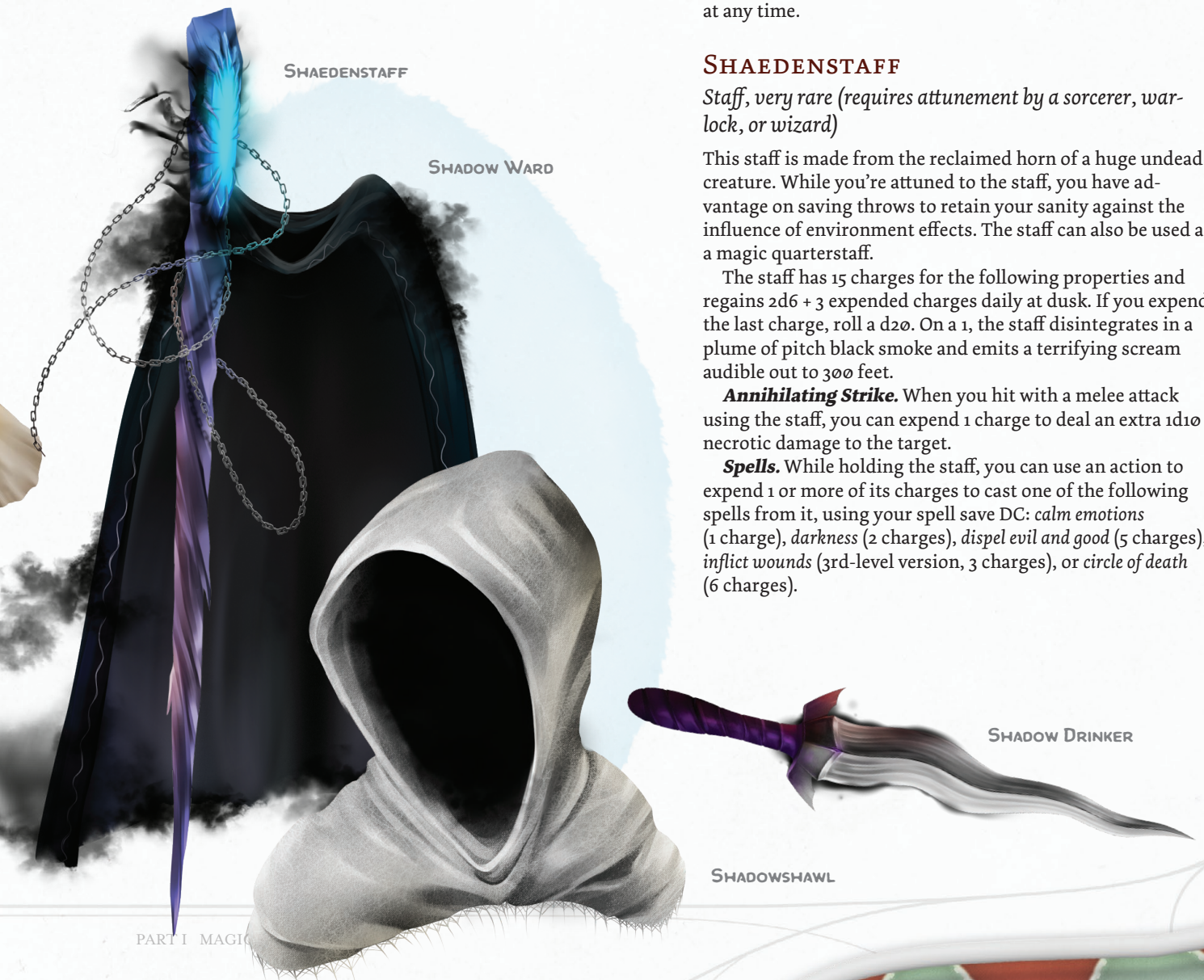
Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff is made from the reclaimed horn of a huge undead creature. While you're attuned to the staff, you have advantage on saving throws to retain your sanity against the influence of environment effects. The staff can also be used as a magic quarterstaff.

The staff has 15 charges for the following properties and regains 2d6 + 3 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff disintegrates in a plume of pitch black smoke and emits a terrifying scream audible out to 300 feet.

Annihilating Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d10 necrotic damage to the target.

Spells. While holding the staff, 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: *calm emotions* (1 charge), *darkness* (2 charges), *dispel evil and good* (5 charges), *inflict wounds* (3rd-level version, 3 charges), or *circle of death* (6 charges).



Shapeshifter's Circlet

Wondrous item, common

This ivory circlet allows you to recreate some of the natural features of other creatures. While wearing the circlet, you can spend 1 minute to gently massage your ears, forehead, or temples. When you do, you can choose to create one of the following features or effects:

- You can cover or replace your own ears with the form of another creature's.
- You can summon one or more horns or antlers atop your head.
- You can change the appearance of your eyes, including their color and pupil shape.

You can only have 1 of these effects active at a time. The effect lasts until you dismiss it as a bonus action, remove the circlet, or fall unconscious. You don't gain any of the senses or abilities of another creature by recreating its physical features in this way.

Shared Burden

Wondrous item, rare (requires attunement by a warlock)

This set of chained rings and bracers is a sign of the pact you forged with your patron. When you attune to the item, the small spikes that line the inside of the bands become harmless and feel like a warm, gentle caress against your skin. Once attuned, you can also use it as a spellcasting focus.

Whenever you would deal damage to a creature with a warlock spell or cantrip, you can choose to add your Charisma modifier (minimum 1) to the spell's damage. When you do, you take psychic damage equal to half your Charisma modifier (minimum 1), rounded up. This psychic damage ignores resistances and immunities.

Sharkrazor Mantle

Wondrous item, rare (requires attunement)

While wearing this magic shark-skinned cloak, you have a swimming speed of 60 feet and can breathe underwater. When a creature successfully grapples or restrains you by touching you, that creature takes 1d6 piercing damage. A creature takes this damage again at the start of each of its turns while it maintains this grapple or restraint.

In addition, while wearing the cloak, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks made to find or track a creature that's missing any of its hit points, and when you attack a creature you can't see that's below its hit point maximum, you make the attack as if you can see it.

Sheer Cold

Weapon (battleaxe), rare

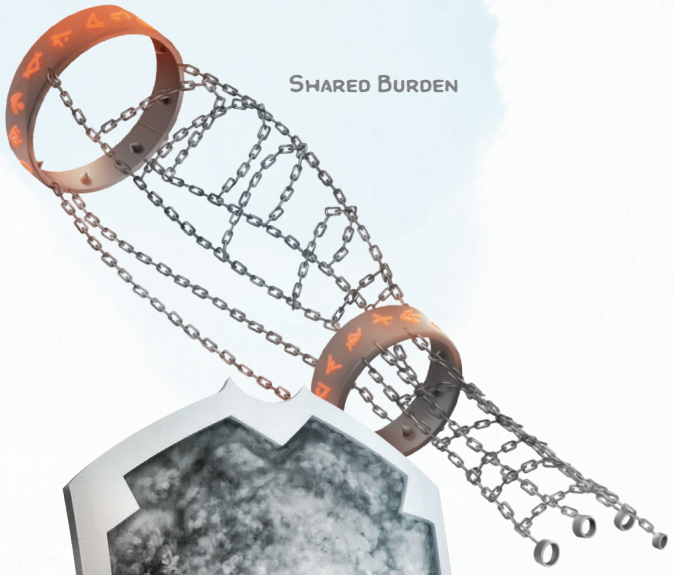
The blade of this battleaxe is made from a shard of the Everglacier and never melts. Attacks with the axe deal cold damage instead of slashing, and you gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on an attack roll with this weapon, the ground in the direction of the target in either a 15-foot cone or 30-foot-long, 5-foot-wide line (your choice) is covered in

Shapeshifter's Circlet

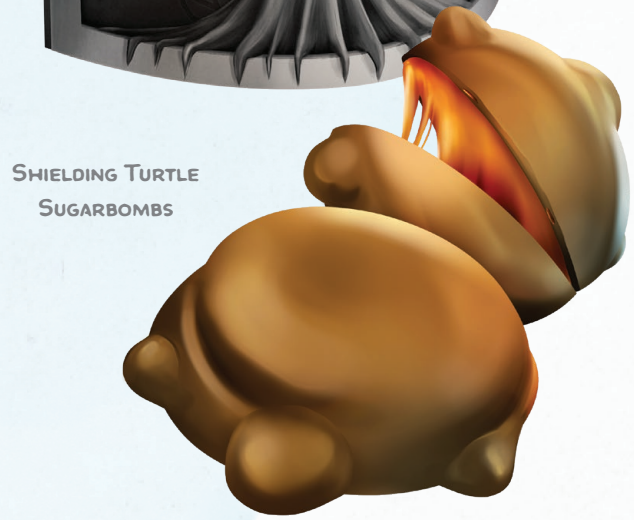
Sheer Cold

Sharkrazor Mantle



Shared Burden

Shield of Yggdrasil



Shielding Turtle Sugarbombs

a layer of slick ice for 1 minute, making it difficult terrain. When a creature enters this area for the first time on a turn or starts its turn there, it must succeed on a DC 10 Dexterity saving throw or fall prone. In addition, the original target of the attack must succeed on a DC 15 Dexterity saving throw or be restrained by ice until the start of your next turn. The restrained target can use an action to make a DC 15 Strength check. On a success, the target is freed.

Shield of Yggdrasil

Armor (shield), very rare (requires attunement)

You must have a Strength of 17 or higher in order to wield this massive, magical tower shield. The shield is of dwarven make and functions as a small battlement, granting you an additional +1 bonus to your AC while you wield it. This bonus is in addition to the shield's normal bonus to AC.

Shield plant. As a bonus action, you can plant this shield on the ground to barricade yourself behind it, granting you half cover against ranged attacks from the direction you're facing. While you wield the planted shield, bludgeoning, piercing, and slashing damage you take from nonmagical weapons is reduced by 3, but your movement speed becomes 5 feet. You can uproot the shield to end this effect as an action.

You can doff the shield when planting it by using an action to do so instead of a bonus action. The shield magically remains upright and in place and can be used as half cover to any creature standing immediately behind it in the space it was left in. The shield falls down when you fall unconscious or when knocked over following a successful DC 20 Strength (Athletics) check. You can move the shield while it's planted by donning the shield again.

This shield has 3 charges and regains all expended charges each day at dawn. You can expend 1 charge when you plant this shield or later on a subsequent turn as a bonus action to send out metal roots along the ground in a 10-foot radius, centered on the shield. Enemy creatures treat this area as difficult terrain. Moving the shield also moves the roots. The roots remain until you uproot the shield or it falls over.

Shielding Turtle Sugarbombs

Wondrous item, uncommon

These sticky chocolate candies are filled with an enchanted molasses and caramel center and come in packs of 2. You can eat one of these sugarbombs as an action. When you do, your movement speed is reduced by 10 feet for 1 minute. If you are proficient with shields and are wearing one on your back, you gain a +1 bonus to your AC while your speed is reduced in this way. If you're wielding a shield, you don't gain this bonus to your AC.

Upset stomach. You can only be under the effects of 1 sugarbomb that has this feature at a time. Eating a sugarbomb that has this feature while under the effects of another one causes the effects of the first sugarbomb to immediately end and be replaced by the new one's. This rapid change is difficult to stomach, forcing you to make a DC 13 Constitution saving throw. On a failed save, you gain the effects of the new sugarbomb, but become poisoned for 1 minute. On a success, you gain the effects of the new sugarbomb and are not poisoned.

Signet Rings of Blindness, Deafness, and Silence

Ring, rare

Each of these three signets is decorated with the carving of a skull and a pair of skeletal hands that cover either its eyes (blindness), ears (deafness), or mouth (in an area of silence). Each ring has 1 charge, which it regains each day at dawn. If you are wearing the corresponding signet when you are blinded, deafened, or in an area of magical silence, you can expend the ring's charge (no action required) to be cured of the condition or speak a word or phrase (such as a verbal arcane components) that can be heard through magical silence. Wearing the rings together as a set combines their collective charges: potentially allowing you to use one ring's properties multiple times.

Signet Rings of the Fey Court

Ring, very rare (requires attunement by an elf, half-elf, or other fey creature)

This set of wooden rings once belonged to a powerful fey creature who ruled over a domain on their native plane of existence. You must be wearing all four rings in order to attune to and use their magic. While wearing the rings, you know the *druidcraft* cantrip. In addition, you gain the elf's Trance racial trait if you don't already have it.

Season's Resistance. Each of the four rings has a corresponding season: autumn, spring, summer, or winter. Each ring contains 2 charges and regains all expended charges when you finish a long rest. You can expend 1 of a particular ring's charges as a reaction when you take damage of a type corresponding to that ring in order to gain resistance to that damage type until the start of your next turn, including against the triggering effect: autumn (necrotic damage resistance), spring (radiant damage resistance), summer (fire damage resistance), or winter (cold damage resistance).

Magic Resistance. Alternatively, you can expend any 2 charges from the rings as a reaction when you're affected by a hostile spell or other magical effect in order to gain advantage on saving throws against spells and magical effects until the start of your next turn. The 2 charges do not need to be from the same ring.

Once a ring has no remaining charges, the small landscape adorning the top of it withers until it regains its charges.

Silken Socks of Slickening

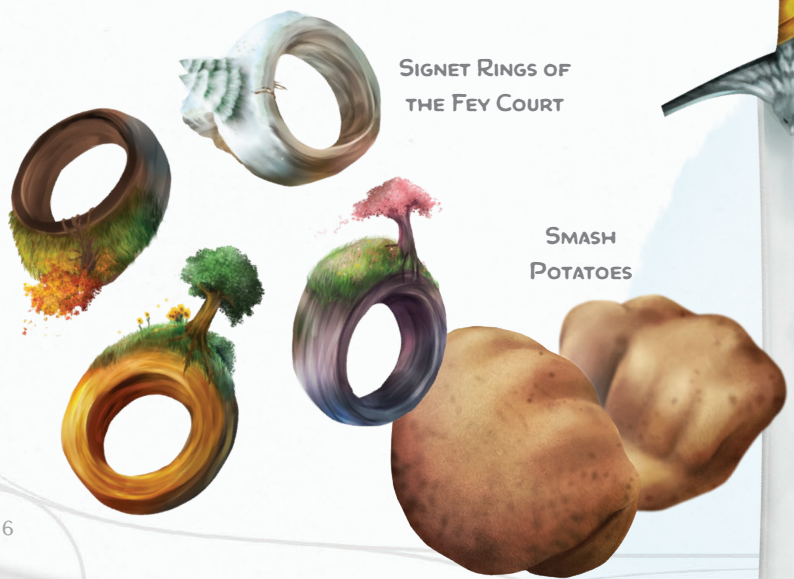
Wondrous item, uncommon

This pair of magic, smooth socks are iridescent and oily to the touch. While wearing both socks on your feet, you can use them to cast the *grease* spell as an action (save DC 13). When you do, the spell targets a 10-foot square area adjacent to you. The magical oil runs off the socks to the ground at your feet, causing the ground to become slick. Once used, this property of the socks can't be used again until the next dawn.

Silver Eagle Weapons

Weapon (greataxe, greatsword, lance, or maul), uncommon

You gain a +1 bonus to attack and damage rolls made with these silvered, magic weapons of elven make. These weapons deal 2d6 damage instead of their normal damage dice, and landing a critical hit with the weapon doesn't double the weapon's damage dice. Whenever you land an attack with the weapon and roll the same number on both of the weapon's damage dice, you can immediately roll another d6 and add it to the weapon's damage dice. You can continue rolling extra damage dice until you roll a number that does not match the previous rolls.



Silver Lycan Chime

Wondrous item, uncommon

This small silver bell exudes divination magic, especially while under a full moon. When hung, the bell rings a unique, magical melody if a shapechanger passes no more than 15 feet underneath it. Different kinds of shapechangers cause the bell to emit a different sound. The melody is quiet but is nevertheless audible out to 100 feet.

Under a full moon, the range of the bell's magic changes. During a full moon, any shapechanger within 60 feet of the bell causes it to play its melody.

Singing Stein

Wondrous item, common

While this pewter stein holds at least a sip's worth of potable alcohol, the face adorning it comes alive to sing songs based on the kind of drink. The stein is not sentient, but does have a pleasant singing voice. If there are multiple steins in the same room, they can sing together in harmony if they have the same drinks within them.

The stein sings songs slightly out of key if the drink inside is poisoned, which can be heard following a successful Wisdom (Perception) check as determined by the GM. If there are multiple kinds of alcohol within it, the stein either alternates between song types or does its best to combine their various lyrics.

Example drink	Type of song
Wine	Ballad
Rum	Sea Shanty
Ale	Drinking song

Sirensong Silencer

Wondrous item, uncommon

You can place this golden ear cuff over your ear as an action. While wearing the cuff, you have advantage on saving throws against being charmed. In addition, tapping the ear cuff twice deafens you, although you can still faintly hear the sound of the ocean (no action required). Tapping the cuff twice again allows you to hear normally once more.

Sling of the Tiny Giant

Weapon (sling), rare (requires attunement)

This wicked sling is devastating against foes larger than yourself. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and when you hit a creature with a ranged attack using this sling, the creature takes an extra 1d4 force damage for each size larger than you it is (up to an extra 3d4 damage).

In addition, when you roll a 20 on an attack roll made with the sling, the target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from you and knocked prone. If the affected creature is Large or larger, it has disadvantage on the saving throw.

Smash Potatoes

Wondrous item, common

This hearty root vegetable is grown by the clerics and champions of a god of war and combat, whose strength is said to make its way onto the Material Plane through their gardens. Eating one of these vaguely fist-shaped potatoes will cause your hands to itch for the thrill of combat. Eating a potato increases your unarmed damage to 1d4 for 1 hour. Each additional eaten potato increases the duration by 1 hour. You can eat up to 3 potatoes before needing to finish a long rest to benefit from them again. If you already have an unarmed combat die that is 1d4 or higher, this vegetable has no effect but is nevertheless delicious.

Snuff

Weapon (sickle), very rare (requires attunement)

This dark metal sickle was forged with an unusually harsh angle and has a unique power over light and shadow. You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can speak the sickle's command word as an action to dispel magical lights and extinguish nonmagical flames within 60 feet of you. Magical lights dispelled in this way are affected as if they were targeted by the *dispel magic* spell. Once this property of the sickle has been used, it can't be used again until the next dusk.

As an action, you can draw your hand over the sickle's handle to magically extend it downward: turning the sickle into the form of a scythe wreathed in shadow. While in this form, the sickle has the two-handed and reach properties. While holding the weapon, you can return the sickle to its one-handed form using a bonus action.

This weapon is particularly lethal to creatures. Creatures hit by this weapon take an extra 1d6 psychic damage. This bonus increases to 2d6 if the weapon is transformed into the scythe.

Snugglebeast

Wondrous item, common (1d6), uncommon (2d6), rare (3d6), very rare (4d6)

When a creature regains hit points at the end of a short rest by spending one or more of its Hit Dice, that creature can regain extra hit points if it spends that short rest snuggling with one of these enchanted toys. The kind of *snugglebeast* and the hit points it restores are determined by its rarity: 1d6 hit points (common, owlbear), 2d6 (uncommon, unicorn), 3d6 (rare, dragon), or 4d6 (very rare, tarrasque). Once this property of the *snugglebeast* has been used by a creature, that creature can't benefit from the same *snugglebeast* again in this way until it finishes a long rest.

Socks of the Well-Rested

Wondrous item, uncommon

Wearing these comfortable enchanted socks allows you to recover an additional Hit Die (up to your maximum) upon finishing a long rest. You must be wearing both socks on your feet in order to gain this benefit. You can only benefit from wearing one pair of these socks at a time

Spellwoven Robes

Wondrous item, uncommon

These robes are spun from special, magic-sensitive threads, causing arcane glyphs to appear on the robe while you wear it whenever you cast a spell. While wearing these robes and no other armor, your AC is equal to 10 + your spellcasting ability modifier. In addition, whenever you cast a spell of 1st level or higher, you can change the apparent style, color, and apparent material of the robe. Regardless of its appearance, it is always a robe and its weight remains the same.

Spiderbite Daggers

Weapon (dagger), rare

This pair of daggers is made using the harvested fangs of a large, venomous spider. When you hit the same creature on your turn with both daggers, that creature must succeed on a DC 13 Constitution saving throw or take an extra 2d4 poison damage and become poisoned until the end of its next turn.

Spiderbite Daggers

Spire Seed

Wondrous item, legendary (requires attunement)

This large tree seed is 1 foot long and surrounded by a protective cone. If you're attuned to the seed and plant it and its cone in soil, it immediately takes root and begins to grow rapidly. It takes 1 month for the seed to fully grow. If you are dead for longer than 1 minute or are on a different plane of existence than the seed for more than 1 day while it grows, the tree dies and the seed is destroyed.

The stem of the seed's cone is vaguely key-shaped. When planted, the stem breaks off in your hand. While you're attuned to the seed, the stem magically remains on your person at all times.

Once fully grown, the *spire tree* is 300 feet tall with a 20-foot radius. It tapers gently inward towards the top of the tree. At the base of this magic tree is a door large enough for Medium creatures to enter. The door is guarded by a dryad who is loyal to you and any creature you choose. The dryad accepts the seed's stem as proof of ownership and uses it as a key to open the door. Once opened, your attunement to the seed ends, the tree belongs to you, and both you and other allies you designate to the dryad can enter and leave the tree at will. Your attunement to the seed does not end if you are more than 100 feet away from it, and can only be ended early by a *wish* spell. If it does, the key disintegrates and the door cannot be opened.

Inside the tree are 10 floors. You choose how to distribute the floors throughout the tree. A wooden spiral staircase climbs upward through the center of the tree and floors. Each floor has 10 small windows that can't be seen from outside the tree. In addition, the interior of the tree can't be the target of divination magic or entered by teleportation or by extradimensional or interplanar means.

The canopy of the tree extends 30 feet beyond the base of the tree. Soil beneath the tree's canopy is exceptionally rich and fertile.

Spire Seed

Snugglebeast

The tree has 500 hit points, immunity to damage from nonmagical weapons that aren't siege weapons, and resistance to siege weapons and all other damage. The door has 100 hit points. The tree regains 1d6 lost hit points every day after taking damage. If a part of the tree, such as the door, is destroyed, a new one regrows after 7 days.

If the tree is attacked, it immediately creates a treant at its base to defend it. Roll initiative for the treant, which has its own turns and does its best to defend the tree. Once a treant is created in this way, a new one can't be created until the next dawn. A treant disappears after 24 hours, and there can only be one summoned treant at a time. Neither the treant nor the dryad can move farther than 1 mile from the tree. If the dryad is slain, it reappears the following dawn at the base of the tree. If you kill the dryad, the tree becomes a nonmagical tree that is still hollow inside with the floors you'd chosen, but its windows are lost.

The tree creates another *spire seed* once every 100 years.

Spirit Pike

Weapon (pike), rare (requires attunement by a cleric)

If you're not proficient with pikes, you are nevertheless proficient with the *spirit pike* while you're attuned to it. When you cast the *spiritual weapon* spell, you can dissolve this weapon into the air and command the spell's spectral weapon to take the form of the *spirit pike*. Your spell attacks with this spectral weapon deal force damage equal to 1d10 + your spellcasting modifier instead of its normal damage. The spell's damage still increases by 1d8 for every two slot levels you use to cast the spell above 2nd.

Your hands are left free while the pike is dissolved in this way. When the spell ends, the pike reappears in your hands or appears on the ground at your feet if your hands are full.

In addition, the weapon has 4 charges and regains all of them each day at dawn. When you hit a target with a weapon or spell attack using the pike as either a physical or spectral weapon, you can expend 1 charge to deal 1d8 radiant damage to the target in addition to the attack's damage.

Splintershot

Weapon (shortbow), rare

This shortbow can cause an arrow to shatter and unleash a devastating spray of magical shrapnel. You can say the weapon's command word as an action to destroy 1 nonmagical arrow and send splintering shards of arcane energy out in front of you. When you do, creatures within a 15-foot cone must make a DC 15 Dexterity saving throw. On a failed save, an affected creature takes 2d6 magical piercing damage, or 3d6 if the creature was within 5 feet of you.

Splitter

Weapon (halberd), very rare (requires attunement)

This halberd's haft is made of rough, dark wood and is miraculously easy to heft. The bladed end of the halberd looks like a hatchet that's been absorbed by the hewn wood. While holding the halberd with two hands, you can speak its command word as a bonus action to split the weapon into its more basic components. When you do, the halberd deconstructs in your hands, leaving you with a handaxe in

one hand and quarterstaff in the other. Both the handaxe and quarterstaff have the light property. You can combine the two weapons to reform the halberd by speaking its command word again as a bonus action while you're holding both the handaxe and quarterstaff.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. If the weapon is split into the handaxe and quarterstaff, the bonus is +1 with each weapon instead.

Halberd. If you're wielding the halberd and roll a 10 on the damage die for an attack against a creature, that creature's energy is sapped. The creature's speed is reduced by 10 feet until the end of its next turn, and your speed is increased by 10 feet until the end of your turn.

Handaxe and Quarterstaff. If you're wielding the handaxe and quarterstaff in either hand, you gain a +1 bonus to AC and can add your ability modifier to the damage of the second attack when you engage in two-weapon fighting. The quarterstaff deals necrotic damage, and its damage die is maximized if it hits a nonmagical plant or plant creature. If you make a ranged attack with the handaxe, it flies back to your hand immediately after the attack.

Squasher

Weapon (greatclub), uncommon

This enormous squash is strangely durable and makes for a functional magic weapon. Druids wielding *squasher* are proficient with the weapon and can use their Wisdom modifier for the weapon's attack and damage rolls instead of Strength.

Staff of Favorable Winds

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

While you hold this staff, areas affected by strong winds do not count as difficult terrain for you.

The staff has 10 charges. While holding it, you can expend 1 or more of its charges to cast one of the following spells from it using the required casting time as well as your spell save DC: *cone of cold* (5 charges), *feather fall* (1 charge), *gust of wind* (2 charges), or *wind wall* (3 charges).

In addition, while holding the staff, you can create a harmless sensory effect using the air. You can cause leaves to rustle, slam shutters closed in a sudden gust, or cause your clothing to billow dramatically.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to dust and is blown away by a sudden flurry of wind.

Staff of the Four Seasons

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

This magical staff changes with the seasons. You can spend 10 minutes concentrating on the staff to change it to a different season. It remains in this new form for the next 8 hours before reverting to the current season again.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. In addition, your melee attacks with the staff deal an extra 1d8 cold (Winter), radiant (Spring), fire (Summer), or necrotic

Staff of the Four Seasons

(Autumn) damage based on its season as long as there is at least 1 charge remaining on the staff.

This staff has 10 charges. While holding the staff, you can expend 1 or more of its charges to cast one of the following spells from it (depending on its season) using your spell attack modifier and spell save DC:

Winter. *Color spray* (1 charge), *darkvision* (2 charges), *sleet storm* (3 charges)

Spring. *Guiding bolt* (1 charge), *moonbeam* (2 charges), *plant growth* (3 charges)

Summer. *Burning hands* (1 charge), *spike growth* (2 charges), *fireball* (3 charges)

Autumn. *Inflict wounds* (1 charge), *pass without trace* (2 charges), *vampiric touch* (3 charges)

The staff regains 1d6 +2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses all foliage and vitality, becoming a gnarled, nonmagical quarterstaff.

Staff of the Magpie

Staff, rare (requires attunement by a spellcaster)

This magic stone staff weighs 10 pounds and has the bust of a magpie at its top. While holding the staff, you gain a +1 bonus to Intelligence (Investigation) checks made to search for treasure or a specific item you're looking for.

The staff has 10 charges. While holding the staff, you can use your action to cast one of the following spells from it: *fly* (3 charges) or *locate object* (2 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff as the magpie springs to life and flies away.

Staff of the Mirage

Staff, rare (requires attunement by a wizard)

This magical staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes and is lost.

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC. You gain a +2 bonus to your spell save DC when casting one of these spells from the staff: *disguise self* (1 charge), *hallucinatory terrain* (4 charges), *invisibility* (2 charges), *mirror image* (2 charges), *mislead* (5 charges), or *silent image* (1 charge).

Staff of the Mustang

Staff, rare (requires attunement)

This dark wooden staff is carved in the shape of a majestic stallion. The staff has 10 charges. While holding the staff, you can use an action to expend 1 of its charges to cast the *phantom steed* spell from it. Alternatively, while holding the staff, you can expend 1 of its charges and speak the staff's command word as a bonus action to take the Dash action.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff breaks in two as if bitten and is destroyed. When this happens, the sound of hooves can be heard galloping away in an indiscernible direction.

Staff of the Reverent Warrior

Staff, rare (requires attunement by a spellcaster)

This staff was made as a means of worship rather than war by a retired warrior using the weapons he'd once wielded. The staff is adorned with blades and channels the inner focus of a warrior. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. In addition, attacks made with this weapon can deal either bludgeoning, piercing, or slashing damage (your choice).

This staff has 10 charges. While attuned to the staff, you know the *true strike* cantrip and can cast it at will. When you cast this spell while holding the staff, you can expend 1 or more of its charges to enhance the spell in one or more of the following ways:

- You can expend 1 charge to reveal the target's weaknesses to your allies instead of merely yourself, causing the next attack roll made against the target to have advantage instead.
- You can expend 1 charge to cast the spell as a bonus action, instead of as an action.
- You can expend 1 charge to cast the spell without it requiring concentration.
- You can expend 1 charge to cause the target to take an extra 2d6 damage from the next attack that hits it.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff, but can still be used to deal either bludgeoning, piercing, or slashing damage with its attacks.

Stalaga Spear

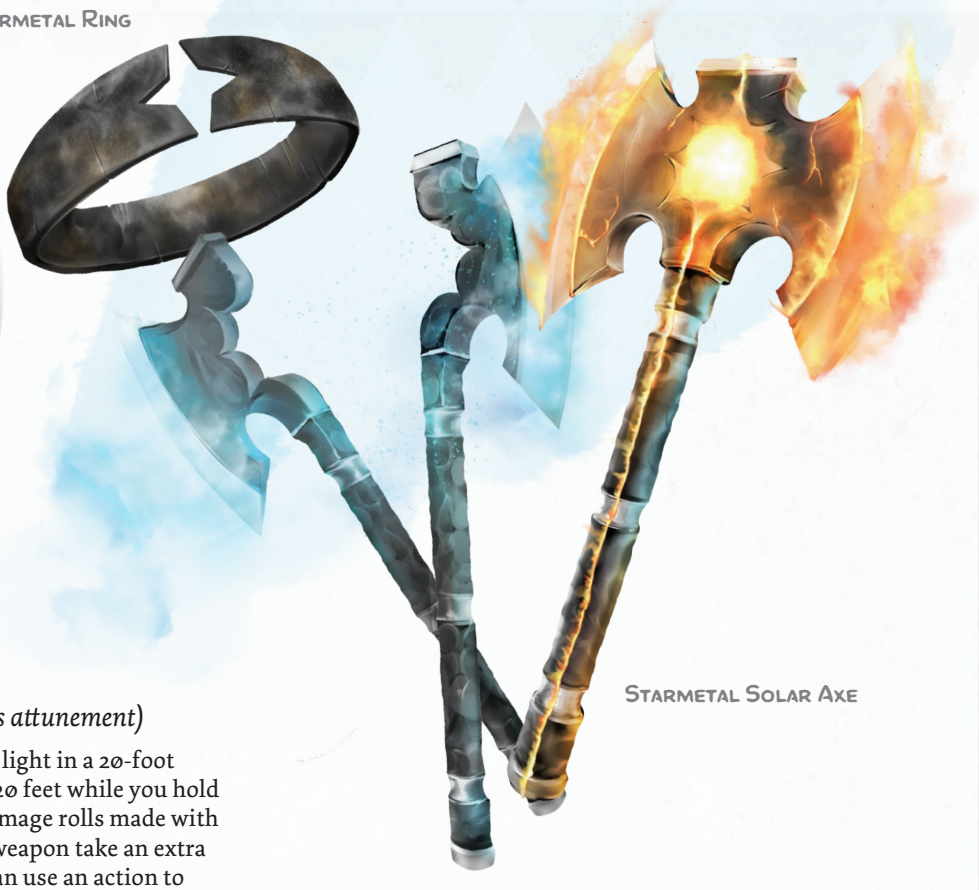
Weapon (spear), very rare (requires attunement)

This magic spear is made of dark, polished granite and has a large ruby set in its head. While made of stone, it weighs no more than a normal spear and is enchanted to prevent it from shattering. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The spear has 4 charges and regains 1d4 expended charges daily at dawn. While holding this spear in a space on or next to a surface made of unworked stone or earth, you can use an action and expend 1 of its charges to plunge the spear into that stone or earth surface. The spear vanishes into the surface and emerges as a sharp stone spike that is 1 foot wide and 10 feet long from another stone or earthen surface that you can see within 60 feet of you, such as the ground or a cave wall. The spike erupts from the surface and forces any creature within a line that is 5 feet wide and 10 feet long to make a DC 16 Dexterity saving throw. On a failed save, a creature takes 4d6 piercing damage and is pushed up to 5 feet away from the spike. On a success, a creature takes half as much damage and isn't pushed.

While you're within 60 feet of the stone spike and in a space on or next to a surface of unworked stone or earth, you can use a bonus action to speak the spear's command word to recall it. The stone spike crumbles and the spear inside vanishes back into the surface it came from before reemerging from the surface next to you into your open hand. If you don't have an open hand, it falls to the ground at your feet.

Starmetal Shield



Starmetal Ring

Starmetal Solar Axe

Starbreaker

Weapon (morningstar), rare (requires attunement)

This glowing morningstar casts bright light in a 20-foot radius and dim light for an additional 20 feet while you hold it. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Targets hit by the weapon take an extra 1d4 radiant damage. In addition, you can use an action to cast the *daylight* spell using the weapon. Once the weapon has been used to cast this spell, it can't do so again until the following dawn.

Starmetal Ring

Ring, rare

This roughly crafted metal ring seems to have an otherworldly pull on other metallic items.

While wearing the ring, you can spend 1 hour holding onto an object weighing no more than 25 pounds that is at least 50% metal. If the ring and metallic item are in contact for the full hour, they form a powerful and magically controllable magnetic bond. You can only have one item bound to the ring in this way at a time.

While the bound item is within 40 feet from you and unobstructed, you can use a bonus action on your turn to magically pull it up to 20 feet toward you. The returning item bounces harmlessly against creatures and objects as it passes by.

Starmetal Shield

Armor (shield), legendary (requires attunement)

This open metal shield and gauntlet offer a +1 bonus to your armor class instead of a shield's normal bonus. Whenever you're the target of an attack made with a metal weapon or projectile, the bonus becomes +3 instead. The shield hovers above the gauntlet to protect you as if you were wielding it, leaving your hands free.

Shooting star. As an action, you can throw the shield at up to 3 clustered targets you can see before returning to your arm. Choose up to 3 targets or points. The first target or point must be within 30 feet of you, and any additional targets or points must be within 10 feet of the one before it. You can't select the same target more than once.

Make a ranged attack with the shield against each target. You are proficient with these attacks and add either your Dexterity or Strength modifier to its attack and damage rolls. Targets hit by the attack take 2d8 magical slashing damage. Once the shield reaches a target or point, it bounces towards the next target or point. The shield flies back to the gauntlet after reaching its final destination, bouncing harmlessly off of anything obstructing its path.

Starmetal Solar Axe

Weapon (greataxe), legendary (requires attunement)

This magic weapon is forged using iron from the stars. While you're attuned to this weapon, you can call upon its latent stellar energy to catalyze change within the metal and create endothermic and exothermic reactions. The weapon can be fused into a greataxe or fissioned into two separated battle-axes. The weapon has the following properties based on its current state:

Fused State. While wielding the fused greataxe, you gain a +1 bonus to attack and damage rolls made with this magic weapon. While you hold this axe, flames erupt from its edges and a small star burns in its center. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. The light is sunlight. The greataxe deals an extra 2d6 fire damage to any target it hits.

Fissioned State. While wielding the two fissioned battleaxes, you gain a +1 bonus to attack and damage rolls made with them. The weapons are bitter cold to the touch and deal an extra 1d6 cold damage to any target they hit. The axes orbit you slowly while they aren't being held or stowed. You can retrieve a floating battleaxe as if it were sheathed. In addition, when you take the Attack action, you can use a bonus action to make one melee weapon attack with an orbiting battleaxe against a creature you can see within 20 feet of you.

State Change. This weapon can change between its two states using the following properties:

Fission. While holding the fused greataxe, you can use a bonus action to speak the weapon's command word to split it apart into its fissioned state. When you do, electrical energy is released, forcing creatures within 30 feet of you to make a DC 17 Dexterity saving throw. A creature takes 3d6 lightning damage on a failed save, or half as much lightning damage on a successful one. This property can't be used again for 12 hours.

Fusion. While holding both battleaxes, you can use a bonus action to speak the weapon's other command word to recombine the two battleaxes into its fused state. When you do, the sudden generation of heat creates a wave of fire around you, forcing creatures within 30 feet of you to make a DC 17 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. This property can't be used again for 12 hours.

Starmetal Striker

Weapon (light hammer), rare (requires attunement)

This light hammer was forged using the remains of a comet and is cold to the touch. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and when you hit with an attack using it, the target takes an extra 1d4 cold damage. The hammer leaves behind a crackling mist when thrown and immediately flies back to your hand after making a ranged attack with it.

Steps of the Trickster

Wondrous item, common

These shoes allow you to freely change the sound of your steps when you wear them. Changing the sound of your steps doesn't change their volume, but can make them sound as though the shoes are made from a different material. For example, your steps can sound like a beggar's bare feet, a dancer's sharp heels, or an approaching guard's metal boots.

Storm Sickle

Weapon (sickle), rare

This sickle sparks with electricity as beads of water form and drip from its blade. The weapon can make ranged attacks by slashing through the air to send out blades of storming wind. Ranged attacks with the sickle deal 1d4 slashing damage, use Strength as your modifier for its attack and damage rolls, and have a normal range of 20 feet and a long range of 60 feet. When you hit with an attack using this magic sickle, the target takes an extra 1d4 lightning damage.

Minerals from the cosmos have been absorbing magic for millennia, so it's no surprise that these items are as powerful as they are.

Starmetal Striker

Storm Sickle

Steps of the Trickster

Stormstruck Staff

Weapon (quarterstaff), rare

This wooden staff has been scarred by lightning and embedded with an amplifying crystal at its head. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Small sparks of electricity arc from the crystal, dealing an extra 1 lightning damage to any target hit by the weapon. The gem glows brilliantly and pulses with electrical energy for 1 minute after either the quarterstaff takes lightning damage or you take lightning damage while holding it from any source (other than itself), or while the weapon is under the effects of the *shillelagh* spell. While the gem is glowing in this way, the extra lightning damage increases to 1d6, and the gem emits bright light out to 10 feet and dim light for an additional 10 feet.

Storm Thrower Harpoon

Weapon (trident), legendary (requires attunement)

This weapon has a +3 bonus to attack and damage rolls made with this magical weapon.

The trident has a chain attached to its handle that can be used to retrieve the weapon once it's been thrown using a bonus action. When you hit with a ranged attack using this weapon, it deals an additional 1d8 lightning damage.

In addition, this trident acts as a conduit for the sky's ferocious power. Immediately after hitting a creature with the trident, you can call down a bolt of lightning upon it, forcing it and all creatures within 5 feet to make a DC 16 Dexterity saving throw. On a failed save, creatures take 6d10 lightning damage, or half as much on a success. Creatures have disadvantage on the saving throw if they're submerged in water or wearing metal armor. You are immune to the lightning damage caused by this effect. This ability fails if the creatures are obstructed from the sky. Once you use this ability, you cannot do so again until the next dawn.

Impale. You can use your action to try to impale and pull a creature toward you. If your target is a creature that is no more than one size larger than you, you can make a ranged weapon attack against it using the trident. If you hit, you can attempt to pull the impaled creature toward you by making a Strength (Athletics) check contested by the target's Strength (Athletics) check. If you succeed, you can pull the creature up to 20 feet toward you.

Sundersludge Net

Weapon (net), uncommon (requires attunement)

This gelatinous net is made with the enchanted remains of a gray ooze. A creature takes 1d6 acid damage when it's restrained by the net and again at the end of each of its turns while it remains restrained by it. If the creature is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers whenever it takes acid damage at the end of one of its turns. The armor is destroyed if the penalty reduces its AC to 10. A creature other than you who touches the net takes 1d6 acid damage.

The net's sticky composition makes it more difficult to escape than a mundane one. A creature can use its action to make a DC 13 Strength check, freeing itself or another

creature within its reach on a success. The net has resistance to all damage types. Dealing 10 slashing damage to the net (AC 12) also frees the creature without harming it, ending the effect and tearing the net apart.

The torn net is harmless. If more than half of the net can be salvaged and stored within a container large enough to hold 1 gallon of liquid for 12 hours, the net is repaired and can be used once more. Your attunement to the net ends if the net remains destroyed for longer than 2 days.

You're immune to damage from the net while you're attuned to it. Picking up the net after throwing it renders it harmless until the next time you throw it. The net deals no acid damage if no creature is attuned to it.

Switch

Rod, very rare (requires attunement by a druid)

This simple, springy rod is made of twisting vines and twigs. While attuned to the rod, you can expend 1 use of your wild shape feature as a bonus action to activate it. The rod stays active for a number of hours equal to half your druid level (rounded down).

When you activate the rod and again on subsequent turns as a bonus action while the rod is active, you can transform the rod into a bludgeoning or piercing weapon of your choice that has neither the loading nor reach property. You're proficient with this weapon and can use Wisdom as your modifier for its attack and damage rolls instead of Dexterity or Strength. A weapon that uses ammunition magically creates its own. Alternatively, you can transform *switch* back into its rod form if you so choose. Regardless of the weapon you make, targets hit by it take an extra 1d8 damage of the weapon's type. If the weapon you create has the light property, you can make a weapon attack with it using a bonus action.

While the rod is activated, you can use an action to expend a second use of your wild shape feature and extend the rod's barked exterior to your body. This tree-like armor can take on any form that you choose. You gain temporary hit points equal to 4 times your Druid level, and your armor class can't be lower than 16 while the rod is active. Using this property of the activated rod does not extend its remaining duration.

Switch becomes inactive at the end of its duration, you fall to 0 hit points, or end it early as a bonus action. When it's inactive, it reverts to its normal rod form.

Sword of Resonance

Weapon (longsword), rare (requires attunement by a bard)

This peculiar brass longsword is hollow and has lute strings that run along its blade, allowing you to use this sword as both a lute and spellcasting focus. You're proficient with this lute while you're attuned to the sword. This sword also has the finesse property due to the hollow blade's reduced weight.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, the sword's hollow metal blade magically amplifies the music made when using it to inspire allies. Whenever you expend a use of your Bardic Inspiration, the sword begins to reverberate with thunderous energy. The next time you hit a target before the end of your next turn with an attack using the sword, that target takes an extra 1d6 thunder damage from the attack.

Sword of the Spelldrinker

Weapon (longsword), legendary (requires attunement)

This sword seems to absorb any light that touches it, making it appear darker than the deepest midnight. You gain a +3 bonus to attack and damage rolls made with this magic weapon. While you hold this sword, you treat any magical light, darkness, or atmospheric effect within 30 feet of you as if it were nonmagical and breathable.

In addition, this sword has 2 charges and regains 1d2 expended charges daily at dusk. While holding the sword, you can expend 1 of its charges to cast the *counterspell* spell (5th-level version) from it. If you successfully interrupt a spell in this way, you can choose to absorb it into the sword instead of countering it. If the triggering spell was cast at 6th level or higher, your *counterspell* automatically fails. The absorbed spell must have a casting time of one action or bonus action. The sword can have only one absorbed spell at a time.

You can use an action while holding the sword to release an absorbed spell. When you do, the spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell.

The interrupted spell remains absorbed by the sword for up to 8 hours or until released. Absorbing a new spell replaces the one stored within the sword.

Talyard the Great's Wand of Power

Wand, uncommon

This normal-looking spruce stick is actually the wand of a famous drunkard. A drunken creature that sees the stick perceives it as a magnificent, colorful wand that radiates with an awesome power.

This wand has 3 charges and regains 1d3 expended charges daily at dusk. While you're drunk and are holding the wand, you can use an action to cast one of the following spells from the wand, even if you are incapable of casting spells: *heroism* (1 charge), *lesser restoration* (2 charges), or *thaumaturgy* (no charges). If you don't have a spellcasting ability modifier, Charisma is your spellcasting ability when casting these spells (minimum +1 modifier).

Tear of Gaia

Wondrous item, common

As an action, you can crush this small, green gem underfoot to activate its magic. Plants within a 10-foot radius of you immediately become healthy and full. Fruit and vegetable-bearing plants begin to grow their produce, which grow ripe over the course of 1 hour. If there are no plants within range or you crush the gem against an inorganic material, fertile topsoil 1 inch deep spreads across the area. Healthy green grass immediately grows from the new soil.

Telescoping Bladelance

Weapon (lance), uncommon

This mechanical lance has bladed edges and has the heavy property. You can use a bonus action on your turn to extend or retract the weapon by twisting its handle. The weapon is a normal lance while it's extended. If the lance is retracted, the end of the weapon rests inside the wider, bladed base and is considered to be a greatsword instead. This greatsword deals 1d12 slashing damage instead of 2d6.

While the weapon is retracted, you can choose to extend it as a bonus action immediately after hitting a target with an attack. If the target is a Large or smaller creature, it's pushed 5 feet away from you.

Tempest Griffon Feather Cape

Wondrous item, very rare (requires attunement)

You have resistance to lightning damage and make Dexterity saving throws to resist or avoid lightning spells and effects with advantage while wearing this cape.

While wearing the cape, you can use an action to speak its command word to transform into a bolt of lightning. When you do, choose an unoccupied space that you can see within 120 feet of you. You disappear from your current location and travel in a line that is 5 feet wide and up to 120 feet long to the chosen space. Any creature in the line or within 5 feet of either your old or new location must make a DC 16 Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. Once this property of the cape has been used, it can't be used again until the next dawn.

Tether Tearer

Weapon (any axe), uncommon

This silver axe can temporarily bind a creature to its corporeal form. This axe deals an extra 1d6 force damage to any creature it hits that has the *incorporeal movement* trait. When it does, that creature can't benefit from its *incorporeal movement* trait again until the end of its next turn.

Tethervine Quiver

Wondrous item, uncommon

This seemingly overgrown quiver keeps a large plant magically concealed inside it. The quiver can store up to 20 arrows or bolts. When you draw a piece of ammunition from the quiver, you can speak the quiver's command word as a bonus action to magically connect the end of the ammunition to the plant inside the quiver. The plant is a rope-like vine that flies effortlessly behind a fired piece of ammunition. While wearing the quiver, you can use a bonus action to magically retract the vine up to 60 feet back into the quiver. Any object weighing less than 25 pounds hit by a connected piece of ammunition is pulled back toward the quiver when its retracted in this way. Despite the quiver's limitations, the rope-like vine can hold up to 250 pounds on its own.

If you hit a creature with an arrow or bolt that was connected to the vine, the vine magically disconnects itself and falls from the ammunition. You can disconnect the vine from the ammunition by speaking its command word again or by severing the vine from the quiver as a bonus action. Once severed, the vine is considered to be a mundane length of hemp rope.

You can only fire a connected piece of ammunition as far as you have the vine to. The plant grows up to 120 feet long and regrows up to 30 feet of vine daily at dawn.

The Rose Basket

Weapon (rapier), very rare (requires attunement)

This silver rapier has a rose adorning its crossguard and pommel and has thorns lining its hilt. You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon deals an extra 1d8 radiant damage to any shapechanger or fey creature it hits.

Field of Roses. As an action, you can speak the rapier's command word and touch its point to the ground at your feet. When you do, silver rosebushes sprout from the ground in a 25-foot square, centered on your location. The area becomes difficult terrain, and when a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. While holding this rapier, you can pass through this area as if it were normal terrain, and you don't take damage from moving within it. The rosebushes remain for 1 minute or until you dismiss them as a bonus action. Once this property has been used, it can't be used again until the next dawn.

Thornpiercer

Weapon (dagger, shortsword, rapier, or whip), Legendary (requires attunement)

This rose has a stem large enough to hold like the hilt of a weapon. You can focus on the rose as a bonus action to cause it to grow one of the following weapons from its center: a dagger, shortsword, rapier, or whip. If the hilt already has a weapon growing from its center, the existing weapon withers away and disintegrates, allowing the new one to take its place.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, targets hit by the weapon take an extra 1d4 piercing damage. If you are a druid or are proficient with either simple or martial weapons, you are proficient with the weapons that *thornpiercer* grows.

Each weapon option has a unique property:

Dagger. When you throw this weapon, only the blade is thrown from the rose hilt. Hit or miss, when the blade reaches its target, it erupts into a burst of thorns. The target and up to 3 other creatures of your choice within 10 feet of it must succeed on a DC 17 Dexterity saving throw or take 1d4 + 2 piercing damage.

Rapier. When you roll a 20 on an attack roll with this weapon, the blade's thorns eviscerate the inside of the target and deal an extra 3d4 piercing damage. If the target was a Large or smaller creature, it must also make a DC 17 Constitution saving throw. On a failure, its hit point maximum is reduced by the amount of damage dealt by the attack. On a success, it's reduced by half the amount instead. Once the creature completes a short or long rest, its hit point maximum is restored.

Shortsword. The first creature hit by this weapon on each of your turns must make a DC 17 Constitution saving throw. On a failed save, a creature takes an extra 1d6 poison damage and is poisoned until the end of its next turn.

Whip. When you hit a Medium or smaller target with this weapon, you can attempt to grapple it with the whip. When you do, the target must succeed on a DC 17 Strength saving throw or be grappled by viny whip. A grappled target takes 1d4 piercing damage from the whip's thorns at the start of each of its turns until it's freed. A creature can use its action to make a DC 17 Strength check, freeing itself or another creature within its reach on a success. The whip breaks off from the hilt when you successfully grapple a target in this way, allowing you to move freely while the target remains grappled.

Thunderous Flail

Weapon (flail), rare (requires attunement)

This flail has 3 charges and regains 1d3 expended charges each day at dawn. You can expend 1 charge to cast the *thunderwave* spell (save DC 15). The ball of the flail is the origin of the spell. As long as the flail has at least 1 charge, you deal an extra 1d6 lightning damage to the first target you hit with it on each of your turns.

If you make a melee attack using the flail, you can immediately expend 1 charge to cast *thunderwave* as a bonus action in the direction of your last attacked target.

The ball of the flail is attached to the chain with a powerful magnetic connection that can be released at will. You can make a ranged attack using the flail by releasing the ball mid-swing. This attack has a normal range of 20 feet and long range of 60. Strength is your ability modifier for this attack. While the ball is within 60 feet of you, you can magnetically pull it back up to 20 feet towards you as a bonus action. It magically reattaches itself to the chain when it enters the same space as you.

While the ball is detached, you can still use the flail to cast *thunderwave*. When you do, the spell's area of effect becomes a 10-foot radius sphere centered on the ball.

Thwackstaff

Weapon (quarterstaff), uncommon (requires attunement)

This festive quarterstaff is decorated with ribbons and other glittering elements. It is perfectly balanced and seems to be made to perform with. This magic quarterstaff has the finesse property and grants you a +1 bonus to Charisma (Perfor-

mance) checks you make in order to put on an entertaining performance using the quarterstaff.

Punishing Parry. This quarterstaff has 3 charges and regains all expended charges daily at dawn. While holding this quarterstaff, you can expend 1 of its charges as a reaction when a creature that you can see hits you with a melee attack. When you do, roll a d6. You gain a bonus to AC equal to the number rolled against that attack, potentially causing it to miss you. If the attack misses you as a result of this bonus to AC, you can immediately make one attack with the quarterstaff against the attacking creature as part of your reaction. If you hit, the attack does extra damage equal to the number rolled on the d6.

Timber

Weapon (handaxe), very rare (requires attunement)

This magical axe is imbued with a destructive force that builds with each consecutive strike. You have a bonus to attack and damage rolls made with this magic weapon equal to the number of charges it currently has. The handaxe gains 1 charge each time you make a successful attack with it: up to a maximum of 3 charges. When *timber* gains its third charge, the built-up force explodes; it loses all charges, and the target takes an extra 3d6 force damage, or 6d6 if it's made of wood. When this happens, if the target is no more than one size larger than you, you can choose to push it up to 10 feet away from you.

Timber's charges last for up to 1 minute. It loses all charges if you make an attack against a new target, make an attack with a different weapon, or miss with an attack using *timber*.

Timepiercer

Weapon (rapier), very rare (requires attunement)

This item appears to be a sword hilt that has a small hole on either end of it. The hilt is made of clear quartz and contains an hourglass with sand inside it. Despite the holes on the hilt, the sand never seems to flow out of the hourglass. You can speak the hilt's command word as a bonus action to cause it to form a thin blade of sand. The hourglass spills sand from the bottom of the hilt that circulates up and around to form the blade and guard of the rapier before returning to the hourglass again through the hole at the top. You can speak the hilt's command word again as a bonus action to cause all the sand to return to the hourglass. While the blade is formed, you gain a +2 bonus to attack and damage rolls made with this magic weapon.

While holding the hilt, you can use an action to cast either the *haste* or *slow* spell (save DC 16) from it. You have advantage on Constitution saving throws you make in order to maintain concentration on a spell cast in this way. Once a spell has been cast using the hilt, it can't be used to cast that spell again until the next dawn. The sands in the hourglass move quickly while you concentrate on a *haste* spell cast in this way, or more slowly when you concentrate on a *slow* spell.

Timeshifter's Mantle

Wondrous item, rare

If a Large or smaller creature hits you with a melee attack while you're wearing this cloak, you can use your reaction to cause time to briefly warp around you. After taking the damage from the attack, you can immediately move up to half your speed without provoking opportunity attacks, and the attacker's speed is reduced to 0 until the start of its next turn. Once this property of the cloak has been used, it can't be used again until the next dawn.

Toadstone

Wondrous item, uncommon (requires attunement)

This small jade carving of a frog dangles from a simple cord of leather to be worn as a necklace. While you wear it, you gain a swimming speed equal to your walking speed and can hold your breath for up to 1 hour. In addition, you can cast the *jump* spell using the necklace, targeting only yourself. Once the necklace has been used to cast this spell, it can't do so again until the next dusk.

Curse. This necklace is cursed. Attuning to it curses you until you're targeted by the *remove curse* spell or similar magic. Removing the necklace fails to end the curse on you. While you're cursed, your skin is perpetually slightly wet and clammy, and you have only an appetite for insects and other grubs instead of the foods you would normally enjoy eating.

Toadstone

Tome of Dreams

Wondrous item, uncommon

This beautifully embossed book is full of gripping short stories. You can read a story from the book in 10 minutes. The underlying nature of each story is unclear, leaving your subconscious mind to slowly process and unpack its deeper meanings over the course of your next long rest. The next time you finish a long rest after reading a story from the book, roll a d20. On a roll of 10 or lower, you take 2d4 psychic damage as your mind is plagued with intense terrors from the story you read. On a roll of 11 or higher, you gain 2d4 temporary hit points as your mind is filled with joy and courage instead. If you start a story but don't finish reading it, nothing happens the next time you finish a long rest.

Tome of Dreams

Torchbearer's Reach

Weapon (whip), uncommon

This weapon has the light property and deals fire damage instead of slashing. When held, a magical flame forms at the top of the whip's handle. The flame gives off bright light in a 20-foot radius and dim light for another 20 feet. You can stretch the flame to form a 10-foot long coil of fire by snapping the handle and flame down as if to crack the whip (no action required). The flame doesn't hurt you while you hold the whip. You can snuff the fire out with your hand or blow it out to extinguish it using a bonus action.

The whip's flame is intangible and can't be used to bind a creature or retrieve objects from afar, but can be used to light other fires.

Torchbearer's Reach

Torpedo Arrow

Weapon (arrow), common

This unique arrow's spiraling design allows it to travel unimpaired in the water. When firing this arrow underwater, you ignore the normal disadvantages of underwater fighting. When you fire this weapon out of water, the normal and long ranges of the arrow are halved.

Torpedo Arrow

Torrent Taiaha

Staff, rare

A mote of swirling, magic water circles the top of this wooden staff. This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. When you make a melee attack with the staff, you can choose to extend and lash out with the water, instead of the staff. When you do, the water has a range of 10 feet and deals 1d4 bludgeoning damage if it hits. You're proficient with this attack and use your Wisdom modifier for its attack and damage rolls. After the attack, the water shrinks back to the staff.

While holding the staff, you can stand on and move across any liquid surface as if it were solid ground. If you end your turn on a liquid in this way, you sink into it as normal until you stand on solid ground again. In addition, while holding the staff, you can use an action to cast the *control water* spell (Flood or Part Water only) from it. The spell ends early if you are no longer holding the staff. Once the staff's been used to cast this spell, it can't do so again until the next dawn.

Tote of Tricky Treat Sugarbombs

Wondrous item, common

This canvas bag holds 5d8 + 10 clove and pumpkin candies inside. A small illusory face appears over the sewn-on pumpkin at night. Each candy has a minor magical effect that lasts for 1 minute unless otherwise specified. Some effects are pleasant, whereas some are mischievous. You can eat a piece of candy using an action. When you do, roll on the table below to determine the candy's effect:

d20	Effect
1	The candy seemed to have spoiled, forcing you to succeed on a DC 13 Constitution saving throw or spend your action on your next turn retching and reeling.
2	Your face appears to melt: revealing the skull beneath it. The effect is harmless and illusory.
3	Any food you eat or water you drink taste like ash and blood, respectively.
4	Other creatures' eyes appear to be hollowed out and blackened to you.
5	Your ears turn a different, vibrant color at the start of each of your turns.
6	Your hair falls out and regrows over the next minute.
7	Your laughter becomes maniacal, and you have trouble stopping once you've started.
8	Your pupils resemble a snake's.
9	You hear a fly near your ear, but you can neither see it nor swat it away.
10	Your skin turns orange, and light spills forth from your eyes and mouth, casting bright light in a 10-foot radius and dim light for another 10 feet.
11	Confetti bursts from the top of your head, and small children can be heard laughing.
12	You sprout tiny, flightless bat wings.
13	You know the location of the nearest pumpkin within 1 mile.
14	Nearby crows and ravens land on your shoulders or outstretched arm.
15	A friendly, floppy wizard hat appears on your head. After 1 minute, it disappears in a cloud of stars.
16	Any alcohol in your stomach or that you drink becomes nonalcoholic.
17	Your voice becomes smooth and golden, allowing you to add your proficiency bonus to Charisma (Performance) checks to sing. If you are already proficient with this skill, you add double your proficiency bonus instead.
18	Any food you eat or water you drink tastes delicious and reminds you of your favorite pastimes.
19	You gain darkvision out to a range of 30 feet. If you already have darkvision, its range is increased by 30 feet.
20	You can magically sense if someone is possessed, and you can see creatures that are invisible.

Tub of Churning and Fermentation

Tote of Tricky Treat Sugarbombs

Trident of the Dryad

Weapon (trident), uncommon (requires attunement)

This magical wooden trident has 4 charges and regains 1d3 + 1 expended charges daily at dawn. Once on each of your turns while holding the trident, you can expend 1 of its charges (no action required) and use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Tree Form. You can use an action to plant the bottom of this trident in fertile ground and speak its command word to transform it into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. Once on your turn, you can expend 1 of the trident's charges (no action required) and use 10 feet of your movement to step into this tree and emerge from another point on its trunk or within its branches.

The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by *detect magic*. While touching the tree, you can use an action to speak its command word again to return the trident to its normal form. Any creature in the tree falls when it reverts to a trident. Once this property of the trident has been used, it can't be used again until the next dawn.

Trident of the Hydra

Weapon (trident), rare

This oddly shaped trident is made of hammered mythril and has a strangely short handle. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon can't be wielded with two hands. When you throw this trident, the forked end of the weapon magically splits apart to form three separate spears: allowing you to make 3 attacks with it instead of 1. After the attack, the trident regrows its missing prongs from one of the separated spears, and the other two spears dissolve.

Tub of Churning and Fermentation

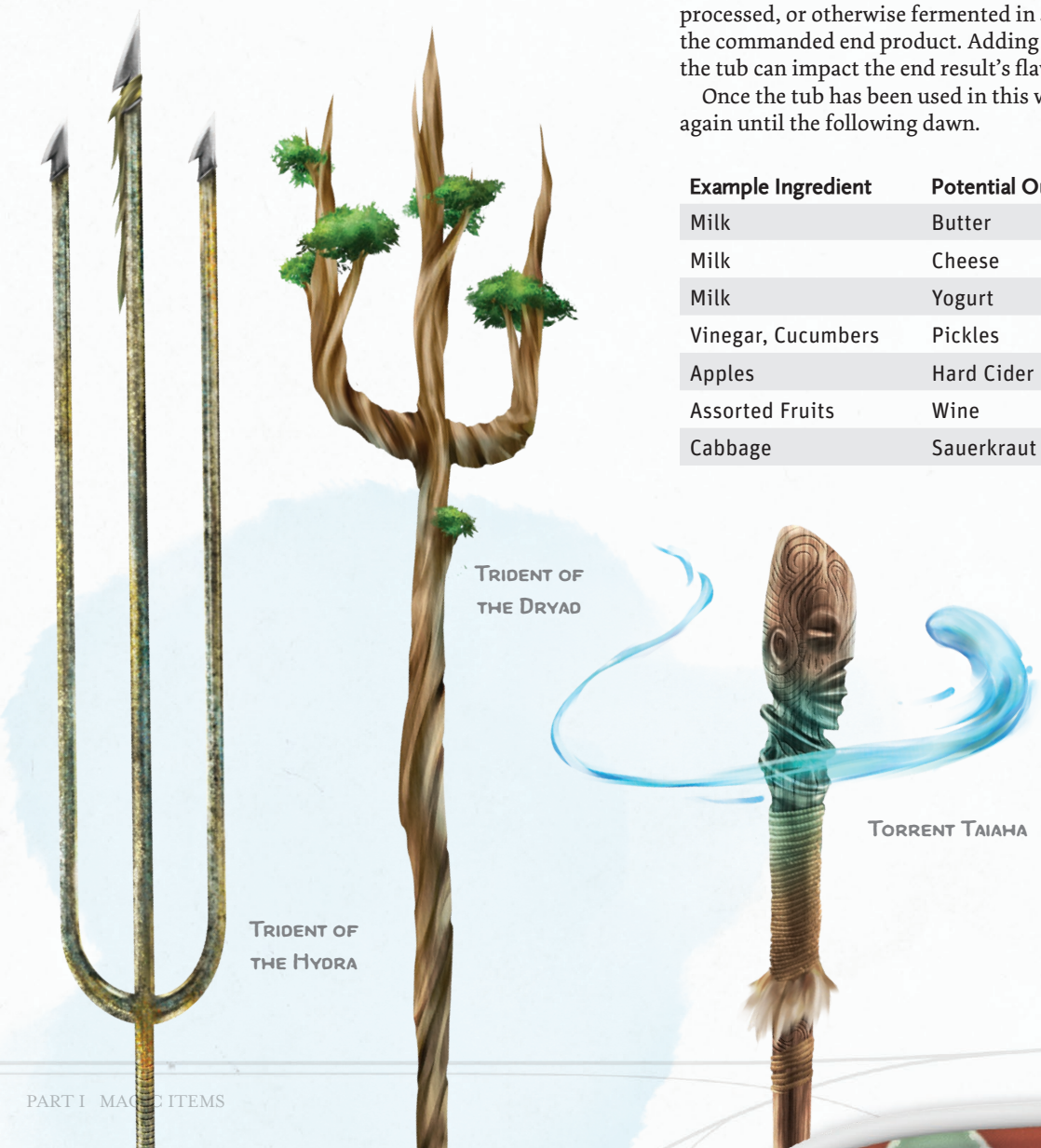
Wondrous item, uncommon

This squat wooden and ceramic tub has a screw-on lid that fits snuggly around its base. The tub can hold up to 2 gallons of liquid or 1 cubic foot of material within it. You can leave a liquid or other perishable in the tub and secure the lid before saying the name of the end result you'd like the contents to turn into. If you say the name of a possible result, the tub clicks lightly before locking its lid shut for 10 minutes.

After 10 minutes, the tub gives a second, louder click as the lid unlocks. The contents of the tub will have been stirred, processed, or otherwise fermented in such a way to generate the commanded end product. Adding extra ingredients into the tub can impact the end result's flavor.

Once the tub has been used in this way, it can't be used again until the following dawn.

Example Ingredient	Potential Outcome
Milk	Butter
Milk	Cheese
Milk	Yogurt
Vinegar, Cucumbers	Pickles
Apples	Hard Cider
Assorted Fruits	Wine
Cabbage	Sauerkraut



Uorik the Conqueror's Juice Cup

Vancian Helm

Visage of Delight and Disaster

Uorik the Conqueror's Juice Cup

Wondrous item, common

This brass cup changes the flavor of any water it's holding. As a bonus action, you can whisper the name of a fruit into the cup. If the cup is filled with water, the water's color and flavors change to resemble that kind of fruit juice. Saying the name of another fruit changes the water's color and flavors again. Regardless of its color and flavors, the water is still only water. Shouting into the cup causes the juice to effervesce and bubble. If the water is poisoned, the drink tastes foul and badly fermented.

Vancian Helm

Wondrous item, rare (requires attunement)

This helmet is made from the reclaimed and partially disenchanted remains of a shield guardian. The helm is no longer bound to an amulet. You gain a +1 bonus to AC while you wear this helmet.

Spell Storing. Any creature can cast a spell of 1st through 4th level into it by touching the helm as the spell is cast. The spell has no effect, other than to be stored in the helm. The helm can only hold one spell at a time.

While wearing this helmet, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. When the spell is cast or a new spell is stored, any previously stored spell is lost.

If you are wearing the helmet when a spell of 5th level or higher is cast into the helm, the spell is expended without effect and you take 2d6 psychic damage. While a spell is stored within the helmet, your eyes glow with a brilliant color of your choice while you wear it.

Venombane Armor

Armor (any light armor), uncommon (requires attunement)

This leather armor absorbs poison and allows you to traverse webbed areas more easily. While you're wearing this armor, you can't be caught in webs of any sort and can move through webs as if they were difficult terrain. In addition, when you take poison damage while wearing this armor, you can use your reaction to reduce the damage by 1d8 + your Constitution modifier.

Vigilus

Weapon (crossbow, hand), rare (requires attunement)

This hand crossbow has a small spring-loaded case of 6 bolts attached to its side that automatically reload the crossbow whenever it's fired. While the case has bolts in it, the crossbow ignores its loading property. Once the case is empty, a creature can use an action to reload it with another 6 bolts.

As an action, you can unfurl the crossbow's three collapsible legs and plant it firmly on the ground to become a Small defensive construct. Once deployed, the crossbow magically draws itself and loads the next bolt in its case, if any. While you're within 30 feet of the crossbow, you can use a bonus action on each of your turns to command it to attack a target you can see within 30 feet of it. The crossbow uses your attack roll and ability score modifier for its damage rolls. The first time an invisible creature enters a space within 30 feet of the crossbow on its turn, the crossbow emits a small chirping sound audible out to 100 feet.

The deployed crossbow has 30 hit points, AC 12, and automatically fails Dexterity and Strength saving throws but passes all others. If it's reduced to 0 hit points, it falls over and can't be deployed again in this way for 1 minute. You can quickly retrieve the deployed crossbow using a bonus action when you enter the same space as it.

Visage of Delight and Disaster

Wondrous item, legendary (requires attunement by a creature with a Charisma of 17 or higher)

While wearing this mask, you gain 2 Bardic Inspiration dice, which are d10s. These dice are separate from any Bardic Inspiration dice you have from another source. You can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die. These dice are the same as normal Bardic Inspiration dice, but carry with them additional benefits based on the mood of your performance:

Delight. If you inspire a creature with a joyful or uplifting performance, that creature has advantage on saving throws to resist becoming frightened for 1 minute following your performance. In addition, when that creature uses the Bardic Inspiration die, it gains temporary hit points equal to twice the amount it rolled on the die.

Disaster. If you inspire a creature with a grim or haunting performance, that creature has advantage on saving throws to resist becoming charmed for 1 minute following your performance. In addition, when that creature hits a target with a weapon attack, it can expend the Bardic Inspiration die to deal psychic damage to the target, in addition to the weapon's damage. This psychic damage is equal to twice the number rolled on the Bardic Inspiration die.

The expression of the mask subtly changes to reflect your expression or mouth's movement behind the mask. You regain all expended Bardic Inspiration dice when you finish a short or long rest.

Void Arrow

Weapon (an arrow or bolt), uncommon

This pitch-dark piece of ammunition is composed of densely-packed shadows. A creature hit by this magic ammunition takes psychic damage instead of piercing damage. This ammunition makes no sound when it's fired or strikes a surface, leaves no discernible wounds, and vanishes immediately after hitting a creature.

Volcanic Boots

Wondrous item, rare (requires attunement)

These heavy volcanic stones rearrange themselves to better fit your feet once you've attuned to them. Despite their appearance, the boots are comfortably light and warm. While wearing the boots, you have resistance to fire damage.

The boots have 10 charges and regain 1d6 + 4 expended charges daily at dawn. When you walk at least 5 feet on solid ground while wearing the boots, you can expend 1 or more of their charges as part of that movement. Choose an unoccupied space you just walked through for each expended charge: the ground and air in a 5-foot cube within that space becomes volcanic and impossibly hot. Any creature other than you that enters or starts its turn in that space must succeed on a DC 15 Dexterity saving throw or take 2d6 fire damage.

The volcanic effect lasts for 1 minute or until you end it early as a bonus action or fall unconscious.

Wand of Whispers

Volt Gauntlets

Wondrous item, rare

These metallic gauntlets have several sharp points extending from its knuckles and are lined with an insulating material. Unarmed strikes made with your fists while wearing these gauntlets deal piercing damage instead of bludgeoning. In addition, the gauntlets have 6 charges and regain 1d6 expended charges each day at dawn. When you hit a creature with an unarmed strike with the gauntlets, you can expend 1 of their charges to deal an extra 1d8 lightning damage. When you do, the target must succeed on a DC 15 Constitution saving throw or be unable to take reactions until the start of its next turn. While the gauntlets hold at least 1 charge, they give off occasional snaps and sparks of electricity.

Voltedge

Weapon (any sword), rare (requires attunement)

This split metal sword arcs with electricity between its two halves. When you hit with an attack using this magic sword, the target takes an extra 1d6 lightning damage. While holding this sword, you can use an action to unleash a concentrated beam of lightning from the blade in a line that is 60 feet long and 5 feet wide. Each creature within that line must make a DC 15 Dexterity saving throw. A creature takes 4d6 lightning damage on a failed save, or half as much damage on a success. Once this property of the sword has been used, it can't be used again until the next dawn.

Vox Helm

Wondrous item, common

This metal helm has a second guard that rests in front of your mouth and alters your voice. You can raise and lower this guard using an action. While wearing the helmet with the guard lowered, your voice sounds obviously enchanted and can be adjusted to modify its pitch, masculinity or femininity, and reverberation at will (no action required).

Wand of Whispers

Wand, rare (requires attunement by a spellcaster)

These wands are sometimes found in the hands of clandestine mages posing as simple townsfolk. Its magic wax and iron design resembles a candle and candlestick. The wand produces a harmless, magical flame that is indistinguishable from normal candlelight, although the wax never melts or changes shape. The flame is harmless and casts bright light in a 5-foot radius and dim light for another 5 feet. While holding the wand, you can extinguish or relight the flame as a bonus action.

This wand has 7 charges. While holding the wand, you can use an action to expend some of its charges to cast either the

Volt Gauntlets

Voltedge

Vox Helm

message (no charges) or *sending* spell (3 charges) from it. Alternatively, when you cast a spell of 5th level or lower while holding the wand, you can expend 1 of the wand's charges per spell slot level to ignore the spell's verbal components. Any spell that requires a target to hear its verbal component gains no benefit from this property.

The wand regains 1d6 + 1 expended charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1, the magical flame burns out and the wand becomes a mundane candle and candlestick.

War Standard of Battlecries

Wondrous item, very rare (requires attunement)

This magic battle standard reinforces the fervor of nearby allies. The standard stands up to 10 feet tall but can be collapsed down to 2 feet tall for transport. You can extend the standard to its full height as an action and either hold it aloft with one hand or plant it upright in an unoccupied space on solid ground. You can retrieve the planted standard when you enter its space (no action required). While the standard is extended, allies within 15 feet of it at the start of combat gain a +3 bonus to their initiative.

This standard has 4 charges and regains 1d4 expended charges daily at dawn. If you're within 15 feet of the extended standard, you can use a bonus action to expend 1 of its charges to shout the command word, "Charge!" and immediately take the Dash action (no action required). When you do, other allies within 15 feet of the standard can take the Dash action as a bonus action on their next turn.

You can concentrate on the banner over the course of a short rest to change the emblem depicted on it.

Warmind Wand

Wand, rare (requires attunement by a half-orc or orc)

This wand is made from the shattered hilt and jawbone of a defeated warband leader. It has 7 charges for the following properties and regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand releases a small gasp of breath as its magic escapes it, leaving the wand a nonmagical and mundane sword hilt.

While holding the wand, you can use it to command and bolster your allies by extending 1 or more of its charges to use the following properties:

Warband Strike. When you take the Attack action, you can forgo one of your attacks and expend 1 charge as a bonus action to direct one of your allies to attack. When you do, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack.

Form Ranks. You can expend 1 charge as an action to command one of your allies to move to a more advantageous position and bolster their resolve. When you do, choose a friendly creature who can see or hear you. That creature gains 2d4 + 2 temporary hit points that last for 1 minute and can use its reaction to move up to half its speed, without provoking opportunity attacks.

Forced Endurance. When a friendly creature other than you within 30 feet that can see or hear you is reduced to 0 hit points, you can use your reaction and expend 2 charges to prevent that creature from falling unconscious and drop to 1 hit point instead. Once this property has been used on a creature, that creature can't benefit from it again until it finishes a long rest.

Unyielding Critical. When a friendly creature other than you within 30 feet that can see or hear you scores a critical hit, you can use your reaction and expend 1 charge to amplify the brutality of the attack and add an extra 2d4 damage to the total of the attack's damage roll.

Wavebender's Leiomano

Weapon (glaive), rare

This long wooden oar is ornamented with burnt designs and has a line of shark teeth along its edge. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the leiomano, you can use an action to cast the *control water* spell (Redirect Flow only) from it. The spell ends early if you are no longer holding the weapon. Once the weapon's been used to cast this spell, it can't do so again until the next dawn.

In addition, if you use this weapon as an oar when rowing a ship, that ship's rowing speed is increased by 5 feet for each *wavebender's leiomano* being used to row it.

Weapon of Mooring

Weapon (battleaxe, longsword, or warhammer), rare (requires attunement)

This weapon is made of a dense iron and has the heavy property. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Whenever you hit a Large or smaller creature with this weapon, that creature's speed is reduced by 5 feet until the end of its next turn.

Weapon of Showmanship

Weapon (any), common

When you reduce a Small or larger creature to ø hit points or score a critical hit against a target with this weapon, you can create a harmless sensory effect or illusion, as per the *prestidigitation* spell, as part of that attack. The effect can appear on the target of the attack or in the area immediately surrounding it.

Weapon of Spite

Weapon (any melee), uncommon (requires attunement)

This deep red weapon was made by a vengeful craftsman. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus becomes +2 if the attack is made against a creature who damaged you since your last turn.

Webgrip Rucksack

Wondrous item, common

This spiderskin bag is lined with a thin layer of adhesive web. Items stored inside the bag are held in place by the web, preventing stored items from clattering around or being removed without your knowledge. While you're wearing the bag, creatures other than you have disadvantage on Dexterity (Sleight of Hand) checks to steal from the bag.

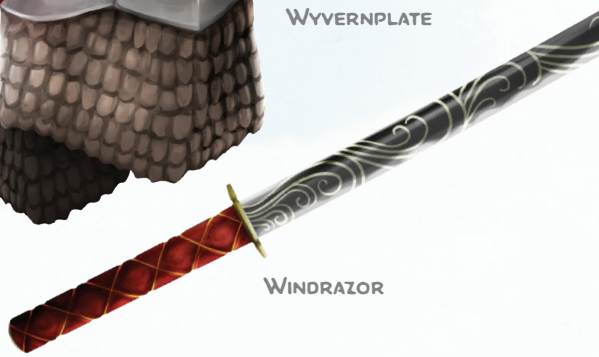
The bag and its eight straps adhere to the surface they're pressed against, such as your torso or the wall of a tavern. If you're wearing the bag, you can gently remove the straps from your body as an action. Other creatures that attempt to wrench the bag from you make any Strength checks to do so with disadvantage. The bag can hold up to 8 cubic feet or 8ø pounds. Spiderskin is pliable and stretches easily, allowing the bag to shrink and grow to accommodate the objects placed inside to some degree.

Even though the eyes adorning the bag are lifeless and unmoving, they still blink on rare occasion.

Wooden Chain of the Unbroken Circle

Winter's Embrace

Windswept Wyvernplate



Windrazor

Wildman's Spinning Cleaver

Weapon (handaxe), very rare (requires attunement by a barbarian)

This elaborate weapon channels your bloodlust. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit with a ranged attack with this weapon while you're raging, you can add your Rage Damage bonus to the attack's damage. Immediately after making a ranged attack, the weapon flies back to your hand.

In addition, once on each of your turns when you make a ranged attack with this weapon while you're raging, you can choose to make another ranged attack with it against a different target within 10 feet of the first. This second target can be beyond the handaxe's normal or long ranges. When you make this special attack, the axe flies back to your hand after it hits or misses the second target.

Windrazor

Weapon (longsword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has the finesse property. The sword has 10 charges and regains 1d6+4 expended charges daily at dawn. While holding the blade, you can expend 1 or more of its charges to cast one of the following spells from it (save DC 17): *heroism* (1 charge) or *wind wall* (3 charges). Your spellcasting modifier is +5 when casting *heroism* in this way.

Air Rend. This weapon can manipulate the air around it to generate blades of wind, delivering devastating slashing attacks from range. When you take the Attack action, you can expend 1 charge to make a special ranged attack with the sword against a target you can see up to 30 feet away. If you have the Extra Attack feature, you can expend 1 or more charges to use this special attack for any of the attacks you make as part of the Attack action.

Sudden Storm. When you hold the sword and take damage from a creature within 5 feet of you, you can use your reaction to expend 1 charge and make a melee attack with the sword against that creature. Additionally, if a creature hits you with a ranged weapon attack, you can use your reaction to expend 1 charge and slash at the projectile, reducing the damage you take by 1d10+5. If you reduce the damage to 0, you destroy the projectile.

Windswept Wyvernplate

Armor (half plate), rare (requires attunement)

This half plate armor seems to grow lighter when you inhale. You can hold your breath at any point to both lighten the armor and quiet its clattering, negating the normal disadvantage on Dexterity (Stealth) checks imposed by half plate armor.

In addition, if you fall while wearing this armor, you can hold your breath as a reaction to cast the *feather fall* spell, targeting only yourself, at will.

Winter's Embrace

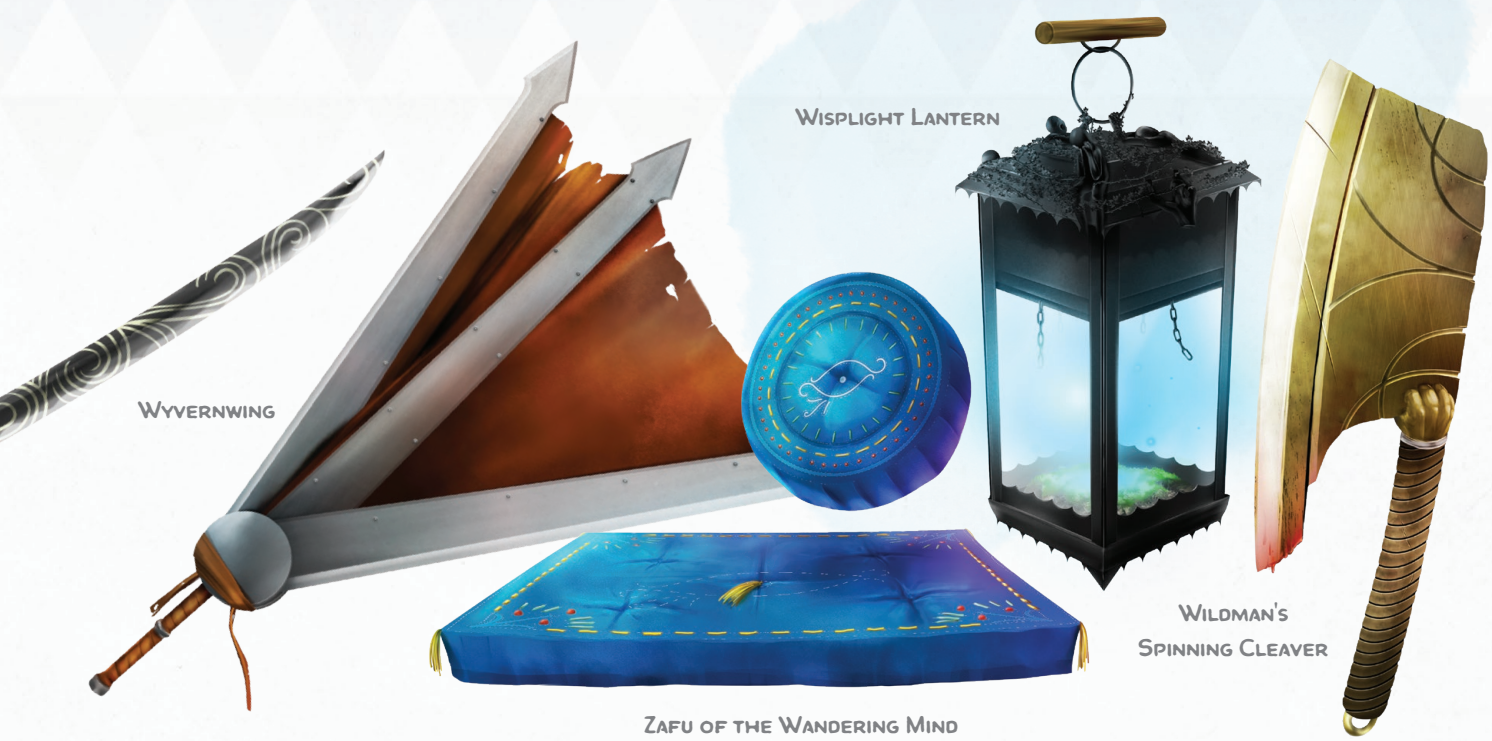
Armor (breastplate), very rare (requires attunement)

This frosty armor is enchanted to keep its wearer at a constant, comfortable temperature. While wearing this armor, you have resistance to cold and fire damage and ignore difficult terrain created by ice or snow. In addition, while wearing the armor, you can use an action to cast the *ice storm* spell (6th-level version, save DC 16) from it. When cast in this way, the spell is centered on your location, and you are immune to its effects. Once this property has been used, it can't be used again until the next dawn.

Wisplight Lantern

Wondrous item, rare

This dark hooded lantern glows with a will-o'-wisp's flame that can reveal the final moments of a creature's life. The lantern sheds bright blue light in a 20-foot radius and dim light



for an additional 20 feet. You can use an action to reduce the light's reach or cover it completely.

The lantern has 4 charges and regains 1d3 + 1 expended charges each day at dusk. As an action while holding the lantern, you can expend 1 of its charges and touch it to a Large or smaller corpse. When you do, a ghostly blue illusion of the fallen creature appears above its corpse and silently reenacts the last 6 seconds of its conscious life. The illusion only shows the creature's actions, such as reacting to an unseen monster or trying to extinguish the flames of a fiery trap, but does not show the responsible monster or effect. This ability has no effect on undead creatures. Once a corpse's death has been shown, it cannot be shown again.

Alternatively, while holding the lantern, you can use an action to expend 1 of its charges to speak its command word. If there are any undead creatures within 60 feet of you that aren't behind total cover, the lantern's light flashes red before returning to its normal blue glow.

Wooden Chain of the Unbroken Circle

Armor (chain shirt), rare (requires attunement by a druid or ranger)

This magic chain shirt is crafted using strange wooden links enchanted by a militant circle of druids. The wooden chain is reinforced with old, natural magic that responds to the wearer's reverent connection to nature. While wearing this armor, you gain a bonus to your AC equal to your Wisdom modifier (max 2) in addition to the armor's normal AC.

Wyvernwing

Weapon (greatsword), rare (requires attunement)

This enchanted greatsword contains a wyvern's wing that's stretched between three thin, collapsed blades. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The sword has 4 charges and regains 1d4 expended charges each day at dawn. As an action, you can expend 1 charge to flick open the sword like a fan and swing it down to create a buffeting wind. When you do, you can choose for the wind to affect creatures in either a 15-foot cone in front of you or all creatures within 5 feet of you. Creatures affected by this wind in the area you designate are forced to make a DC 15 Dexterity saving throw. On a failure, a creature takes 2d6 bludgeoning damage and is pushed up to 10 feet away from you. On a success, the creature takes half damage and isn't pushed. The weapon magically collapses again as the wind settles.

Zafu of the Wandering Mind

Wondrous item, rare (requires attunement by a monk)

This soft, elaborately stitched pillow set focuses the intensity of your meditation. It takes 1 minute to settle into a meditation while sitting on the pillows. You can hold a light conversation when meditating, but are otherwise unable to move or take actions while you do. While meditating in this way, you can levitate yourself, including the pillows, up to 5 feet in the air (no action required). You meditate in this way until you decide to end it (no action required), or until you take damage or are no longer on the pillows. While you're within 100 feet of at least one of the pillows, you can speak their command word as a bonus action to cause them to be shunted into a special pocket dimension. Speaking their command word again as a bonus action returns them softly to an empty space within 5 feet of you.

In addition, this pillow has 3 charges and regains 1d3 expended charges daily at dawn. While meditating on the pillows, you can expend 1 of their charges to cast the *arcane eye* spell, without breaking your meditation. You lose concentration on this spell when cast in this way if you end your meditation.

ARTIFACTS

Certain magic items are beyond compare and have played remarkable roles throughout the course of history. Some are made by powerful deities while others occur naturally, or supernaturally, on their own. Whatever the artifact, these relics of power are virtually indestructible, and are often sought after by heroes and villains to better bend the world to their wills.

These items must be given carefully to players. Perhaps they've spent months searching through catacombs, poring through ancient texts, and solving impossible riddles in order to find one such artifact, only to realize it's protected by a powerful guardian or worse: already in the hands of someone else. Regardless of how these items are found, they're sure to play a pivotal role in your epic campaigns.

Other artifacts, such as a *griffon's saddlebag*, are perfect for any level of character. They can become an exciting addition to character progression, and act as a medium through with the player characters can interact more directly with the GM. If an artifact would make sense for your game, but would be too powerful in the hands of your players, feel free to remove or weaken their properties until it becomes an item suitable for your game. A player may be able to unlock some of its mysteriously lost abilities over time as they become more powerful, or by completing exciting quests.

These artifacts mention people, places, and deities that can fit into any setting. They are intentionally written to inspire new stories in your own worlds and don't use any official locations, history, or characters that require you to play in certain campaign settings.

For more information regarding major or minor beneficial and detrimental properties, consult the official guidebooks.

These artifacts are included in a series of free adventures online. You can download everything you need to run them and more at thegriffonssaddlebag.com/adventures.

Galea of the Soulfire Phoenix

Galea of the Soulfire Phoenix

Wondrous item, artifact (requires attunement)

This magical helmet once belonged to the Soulfire Phoenix Fara, a paragon to the citizens of the Elemental Plane of Fire who led her people to victory during the Savrayan Wars. While some believe that her ferocity and heroism were a result of phoenix blood running through her veins, others claim that a hero will always rise from the ashes when the time is right.

A spark of this heroism resides within the helmet, imparting its passion and phoenix-like properties to you. While wearing the helmet, you have resistance to fire damage, and while you're in combat, magical flames erupt from it. The fire is harmless and casts bright light in a 20-foot radius and dim light for an additional 20 feet.

Fiery Spirit. While wearing the helmet, you and friendly creatures standing within its bright light have advantage on saving throws against becoming charmed or frightened. In addition, you and friendly creatures within the bright light regain 1 hit point on a roll of 19 or 20 on death saving throws.

Ignite. While wearing the helmet, you can use a bonus action to cast the *fire shield* spell (warm shield only) from it, requiring only verbal components. When you do, you also sprout a pair of flaming wings that last for the duration of the spell and give you a flying speed of 30 feet. Once this property has been used, it can't be used again until the next dawn.

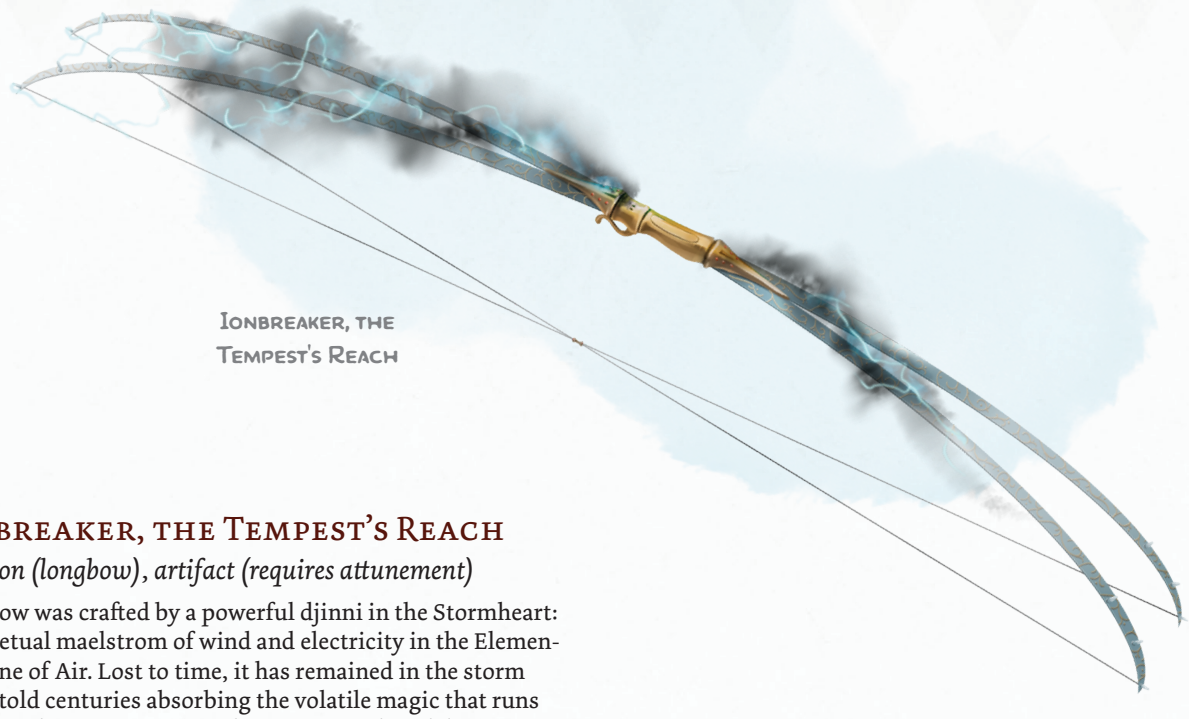
Call of the Phoenix. This helm has 7 charges and regains 1d4 + 3 expended charges daily at dawn. While wearing the helmet, you can expend 1 or more of its charges to cast the following spells from it, requiring only verbal components to do so (save DC 18): *death ward* (3 charges), *flame strike* (4 charges), or *healing word* (2nd-level version, 1 charge; +5 spellcasting ability modifier).

From the Ashes. If you are reduced to 0 hit points and not killed outright while wearing the helmet, you can use your reaction to call upon the spark of heroism that resides within the galea to drop to 1 hit point instead. When you do, you immediately regain 14 hit points, and each creature within 10 feet of you must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 4d10 fire damage, or half as much damage on a successful one. In addition, two flaming wings unfurl from your back and carry you to an unoccupied space of your choice up to 60 feet away from you, without provoking opportunity attacks. Once this property has been used, it can't be used again until 2 days have passed. If you die while attuned to this helmet, it vanishes in a cloud of embers and smoke and reappears somewhere in the Elemental Plane of Fire.

Random Properties. The *Galea of the Soulfire Phoenix* has the following random properties:

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

Destroying the Helmet. The only way to destroy the helmet is to feed it to an ancient phoenix. The phoenix dies and is immediately reborn as a result of the intense magic stored within the artifact. When it's reborn, the phoenix has a pronounced crown of golden feathers upon its head. Regardless of how many times it's reborn, the phoenix retains this crown of feathers.



Ionbreaker, the Tempest's Reach

Ionbreaker, the Tempest's Reach

Weapon (longbow), artifact (requires attunement)

This bow was crafted by a powerful djinni in the Stormheart: a perpetual maelstrom of wind and electricity in the Elemental Plane of Air. Lost to time, it has remained in the storm for untold centuries absorbing the volatile magic that runs rampant there. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

A Storm Is Coming. While the bow is on your person, you add a d10 to your initiative at the start of every combat.

Fast as Lightning. When you take the Attack action, you can make one attack with the bow as a bonus action.

Discharge. A target and any creature within 5 feet of it takes 1d8 lightning damage the first time that target is hit by a ranged attack with the bow on your turn. A creature can only take lighting damage from this property once each round.

Chained Conduits. When you hit a target with a ranged attack with the bow, that target becomes a conduit for electricity for 1 minute. You can speak the bow's command word as a bonus action to cause all conduits within 60 feet of you to electrify. When you do, 5-foot-wide lines of electricity arc between all electrified conduits that are within 30 feet of each other. Each conduit takes 2d8 lightning damage, and all other creatures within the lines of electricity must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage, or half as much damage on a successful one. Once a conduit has been electrified in this way, it is no longer a conduit. A creature or object can only take lightning damage from this property once each round.

Maelstrom Marksman. Once on each of your turns when you miss a target with a ranged attack with the bow, you can reroll the attack against a different target you can see within 30 feet of the first one. You have disadvantage on this attack.

Zephyr Step. While holding the bow, you gain a flying speed equal to your walking speed and can hover up to 20 feet off the ground.

Embrace the Storm. While you're attuned to the bow, you're subjected to the chaotic magic of the Stormheart whenever you take lightning damage. When you do, roll a d8 and use the table below to determine the resulting effect.

d8	Result
1	You are vulnerable to lightning damage until the end of your next turn.
2	You are thrown 20 feet in a random direction and knocked prone.
3	You are deafened for 1 hour.
4	You can't take reactions for 1 minute.
5	You cast *fog cloud*, centered on a point within 5 feet of you, without requiring concentration that remains for 1d4 rounds.
6	Up to three random creatures within 10 feet of you take 1d8 lightning damage.
7	Your speed is doubled until the end of your next turn.
8	You are immune to lightning damage until the end of your next turn.

Random Properties. *Ionbreaker, the Tempest's Reach* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Destroying the Bow. The bow can be destroyed if it's struck by lightning in the Stormheart at the same time as it's hit by a hammer of pure adamantine against a similarly adamantine anvil by a creature attuned to the bow. Once destroyed, all creatures within 60 feet of the bow take 10d10 lightning damage and 10d10 force damage. If a creature is reduced to 0 hit points by this damage, it's immediately turned to ash and can only be revived by a *wish* spell.

Precipit, the Formless

Staff, artifact (requires attunement)

This magic coral staff was first found within the Great Reef of the Elemental Plane of Water. Its origins beyond that are entirely unknown, with some suggesting it was made by the plane itself rather than forged or crafted by a mere creature's hands. Attuning to the staff bestows some of its planar powers to you, allowing you to breathe underwater and ignore any of the drawbacks caused by a deep, underwater environment. In addition, while holding the staff, you have resistance to cold damage.

This staff has 15 charges which are used to power its various properties. The staff regains 1d8 + 7 expended charges daily at dawn.

State Change. The staff has a powerful control over the various states of water. As a bonus action while holding the staff, you can mentally command the staff's ever-present bounty of water to change its state into a gas, liquid, or solid. The properties of each state are listed below. Alternatively, you can expend 1 of its charges as a reaction when you are the target of an attack or spell to force the staff to change its state more rapidly. When you do, the staff's change is immediate: potentially affecting the outcome of the incoming attack or spell. You take this reaction when you know you are the target of the attack or spell, but before knowing the result of the roll.

Gas. When the staff enters its gaseous state, the water surrounding the staff becomes a fine mist. While holding the staff in this state, you gain the following properties:

- You have resistance to bludgeoning and piercing damage.
- Your movement speed is increased by 10 feet.
- You gain a flying speed equal to your walking speed.
- You can move through the space of any hostile creature, without reducing your movement speed.
- Opportunity attacks against you are made with disadvantage.

Gas Spells. While holding the staff in its gas state, you can expend 1 or more of its charges on your turn to cast the following spells (save DC 18) from it: *cloudkill* (5 charges), *fog cloud* (1 charge), *gaseous form* (3 charges), *misty step* (2 charges), or *wind walk* (6 charges).

Tailwind. While holding the staff in its gas state, you can expend 2 of its charges and speak the staff's command word as an action to grant additional powers to you and nearby allies. Until the end of your next turn, you and friendly creatures of your choice that you can see within 30 feet of you can take the Dash action as a bonus action and don't provoke opportunity attacks by moving.

Liquid. When the staff enters its liquid state, the water surrounding the staff becomes a swirling torrent. While holding the staff in this state, you gain the following properties:

- You have resistance to bludgeoning and slashing damage.
- Your movement speed is increased by 10 feet.
- You gain a swimming speed equal to your walking speed.
- You can stand on and move across any liquid surface as if it were solid ground.
- When a hostile creature that you can see misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Liquid Spells. While holding the staff in its liquid state, you can expend 1 or more of its charges on your turn to cast the following spells from it: *blur* (2 charges), *control water* (4 charges), *create or destroy water* (1 charge), *mirror image* (2 charges), or *water breathing* (3 charges).

Tide Turner. While holding the staff in its liquid state, you can expend 3 of its charges and speak the staff's command word as an action to send out a wave of ethereal magic water to buffet and push your enemies. Hostile creatures of your choice that you can see within 30 feet of you are forced to make a DC 18 Strength saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is pushed either 20 feet toward you or away from you (your choice). On a successful save, the creature takes half as much bludgeoning damage and is not pushed.

Solid. When the staff enters its solid state, the water surrounding the staff becomes a frozen shell. While holding the staff in this state, you gain the following properties:

- You have resistance to piercing and slashing damage.
- Your movement speed is reduced to 5 feet.
- You gain a +3 bonus to AC.
- If you're pushed against your will, the distance you are pushed is halved.
- You gain 10 temporary hit points at the start of each of your turns that last until the staff changes state.

Solid Spells. While holding the staff in its solid state, you can expend some of its charges on your turn to cast the following spells (save DC 18) from it: *cone of cold* (5 charges), *ice storm* (4 charges), *ray of frost* (no charges, or 1 charge to cast at 5th level; +10 to hit with ranged spell attack), or *wall of ice* (6 charges).

Deep Freeze. While holding the staff in its solid state, you can expend 4 of its charges and speak the staff's command word as an action to send out a chilling blast to freeze your enemies. Hostile creatures of your choice that you can see within 30 feet of you are forced to make a DC 18 Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and its speed is reduced to 0 until the end of its next turn. On a successful save, the creature takes half as much cold damage and its speed is halved instead.

Random Properties. *Precipit, the Formless* has the following random properties:

- 2 minor beneficial properties.
- 2 minor detrimental properties.

Destroying the Staff. The only way to destroy the staff is to keep it untouched by water for one hundred years while on the Elemental Plane of Water, at which point it crumbles to dust. Any amount, such as a puff of misty air, a drip of water, or the touch of ice during that time reinvigorates the staff's bounty of water.

Precipit, the Formless (Solid State)

Tectonic Gauntlets

Tectonic Gauntlets

Wondrous item, artifact (requires attunement)

This magical set of stone gauntlets imbue your fists with the power of the Elemental Plane of Earth. While wearing and attuned to the gauntlets, your unarmed attacks become magical and deal 1d8 bludgeoning damage in place of the normal damage of your unarmed strike (unless it's already higher). In addition, these gloves have 15 charges and regain 1d10+5 expended charges each day at dawn. When you make an unarmed attack with your fists, you can expend up to 5 charges to extend your fist's reach by 5 feet for each expended charge. Your unarmed strikes deal double damage to objects and structures.

Powerglove. When you hit a target with an unarmed strike, you can expend up to 3 charges to deal an extra 1d8 bludgeoning damage for each charge spent. If you spend any charges in this way, the target must also succeed on a DC 16 Strength saving throw or be pushed back 5 feet.

Geomancy. Alternatively, you can expend 1 or more charges on your turn to cast the following spells using the gloves (save DC 16): *earthquake* (8 charges), *move earth* (6 charges), *shatter* (2 charges), *spike growth* (2 charges, with stone projections), or *wall of stone* (5 charges).

Tectonic Plate Armor. As an action, you can allow rocks to envelop and protect your body. For 1 hour, you gain resistance to bludgeoning, piercing, and slashing damage, your movement speed is halved, and you make Dexterity checks and saving throws with disadvantage. You can end this feature early as a bonus action. While enveloped in this way, you can burrow through nonmagical, unworked earth and stone at a speed of 30 feet. While doing so, you don't disturb the material you move through. If you end this ability while still underground, you're forced out of the earth to the nearest space available and take 1d10 force damage. Once this feature of the gloves has been used, it can't be used again until you take a short or long rest.

Curse. Your mind and body become sluggish once you attune to the gloves. The gauntlets become one with your flesh and prevent you from removing them. Your movement speed is reduced by 5 feet, and your Intelligence score is reduced by 4 (to a minimum of 7) while cursed. The curse remains even if the attunement ends but can be undone by any effect that removes a curse such as a *greater restoration* or *remove curse* spell, allowing you to remove the gloves and end the curse on you.

Random Properties. The gauntlets have the following randomly determined properties:

- 1 minor beneficial property
- 1 minor detrimental property

Destroying the Gauntlets. The gloves can only be destroyed in the depths of the crystalline mines of Durhun on the Elemental Plane of Earth where they were first created.

The Griffon's Saddlebag

Wondrous item, artifact

These leather bags have the stylized face of a griffon on their front and appear across the multiverse in strange locations. One may be found in the belly of a dragon, while another in the limbs of a great tree. Regardless of where it's found, a *Griffon's Saddlebag* is typically discovered by an adventurer with a destiny.

The saddlebags are made by a great, six-armed griffon on the Astral Plane. Believed by some to be a demigod of pocket dimensions and craftsmen everywhere, the griffon is a patron of artificers and creators across the multiverse. The griffon creates magical items in its great forge using materials collected from various planes of existence to add to its collection. While no one knows exactly how to contact the griffon, it has a knack for knowing what items are needed by whom.

Superior Holding. This 1-foot-wide bag always weighs 3 pounds, regardless of what's inside it. It functions as a *bag of holding* that can only be pierced by another artifact. Placing a *bag of holding*, *handy haversack*, *portable hole*, or similar item inside the extradimensional space created by the saddlebag, or vice versa, destroys the extradimensional item but leaves the saddlebag unharmed. Any item stored within the other extradimensional space is magically moved to the space within the saddlebag instead. If doing so overloads the bag, random contents from either space are scattered in the Astral Plane.

Magic Courier. At the GM's discretion, the saddlebag's beak opens up to reveal a letter. The magical script can be read by all creatures with an Intelligence score of 4 or higher. The note is a delivery request or similar that includes the name of an item as well as either specific or vague descriptions of a person or place. At the bottom of the letter is a price listed in coins or other form of payment, as well as a date or time depending on its urgency.

If the saddlebag is brought to the described person or place within the allotted time, it dispenses the magical item into the hand of the appropriate recipient. If the payment isn't received by the bag within 1 hour of dispensing the magic item, the item vanishes and is lost. After receiving the payment for an item in this way, the bag's beak reopens to dispense a reward for the courier.

Sell Magic Items. The saddlebag has a connection to the griffon's forge on the Astral Plane. Depending on the magic item, you can sell a magic item to the saddlebag for half the cost of its base price.

Spells. The saddlebag has 8 charges and regains 1d6 + 2 expended charges daily at dawn. While wearing the saddlebag, you can expend 1 or more of its charges to cast the following spells from it: *detect magic* (1 charge), *identify* (1 charge), or *legend lore* (5 charges).

Additional Spells. At the GM's discretion, such as after reaching certain milestones or completing Magic Courier quests, the saddlebag may offer the following additional spells that can be cast from it: *blink* (3 charges), *dimension door* (4 charges), *divination* (4 charges), *etherealness* (7 charges), *fly* (3 charges), *magnificent mansion* (7 charges), *plane shift* (7 charges), or *secret chest* (4 charges).

Sentience. The saddlebag is a sentient chaotic neutral bag with an Intelligence of 13, a Wisdom of 15, and a Charisma of 16. It has hearing and normal vision out to a range of 60 feet.

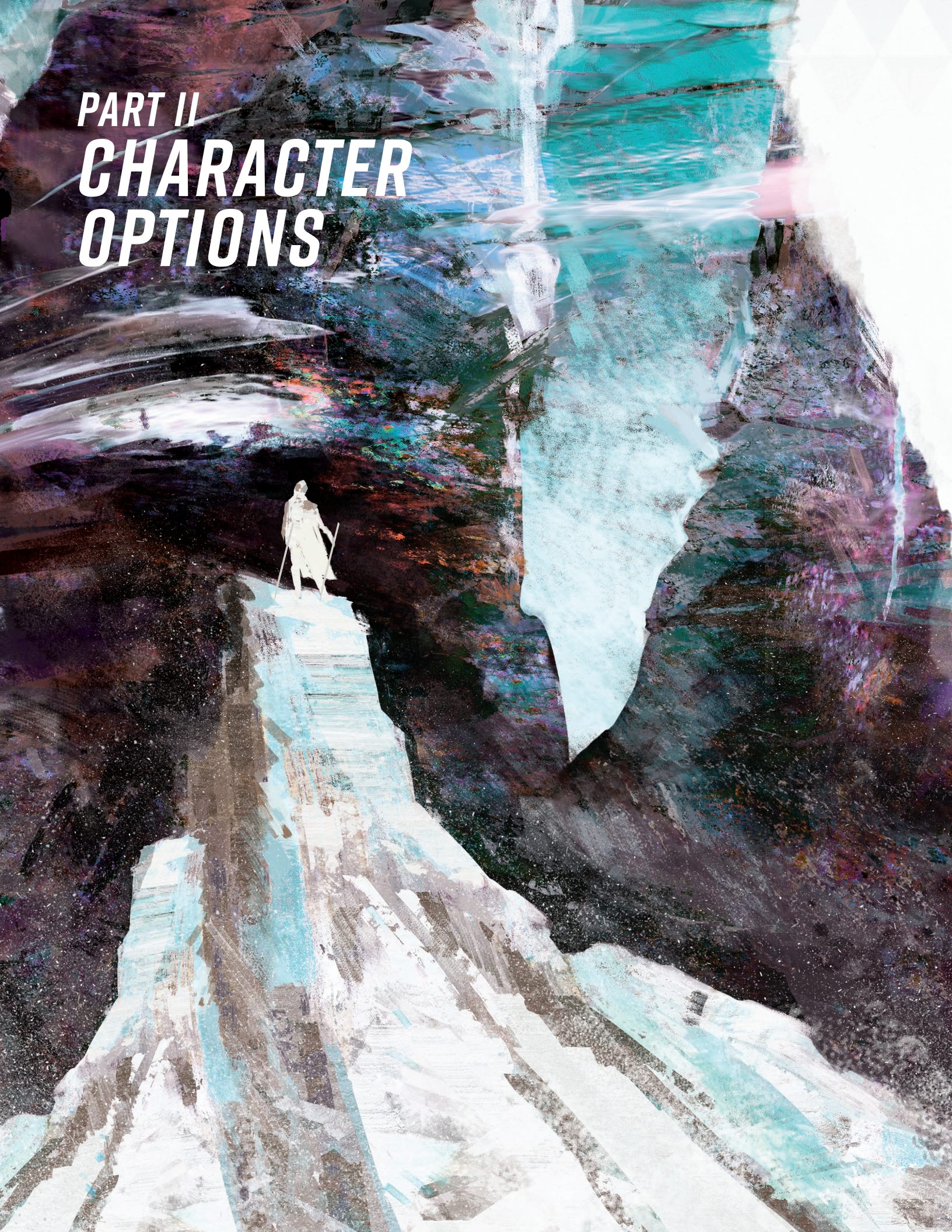
The Griffon's Saddlebag

The bag can speak, read, and understand Common. When in the presence of only creatures it trusts, the bag's beak moves when it speaks. Otherwise, the bag communicates telepathically with its wearer. The bag can speak and communicate with griffons.

Personality. The bag's purpose is to carry, collect, and deliver magic items. Different bags have different personalities, but they are for the most part largely pleasant to talk to. Their voices are bird-like and are filled with occasional coos and squawks, and their stitched eyes widen, squint, and move expressively.

If the bag's wearer or allies fail to fulfill Magic Courier quests, it may stop offering its magic to them. If it does, their items may be lost or inaccessible within the bag, or potentially spat out. While the bag provides the names of item recipients and delivery locations, it doesn't know any more information than what was provided to it by the astral griffon. Regardless, it does its best to help its wearer and allies find the specified person or location on the letter.

Destroying the Griffon's Saddlebag. While there is no way to permanently destroy the saddlebag, piercing it with an artifact returns it to its place of origin for repair before it's returned to the multiverse in a new location. Placing a *Griffon's Saddlebag* inside the extradimensional space created by another *Griffon's Saddlebag* returns both items to their place of origin and sends all the items stored within them to the griffon's forge on the Astral Plane.



PART II
CHARACTER OPTIONS

NEW OPTIONS

Racing headlong on sheets of slick ice, a dragonborn sorcerer reaches his hand out to summon four frigid walls from the ground to trap the fleeing necromancer.

Dancing with effortless grace, a bard laughs as she drifts through the battle without a scratch. As she does, her comrades rally and push through the now captivated brigands.

Holding a scroll of parchment and quill between talons, a feathered journeyman with the legs of a lion takes down notes that may uncover the secrets of a lost civilization.

Parts II and III of this book detail new character and setting options for you to consider using in your game, including a new playable race, 12 new subclasses, 3 new settings, and a death-defying villain. These options are designed to fit into any campaign setting and give you additional ideas and context for some of the items and stories within this book.

CHARACTER OPTIONS

Part II includes racial details of the feathren, a griffon-like race from the Astral Plane who are as varied, curious, and capable as they come. It also describes the attribute of a dozen new subclasses for player characters based on the items, lore, and additional settings in parts I and III of this book.

SETTING OPTIONS

Part III covers three settings to include in your campaign as either fun side stories or expansive story arcs. It also includes details on Dendallen, a powerful cult leader and necromancer hellbent on self-improvement and life-extension, as seen in the six items that bear his name throughout this book.

Part II Subclasses

Class	Subclass	Description
Barbarian	Path of the Glacier	Overpower foes with the might of a blizzard and armor of protective ice
Bard	College of Dance	Inspire your allies and confound your enemies with deft movement
Cleric	Astral Domain	Control the flow of space and planar magic
Druid	The Unbroken Circle	Use the strength of nature itself to empower your martial prowess
Fighter	Couatl Herald	Show mercy to enemies and support allies as a paragon of civility and restraint
Monk	Way of the Celestial	Divine answers, support allies, and smite your foes with holy magic and ki
Paladin	Oath of the Hearth	Protect your friends with your warmth and incinerate those who would harm them
Ranger	Winter Trapper	Employ icy traps and snares to render your quarry frozen and helpless
Rogue	Runetagger	Use powerful runes to weaken your enemies and escape from harm
Sorcerer	Frost Magic	Summon storms and sheets of slick ice to control the battlefield and movement
Warlock	The Astral Griffon	Control your own extradimensional space
Wizard	Material Magic	Easily create and destroy matter as a master artisan and arcanist

Part III Setting Options

Location Name	Description
The Everglacier	An ever-growing expanse of icy canyons and frozen wastelands that are home to hardy creatures and powerful natural forces
The Festerwood	An underground forest of resilient trees whose entire ecosystem revolves around both the fungi that grow there and the undead creatures that their toxic spores create
Welcome to Hearth	A long-forgotten city of ancient import whose secrets and potential are ready for the taking
The Fight against Dendallen	An unhinged necromancer whose cursed items and cult followers have given him life beyond the grave

FEATHREN

Reil's talons moved quickly across the surface, *tearing through concepts with her charcoal on the paper as easily as flesh. Her piercing eyes darted about the page in search of ideas to explore. Finding none, she moved to a new sheet and put the old one atop the stack to the side.*

She stared at the now empty parchment in front of her and twirled the stick of charcoal in her hand. Her feathers were ruffled and the rings on her swinging tail clinked softly as they moved back and forth in concentration.

The sound of hammers against metal could be heard from the workshop below, resonating with a familiar rhythm and ring that matched the pace of her thought, charcoal, and tail. She was a pendulum in motion: a clock that counted down to the stroke of brilliance, and when it rang out, the satisfied trills of victory would echo throughout the chamber.

Vyrre Olmeck, *The Face of Creation*

Feathren are the representation of something new from something old. A step beyond their ancestral griffon heritage, these bipedal creatures celebrate their individuality amidst the cries and jeers from common folk. Originally born from the Astral Plane, where all things can be lost, found, and remade, feathren now walk the Material Plane in search of new ideas, materials, and direction. Filled with endless curiosity, many make their way through the world as adventurers and artisans, taking care to learn what they can from their experiences before moving on to the next one.

VARIED HERITAGE

Feathren unite remarkable aspects of two otherwise disparate species. Their strong legs are feline, while their chest, arms, and head are avian. Despite their distant relation to griffons, feathren stand upright and can use their sharp talons to manipulate objects as deftly as any other humanoid. Their voices often bear some bird-like resemblance to their ancestry and contain the occasional trill, coo, or caw.

Few feathren look the same. Their fur, plumage, and build can vary widely, forming unique combinations of origin and aptitude. While some feathren are born with the body of an eagle and lion, others combine the likes of owls and crows with tigers and leopards. Feathren find particular pleasure in jewelry and decoration: an inescapable personality trait from their heritage. Without wings to embellish, most turn to adorning themselves with baubles and rings on their talons, feathered ears, and tail. Others enjoy body art, such as tattoos, paints, and other unique means of self expression. Most feathren struggle to resist the urge to preen or adjust their worn finery whenever they catch a glimpse of their reflection.

CONFIDENT AND CURIOUS

Born with the innate gifts of two naturally skilled creatures, feathren have a shared sense of confidence in their abilities. Feathren spend their lives learning and mastering new trades to sate their curiosity, preferring to answer a puzzle or question on their own rather than ask for help. Many feathren find camaraderie among those that share a common passion, and while they're remiss to turn to peers for help, they enjoy the sharing of stories and conversation about their interests.

FEATHREN NAMES

As is their nature, feathren enjoy experimenting with names and playing with the combinations they can make with them. Feathren are given a name at birth that's used as a first name, but give themselves new surnames as they grow.

Throughout a feathren's lifespan, they may go through as many as twenty surnames: some may last for years, while others are kept for mere weeks. These names are typically combinations of words that describe them and act as either loose titles or personal mantras, and can come from a variety of languages.

Male Names: Acero, Astraios, Caicias, Cleve, Fhyriad, Gyrin, Iapet, Ipsideo, Jurat, Klost, Lostro, Quyll, Ronta, Strey, Untreyo, Yulla, Zwayne

Female Names: Accra, Axellia, Coora, Ereya, Finneli, Fuli, Herata, Hyla, Juip, Leies, Lucine, Lustra, Monit, Omi, Parra, Reyda, Velrin

Example Surnames: Birthwoven, Crownfeather, Downy, Gemcrest, Ghostwing, Goldtail, Mistwalker, Ricket, Rightedge, Starborn, Wavecrushed

FEATHREN TRAITS

Your feathren character has a variety of natural abilities as a result of its unique mix of avian and feline ancestry.

Ability Score Increase. Your ability scores increase depending on your feathren ancestry. Use the Feathren Ancestry tables to determine your combination of physical features and corresponding ability score increases, choosing one Avian option and one Feline option.

Avian Feathren Ancestry

Avian Ancestry	Ability Score Increase
Jay, Owl, or Raven	Your Intelligence score increases by 2.
Eagle, Falcon, or Hawk	Your Wisdom score increases by 2.
Cardinal, Mockingbird, or Parrot	Your Charisma score increases by 2.

Feline Feathren Ancestry

Feline Ancestry	Ability Score Increase
Lion, Panther, or Saber-Toothed Tiger	Your Strength score increases by 1.
Cheetah, Serval, or Tiger	Your Dexterity score increases by 1.
Jaguar, Lynx, or Snow Leopard	Your Constitution score increases by 1.

Friends, Foes, and Feathren

Despite their intelligence, many people see feathren as little more than walking, talking griffons. As a result, they're often treated with the same caution their large ancestors receive, but unless given a reason to be afraid, most people will simply steal glances at them from across the way or avoid them all together. Someone familiar with griffons can be as likely to belittle a feathren as they are to befriend them, depending on that person's history.

Those that see past a feathren's ancestry find themselves with a lasting companion. Dragonborn, dwarves, gnomes, and half-elves in particular are likely to be befriended by feathren, who see them as either natural creative peers or kindred spirits caught between worlds. Half-orcs and tieflings can spark this same sense of camaraderie, but often lack the creative drive that can cement a lifelong friendship.

Age. Young feathren are born from eggs and mature more quickly than humans do, reaching maturity by age 8 and typically living to be around 70.

Alignment. Feathren can be mercurial and admire variety and expression, and as a result tend to lean towards the gentler aspects of chaos. They are more often good than not, although some allow their vanity to turn to greed and evil.

Size. Feathren typically range from under 5 to over 6 feet tall with a range of builds based on their ancestry, usually weighing between 100 and 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your mix of predatory blood has given you eyes that can cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Natural Creator. You have proficiency in two artisan's tools of your choice, and can gain proficiency in a new tool in half the normal amount of time.

Talons. Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Astral Ancestry. Due to your curious lineage stemming from the Astral Plane, you have a limited ability to magically harness the stardust that exists within all things. You can cast *identify* and *enhance ability* with this trait, without requiring material components. Once you cast either spell, you can't cast that spell again with this trait until you finish a long rest.

Kindred Speech. You have the ability to communicate in a limited manner with cats and birds that are Large or smaller, including griffons. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Languages. You can speak, read, and write Common and one extra language of your choice. When choosing a language to study, feathren tend to value the sounds they make more highly than their practicality.

Path of the Glacier Barbarian

BARBARIAN

No matter where you're from, there are always reasons to be angry. Whether you hail from unforgiving wilderness or serene splendor, there is always the emotional well of power within us all.

As varied as the people of the multiverse are, anger and rage are unifying factors. How a person chooses to harness that anger is up to them, but no matter the path they choose, it is always a remarkable and terrifying thing to witness.

PATH OF THE GLACIER

Born from the frigid and daunting Everglacier, barbarians who follow Path of the Glacier have learned to harbor the resolute stillness, patience, and unwavering determination and destruction of the icy landscape. These warriors transform their bodies into powerful moving bunkers that are as difficult to take down as they are to escape from.

Barbarians that follow this path are often trained hunters who enjoy the patient stalking of prey. They thrive on the peril they impose on their fleeing targets, and take special pride in their slow-and-steady approach.

PERMAFROST

Starting when you choose this path at 3rd level, your skin becomes icy and tough to the touch. You gain resistance to cold damage, and while you're not wearing any armor, you gain a +1 bonus to your AC.

In addition, your rage is a cold and patient well of power. When your rage would end early due to you either not attacking or taking damage, you can choose to maintain it instead. You can use this feature a number of times equal to your Constitution modifier (minimum of 1). You regain all expended uses when you finish a long rest.

FROSTBITE

Also at 3rd level, you can unleash the unforgiving cold inside of you with your attacks. Once on each of your turns while you're raging, you can release a burst of sheer cold when you hit a target with a melee weapon attack. When you do, that target takes an extra 1d6 cold damage from the attack. This damage increases when you reach certain levels in this class, increasing to 2d6 cold damage at 10th level and 3d6 at 14th level.

When a creature takes cold damage in this way, its speed is reduced by 10 feet until the start of your next turn.

COLD FORTRESS

By 6th level, you learn to further channel the icy resilience within you. When you enter a rage and are not wearing any armor, your skin becomes shielded by a protective layer of frost. This frost grants you a number of temporary hit points equal to 1d12 + your Constitution modifier that last for 1 hour.

You can use a bonus action on your following turns while you're raging to expend a Hit Die to gain these temporary hit points again. When you do, the number of temporary hit points you gain is equal to the maximum roll of the expended Hit Die + your Constitution modifier.

DEEP SLEEP

At 10th level, you can choose to enter a deep state of hibernation when you take a long rest. While resting in this way, you're cold to the touch and appear dead to all outward inspection and to spells used to determine your status. Noise and other distractions fail to wake you.

You awake from this rest after 6 hours, when you take damage, or when a creature uses its action to slap you awake. If you finish a continuous 6 hours of sleep in this way, you gain the benefits of finishing a long rest, and you regain all expended Hit Dice.

AVALANCHE STOMP

At 14th level, you become as mighty as an unstoppable glacier. As an action, you can stomp the ground to send out a magical tremor. All creatures of your choice within 15 feet of you must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failed save, a creature takes bludgeoning damage equal to 3d6 + your Strength modifier and is knocked prone. This action counts as an attack for the purpose of maintaining your rage.

Bard of the College of Dance

BARD

Music is the creative magic that flows through the air like shared blood among all living creatures. As new methods of art and music emerge, so too do the bardic colleges in which to teach them. Music and art takes on new meaning in the hands of these characters, becoming more beautiful, powerful, and at times, deadly.

Across a multiverse of diverse and unique creatures and cultures, it can only be expected to harbor an equal number of new and imaginative creators. How they choose to inspire their allies is up to them, and is limited only by their boundless creativity.

COLLEGE OF DANCE

Bards of the College of Dance tell stories and perform music without making a sound, choosing to instead move with fey-like grace and magic to evade harm and inspire others. These dances originate from the Festerwood, whose radiant spores and light made for miraculous performances and deadly hazards. These bards can be found anywhere from the local tavern to the highest levels of theater moving crowds to tears as quickly as rebellion. At every turn, they inspire others to be brave, move, and join in.

FAST MOVEMENT

When you join the College of Dance at 3rd level, your walking speed increases by 10 feet. When you reach 6th and 14th level in this class, your walking speed increases by an extra 5 feet.

INSPIRATIONAL DANCE

Also at 3rd level, you learn how to use the universal language of dance. As a bonus action, you can expend one of your uses of Bardic Inspiration to dance and reinvigorate a creature other than you who can see you. When you do, roll a Bardic Inspiration die. That creature gains temporary hit points equal to the number rolled plus your Charisma modifier (minimum of 1). When a creature gains temporary hit points in this way, it can immediately use its reaction to move up to its speed without provoking opportunity attacks or take the Dodge action.

ENTRANCING MOVEMENT

At 6th level, your movements become so graceful that even the most cold-hearted enemies are filled with remorse for having stopped your dance. Whenever a creature hits you with an opportunity attack, that creature takes psychic damage equal to your Charisma modifier + half your bard level.

In addition, you can use your dance to cast the *charm person* spell, without expending a spell slot. When cast in this way, the target doesn't have advantage on the saving throw if you're currently fighting it. When you reach 14th level in this class, you can cast the *irresistible dance* spell in this way as well. A spell cast with this feature requires only somatic components. After you cast a spell in this way, you can't use this feature to cast it again until you finish a long rest.

ENDLESS DANCE

By 14th level, your dance has become so invigorating that it can inspire an ally to attack. A creature that gains temporary hit points from your Inspirational Dance can choose to use its reaction to make one weapon attack.

In addition, your endless dancing allows you to more easily avoid being hit. You can use a bonus action to take the Dodge action, and whenever you use a bonus action to expend a Bardic Inspiration die, you can take the Dodge action as part of that bonus action.

Cleric of the Astral Domain

CLERIC

As adventurers explore the multiverse, new pantheons are created to explain the otherwise inexplicable. Gods and demigods offer their wisdom to followers brave enough to believe in them. Their power grows with each new believer, and as people continue to look for answers, these new deities will continue to be there to answer the call.

You may be led to follow such a god. Whether your path is one of piety or reverence, no two adventurers will have the same relationship with their domain.

ASTRAL DOMAIN

Gods of the Astral Plane are as lost to time and space as the realm they reign over. The Astral Plane fills the gaps between the planes of existence and is an important, balancing force in the cosmic ecosystem of the multiverse. Practitioners of this domain see the absence of anything as something, and consider the Astral Plane as the ultimate destination of all things. These acolytes follow the ultimate path to their destination, and help shepherd others along their way in a grand mission of entropy. Clerics of the astral domain are chaotic by nature, but typically choose to destroy evil where they find it and hasten its inevitable journey to the Astral Plane.

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Astral Domain Spells table. See the Divine Domain class feature for how domain spells work.

Astral Domain Spells

Cleric Level	Spells
1st	*guiding bolt, longstrider*
3rd	*blur, invisibility*
5th	*blink, slow*
7th	*banishment, dimension door*
9th	*teleportation circle, wall of force*

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *guidance* cantrip if you don't already know it.

PLANAR REACH

At 1st level, you can create and reach through brief holes in the fabric of reality. When you cast a spell that has a range of touch, you can target a creature within 30 feet of you that you can see instead. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: CREATE VOID

Starting at 2nd level, you can use your Channel Divinity to create a brief tear in the planar fabric that leads to the Astral Plane. As a bonus action, you can point your finger at a point you can see within 60 feet to create a planar tear. The tear is minuscule, but creates a powerful vacuum that forces each creature within 15 feet of the point to make a Dexterity saving throw. On a failed save, a creature takes force damage equal to 2d10 + half your cleric level and is pulled up to 15 feet toward the point. On a successful save, a creature takes half as much force damage and is not pulled. The tear vanishes immediately after drawing in any nearby creatures.

CHANNEL DIVINITY: SPATIAL EXCHANGE

By 6th level, you can use your Channel Divinity to distort the fabric of reality. As an action, you teleport up to 30 feet away to an unoccupied space you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

SUPREME SWITCHING

At 17th level, you can choose to target a hostile creature when you use your Spatial Exchange feature. When you do, that

creature must make a Charisma saving throw against your cleric spell save DC. On a failure, it switches places with you. On a success, neither you nor the creature are moved by your Channel Divinity.

In addition, your comfort slipping through planes allows you to do more while you move between them. Whenever you successfully swap places with another creature using your Spatial Exchange feature, you can cast a spell of 5th level or lower with a range of touch as part of that action. The spell must have a casting time of 1 action, and you must target the creature you're switching places with. The spell completes as you and the other creature switch places.

DRUID

From all walks of life come new ecosystems. Nature is limitless, and over time will successfully conquer any challenge set before it. So too are the druids dedicated to protecting it.

Through foggy glens, icy crags, or molten wastelands, druids across the world will always seek to defend nature and destroy the forces that seek to oppress it. As diverse as the land, druids develop their own methodology, traditions, and druidic circles over generations.

THE UNBROKEN CIRCLE

The Unbroken Circle is an order of druids who have abandoned the patient teachings of their predecessors, deciding instead to take up arms in defense of the wilderness. These combative druids form militias and harness the fury of nature itself to forcefully remove any encroaching evil that threatens their sacred lands.

While the chaotic bend of nature is found within these druids, their bodies and impulses are tamed through training and discipline. Originally from the unforgiving Festerwood, this circle's teachings are as rigorous as the forest, blending a mixture of offense and defense to stand up to all of the world's challenges.

IMPROVED SHILLELAGH

When you choose this circle at 2nd level, you gain proficiency with martial weapons. In addition, you learn the *shillelagh* cantrip. If you already know this cantrip, you learn a different druid cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

When you cast *shillelagh*, you can use it to imbue any melee weapon you're holding with nature's power. If you're holding a weapon under the effects of *shillelagh*, you can use it as a spellcasting focus for your druid spells.

WILD RECOVERY

At 2nd level, you gain the ability to recover using the wild, bestial magic that courses through you. As a bonus action, you can expend a use of your Wild Shape to regain a number of hit points equal to 1d10 + your Wisdom modifier (minimum of 1). When you reach 10th level in this class, you regain 2d10 + your Wisdom modifier instead.

SHILLELAGH MASTERY

Starting at 6th level, when you cast *shillelagh*, the weapon's damage die becomes a d10, instead of a d8. When you reach 14th level in this class, the damage die becomes a d12.

In addition, while you're wielding a weapon under the effects of *shillelagh*, you can attack twice, instead of once, whenever you take the Attack action on your turn using that weapon.

WAR DRUID

At 10th level, when you use your action to cast a druid cantrip, you can make one weapon attack as a bonus action.

NATURE ARMOR

By 14th level, your connection to nature helps to shield you from harm. At the start of each of your turns, you gain a number of temporary hit points equal to half your druid level.

Druid of the Unbroken Circle

Left to Right: Couatl Herald Fighter, Paladin of the Hearth, and Way of the Celestial Monk

FIGHTER

As new methods of combat are brought into the world, so too are those that seek to perfect them. Fighters are adept at many things and excel at what they set their mind to — all with the express purpose of being the last one standing.

Will you rely on augmenting your martial prowess with magic, or focus on pure athleticism? Do you leap into the fray, axe at the ready, or hold back until only one option remains? Regardless of your chosen style of combat, fighters are always worthy allies on the battlefield.

COUATL HERALD

The Couatl Heralds were, or are, martial warriors whose intention was to neutralize threats without always resorting to deadly force. These combatants were a beloved symbol of peace in the once great city of Hearth, whose terrible destruction has been all but entirely lost to history. Perhaps you come from a long line of sequestered heralds who had escaped the city before its collapse, or maybe you found the age-old journals of one of the city's training officers. Regardless of how you come across this knowledge, training, and virtue, a true Couatl Herald defends the lives of all: regardless of their transgressions.

AGENT OF MERCY

When you choose this archetype at 3rd level, you understand that not every villain needs a bloody ending. You gain three motes of positive magic that can be used to fuel your interactions with other creatures. These motes are called mercy dice, which are d6s. You regain all of your expended mercy dice when you finish a short or long rest, and you regain 1 expended mercy die when you reduce a hostile creature to ø hit points and choose to knock it out instead of killing it outright.

Whenever you make a Wisdom (Insight) check or Charisma check, you can choose to roll one or more of these dice and add the number rolled to the ability check. You can wait until after you roll the d2ø before deciding to use a mercy die, but must decide before the GM says whether the roll succeeds or fails. Alternatively, you can roll a mercy die as a bonus action to gain temporary hit points equal to your Charisma modifier + the number you rolled on the die.

You keep a mercy die until it's either used or you kill an unconscious creature you had already spared. When you reach 1øth level in this class, your mercy dice turn into d8s, and at 15th level, they turn into d1øs.

In addition, your carefully placed strikes allow you to knock a creature out with either melee or ranged attacks.

ONE OF THE PEOPLE

At 3rd level, you gain proficiency in the Persuasion and Insight skills.

PEACEBRINGER

Starting at 7th level, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you can use an action to cast the *calm emotions* spell, without expending a spell slot. The saving throw DC for the spell equals 8 + your proficiency bonus + your Charisma modifier. Once you cast this spell, you can't cast it again until you finish a short or long rest.

CALM MIND

By 10th level, you gain an additional way to regain mercy dice. When you successfully persuade a creature to stand down or deescalate an otherwise violent situation, you regain 1 mercy die. If multiple creatures are persuaded in this way, you regain 1 mercy die for each affected creature.

In addition, your mind is guarded against outside forces that would seek to sway your dedication. You can't be charmed or frightened.

PARAGON

Starting at 15th level, you can have up to five mercy dice at a time. You've also learned how to lead your allies using magical words of empowerment. As a bonus action, you can command a creature you can see within 30 feet of you, spending a mercy die. When you do, roll the die. If the creature can hear you, it gains temporary hit points equal to your Charisma modifier + the number you rolled on the mercy die and can immediately use its reaction to move up to half its speed and make one weapon attack.

If a weapon attack made in this way reduces a creature to 0 hit points, that creature is magically knocked unconscious instead of killed outright by the attack.

HERALDIC ENFORCER

At 18th level, your training has taught you to strike with the magic and force of a mighty couatl. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d10 force damage to the target. When you deal this force damage, you can choose to spend a mercy die to add an additional 1d10 force damage to the attack.

In addition, if you choose to knock a creature out instead of killing it outright when you reduce it to 0 hit points, the target remains unconscious for 8 hours or until a creature friendly to you uses an action to shake it awake, even if the target regains hit points.

MONK

Traditions are closely kept secrets in many parts of the multiverse. No one monastery wants to be overrun by another that learns its weaknesses. These traditions are made known slowly, and carefully, as their monks seek new adventures with their newfound skills.

Some traditions are as old as time immemorial, whereas others are new and unique. Monks' focus on inner peace and harnessing the energy within makes for a bountiful range of combat and character options. How do you choose to train or advance your pursuit of personal perfection?

WAY OF THE CELESTIAL

Monks of the Way of the Celestial are peacekeepers and protectors of their chosen kin. These monks meditate to achieve a greater understanding of a divine being, granting them the ability to channel celestial energies into their own. These martial defenders are pensive, patient, and understanding, but offer little mercy when evil intentions are made clear.

The Way of the Celestial originated from the lost city of Hearth as a tribute to the city's guardian couatl protectors. While these teachings are far from common knowledge, there's no telling what small, protected monasteries may still exist after the city's untimely destruction. Regardless of how you come upon this tradition, the wisdom of the celestials guides its every principle.

CELESTIAL CONNECTION

Starting when you choose this tradition at 3rd level, you can telepathically speak to any creature you can see within 30 feet of you. When you do, you don't need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language.

SOUL-SEARCHING STRIKE

At 3rd level, you can spend 1 ki point when you touch a creature to peer into its soul. Until the start of your next turn, or for 1 minute if you are not in combat, you are aware of the creature's emotional state and its most obvious desire. At the GM's option, you may also discern its current number of hit points or one piece of the creature's history. During this effect, you have advantage on any Wisdom (Insight) checks made to interact with that creature, and the next attack roll you make against that creature before the end of your turn has advantage.

If you use this feature when you hit a creature with one of the attacks granted by your Flurry of Blows, you do not need to spend a ki point to use it.

STABILIZING KI

At 6th level, you can harness healing celestial energy and channel it using your ki. As an action, you can touch a willing creature with less than half its hit points left and spend 1 or more ki points. That creature regains 5 hit points for each point you spend, restoring it to no more than half its hit point maximum.

In addition, you can spend 2 ki points as an action to cast *enhance ability*, *lesser restoration*, or *protection from evil and good*, requiring no material components.

CELESTIAL EMISSARY

Beginning at 11th level, your connection to celestials can be used to expand your mind's reach. You can cast the *dream* or *scrying* spell, requiring no material components, using your ki save DC. When you cast *dream* using this feature, only you can act as the dream's messenger. Once you cast a spell in this way, you can't cast it again until you finish a long rest.

In addition, you are immune to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location.

HEAVENBORNE

At 17th level, your energy is perfectly intertwined with both harmful and healing celestial magic. Your unarmed strikes deal an extra 1d4 radiant damage, and you can now use your Stabilizing Ki as a bonus action, instead of an action, to heal a creature up to 30 feet away from you.

In addition, you gain a flying speed equal to your current walking speed. This benefit only works in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

PALADIN

There are always opposing forces to fight. When a new villain emerges in the world, there are those that fight for their beliefs to fend it off. Paladins are the first and most outspoken line of defense against these forces, and swear an oath to uphold their deepest core beliefs in doing so. The oaths they swear vary in scope and severity, but all paladins believe that their path is the one true answer.

Some oaths focus on peace, whereas others believe in outright combat superiority. There will always be new causes and methods to uphold justice, and with them will be the virtuous paladins who bravely follow them.

OATH OF THE HEARTH

The Oath of the Hearth originates from the city of the same name, whose tragic downfall has been all but lost to history over centuries. These paladins swore an oath to protect this tropical, sunlit city in the name of their celestial guardians. Until the end, they fulfilled their oaths. You may swear this oath because you have an age-old connection to the city through your bloodline, or may have established a connection to the city's principles through stories or interaction with a related celestial being. Regardless of your reasons for taking it, those that swear this oath adorn their armor with symbols of community, fire, and the sun to reflect their commitment to the city and the lives that were led there.

TENETS OF THE HEARTH

The tenets of the Oath of the Hearth are linked directly to the once-flourishing city of the oath's origin. The culture was vibrant and open, and thrived under the tropical sun in the Elsath Jungle. They were supportive of children's imagination and new ideas, and as a community would rush to foster good creativity. With new ideas came progress and prosperity, and with each new generation, the future always looked brighter. The core principles of this oath are devoted to supporting the weak, developing community, and destroying the evils that would seek to harm them.

Shield the Embers. Protect those that can't defend themselves. Every ember is a fount of possibility and strength.

Feed the Fire. Keep the fires of passion burning. New ideas light the way to progress and salvation.

Share the Warmth. Offer guidance and kindness to those that need it. Respite and rest are always free to give.

Burn Away Evil. Turn those that would harm the innocent or douse the peoples' flames to ash.

OATH OF THE HEARTH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Hearth Spells

Paladin Level	Spells
3rd	*burning hands, find familiar*
5th	*aid, continuous flame*
9th	*beacon of hope, daylight*
13th	*fire shield, guardian of faith*
17th	*flame strike, telepathic bond*

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Burning Weapon. As a bonus action, you can ignite one weapon that you're holding with fiery energy using your Channel Divinity. For 1 minute, you deal extra fire damage with that weapon equal to your Charisma modifier (minimum 1). The weapon also emits bright light in a 20-foot radius and dim light for an additional 20 feet. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn (no action required). If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Warming Respite. Your Channel Divinity can enhance the healing powers of a good rest. When you or any friendly creatures who can see you finish a short rest, you can use your Channel Divinity to grant each of those creatures a number of temporary hit points equal to your paladin level.

AURA OF WARMTH

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to cold and fire damage while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

INSULATING WARD

Beginning at 15th level, whenever you expend a spell slot, you and friendly creatures within your Aura of Warmth gain a number of temporary hit points equal to the spell slot's level + your Charisma modifier.

BURNING SPIRIT

At 20th level, as an action, you can magically ignite yourself to embody your fiery soul for 1 minute. These flames are harmless to you and cast bright light in a 40-foot radius and dim light for an additional 40 feet. The flames invigorate you, giving you 10 temporary hit points at the start of each of your turns. While in this form, you become more lithe and fluid in your movements, increasing your speed by 10 feet and allowing you to move through and enter a hostile creature's space and stop there.

Hostile creatures are hurt by these flames as punishment for their transgressions. A hostile creature takes fire damage equal to twice your Charisma modifier (minimum of 1) whenever it touches you, hits you with a melee attack, or whenever you enter its space for the first time on your turn.

Once you use this feature, you can't use it again until you finish a long rest.

Hearth and the Couatl Heralds

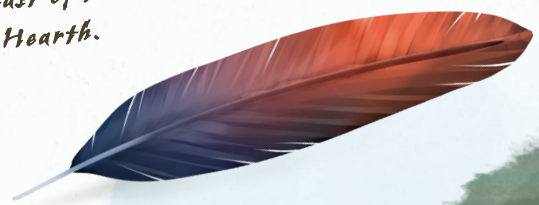
Hearth was a prosperous city that fell to ruin from dark and corrupting forces. Its guardians were elder couatl whose wisdom and clear leadership brought the thriving metropolis to its greatest heights. Its civilian protectors were the Couatl Heralds, the proud guards who kept the peace within the community and followed their celestial leaders' guidance.

You can read more about Hearth later in this book on page 188. If you'd like to experience the recovery of Hearth for yourself, you can download the free adventures at any time at thegriffonssaddlebag.com/hearth.

The Couatl were our divine protectors. They were calm amidst the din of our kind. What can we offer them in return for their service and sacrifice other than our best?

Those who fought, fought bravely. They gave everything they had, but in the end, their broken bodies weren't enough to defend the city's walls. They died protecting those they loved, those they barely knew, and those that needed defending.

— Final excerpt from the journal of Brother Riane, last of the Couatl Heralds from the Lost City of Hearth.



RANGER

Rangers travel the farthest reaches of the world to protect the rest of society from encroaching danger. As unique as the challenges they overcome, these wanderers are well-adapted to survive and thrive in almost any situation.

Rangers follow archetypes based on surviving the multiverse's strangest and most varied dangers. Few have the same background and expertise, and as a result, there are always new and exciting ways that these daring explorers choose to vanquish the forces of evil.

WINTER TRAPPER

Winter Trappers are masters of control and keep both their adversaries and quarries helpless and at bay. Originating from the Everglacier, these trained hunters are experts at staying upright when others would surely fall, and have learned how to use magic and acrobatics to keep both themselves and their allies out of harm's reach.

WINTER TRAPPER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Winter Trapper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Winter Trapper Spells

Ranger Level	Spells
3rd	*expeditious retreat*
5th	*mirror image*
9th	*sleet storm*
13th	*hallucinatory terrain*
17th	*mislead*

Winter Trapper Ranger

PIN DOWN

At 3rd level, you learn how to keep your prey exactly where you want them. Once on each of your turns when you make a weapon attack, you can attempt to pin down that target. You make this choice before rolling the attack. If it hits, the target takes an extra 1d8 damage of the weapon's type and its speed is reduced by 10 feet until the start of your next turn.

When you reach 11th level in this class, the extra damage increases to 2d8, and if the attack hits, the target also can't take reactions until the start of your next turn.

SURE-FOOTED

By 7th level, you know how best to keep your footing. While you're not incapacitated, you can't be knocked prone.

In addition, your archetype's wintry history grants you additional benefits. You ignore difficult terrain created by ice or snow, and you have advantage on Dexterity (Stealth) checks while in icy or snowy terrain.

HELPLESS PREY

Also at 7th level, attacking a prone creature doesn't impose disadvantage on your ranged attack rolls.

MAGIC SNARE

At 11th level, you've learned how to quickly set undetectable magical traps. You can imperceptibly create one of these magical snares in the ground at your feet as a bonus action on your turn. The first Large or smaller creature other than you that steps in that space within 1 minute must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 2d8 piercing damage and has its speed reduced to 0 until the end of its current turn, as the ground opens up and clamps down on it. On a successful save, a creature takes half as much piercing damage, and its speed is unaffected.

When you create a snare, you can designate any creatures you choose, and the trap ignores them. A creature that can see invisible creatures and objects (such as one benefiting from *see invisibility* or truesight) can see these traps. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

TRIPPED DEFENSES

At 15th level, you have learned to use a creature's mistakes against them. When a Large or smaller creature within 5 feet of you that you can see misses you with an attack, you can use your reaction to knock that creature prone. When you do, you can make either one weapon attack against that creature or move up to half your speed immediately after its attack.

Runetagger Rogue

ROGUE

Dexterous fighters and brigands are full of surprises. Trained assassins, spies, and cutpurses are classic rogues, but where there are new dangers and rewards to be gained, so too are the kinds of people seeking to subvert and claim them. Whether they slink through shadows to avoid detection or walk harmlessly through danger, every rogue has trained to develop their own methods of handling life's threats.

RUNETAGGER

You concentrate your efforts on perfecting your art, developing special marks to claim and cripple your targets. Rebel leaders, artists, spies, and other members of the political underworld might belong to this archetype. Originally a tactic for subterfuge and assassination for denizens of the Festerwood, those who employ these powerful works of art are famously difficult to pin down. The magical marks left behind become a calling card for any runetagger, and as their strength and notoriety grow from the deeds that they commit (both good and evil), so too does the renown for their art.

IMPRESSIONIST

Starting at 3rd level, you're never without your brushes. You gain proficiency in calligrapher's supplies and painter's supplies. Your proficiency bonus is doubled whenever you make an ability check that uses either of these tools.

In addition, whenever you finish making a mark or rune with ink or paint, you can imbue it with the effects of the *message* spell. When you do, the mark is visibly magical and casts dim light in a 5-foot radius. A creature that touches the glowing mark telepathically hears the message you imbued in it. Once a message is heard, the magic fades from the mark.

You always have at least one paint or calligraphy brush on your person and can either create or purchase inks and pigments as part of your downtime activities. You can improvise these tools over the course of 10 minutes, assembling them from objects in your environment.

RUNES

When you choose this archetype at 3rd level, you gain four rune points to fuel various magical effects. When you hit a creature with a melee weapon attack, you can spend 1 rune point to mark that target with a magical rune in a flourish of paint and weaponry. These runes remain on a marked target for 1 minute, even if its magic has faded, or until a creature uses its action to wipe it off. You regain all spent rune points when you finish a short or long rest.

When you mark a creature with a rune, you can choose to leave one of the following runes:

Cryos. The creature can't take reactions until the start of your next turn. The rune's magic fades at the start of your next turn.

Hexxus. The creature is cursed with an enervating rune. While a creature is marked with this rune, you can use your reaction to activate it when the marked creature makes an attack roll or ability check, reducing the total of the attack roll or ability check by 1d6. You must be within 60 feet and be able to see the creature in order to activate the rune. You can choose to activate the rune after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails. Once the rune has been activated, its magic fades.

Locus. The next attack against the marked creature is made with advantage, and if that attack hits, it deals an extra 1d6 acid damage. Hit or miss, the rune's magic fades after the next attack is made against the marked creature.

Is it still vandalism if it's called a rune?

ESCAPE ARTIST

At 9th level you become slippery and evasive, capable of worming out of even the tightest holds. You have advantage on ability checks and saving throws made to escape from and resist being grappled or restrained, and when you are grappled or restrained, you can attempt to escape as a bonus action.

In addition, you gain a new way to use your rune points. When you're next to a wall or similar surface, you can use a bonus action to spend 1 rune point to place a rune on it using ink or paint. When you do, you become invisible until you move or take an action or a reaction.

RESOURCEFUL

When you reach 13th level, your mastery over the arts is lauded by friends and feared by foes. When you have no rune points remaining, you gain 1 rune point when you score a critical hit against a creature and when you roll initiative.

LEAD PAINT

By 17th level, you're able to apply more ink or paint whenever you leave a rune and use it to expose weak points in a target's defense and guide your strikes. You can use your Sneak Attack against any creature that has a rune on it. When you do, that creature takes an extra 2d6 damage from the attack.

SORCERER

A sorcerer's magic comes from within, drawing from a genetic or given boon. These mighty spellcasters grow in power in startling ways, and can twist and reshape the fabric of magic around them. A sorcerer may struggle to keep their own power in check, but many would agree that the ends justify the dangers placed upon them. While the mantle of 'sorcerer' is thrust upon all sorcerers, their origins are often unique.

FROST MAGIC

Your magic is created by pieces of the Everheart, the center and driving force behind the expanding Everglacier wastelands. This power within you might be passed down through ancestors who protected the glacier's magical core, or it might have been forced upon you through a chance encounter with the enchanted ice itself. Regardless of the source of your power, you are a creature of cold incarnate.

FROZEN BODY

Starting at 1st level, your skin takes on a faintly ice-like, crystalline glow. Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

In addition, you're most comfortable in the ice and snow. You ignore difficult terrain created by ice or snow, and when you walk on ice, you only spend 1 foot of movement for every 2 feet you move.

CREATE ICE

At 1st level, you can use a bonus action to turn up to 5 contiguous 5-foot spaces on the ground into icy terrain, originating from the ground at your feet. The ice is difficult terrain and lasts until the end of your next turn.

You can spend up to 2 sorcery points when creating this terrain to increase the number of spaces you can target with this feature by 5 for each sorcery point spent.

COLD-HEARTED

At 6th level, you gain resistance to cold damage. When you deal cold damage to a Large or smaller creature with a spell, you can spend 1 or more sorcery points to attempt to freeze it in place. When you do, that creature's speed is reduced by 15 feet for each sorcery point you spend until the end of its next turn. If you reduce a creature's speed to ø in this way, it takes 2d6 cold damage.

In addition, you can now use your Create Ice feature to freeze water as well as ground.

Frost Magic Sorcerer

FLASH FREEZE

By 14th level, you're most confident on the ice. Your movement doesn't provoke opportunity attacks while you're walking on icy terrain.

In addition, when a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to release a blast of freezing cold, dealing cold damage to the attacker equal to half your sorcerer level + your Charisma modifier. When you do, you can also create up to 5 contiguous spaces of icy terrain, originating from the ground at your feet. This icy terrain lasts until the end of your next turn.

FROZEN SOUL

At 18th level, you gain immunity to cold damage and resistance to fire damage.

You also learn the *wall of ice* spell. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. In addition, you can cast it once without expending a spell slot. When you do, the panels of ice created by the spell don't need to be contiguous with one another. Once you cast the spell in this way, you can't do so again until you finish a long rest.

Left to Right: Warlock of the Astral Griffon, Material Wizard

WARLOCK

Throughout the ever-expanding multiverse, new and powerful forces emerge as quickly as they're vanquished. These great creatures, be they mortals, demigods, or gods themselves, can make as good an ally as they can a terrifying adversary.

You may find yourself called to serve one of these new figures as a bound subject, forging a pact to wield some of this great new power. While sheer might is always admirable, the wisdom to choose the right path is always more so.

THE ASTRAL GRIFFON

You have made a pact with a powerful demigod of the Astral Plane: a Griffon whose control over space, creation, and pocket dimensions extends throughout the multiverse. It aims to expand its eclectic collection of treasures, both magical and mundane. These treasures may be worth very little in the average shop, but to the Griffon it holds a special place in history or the fabric of existence. Your binding may lead you far and wide in search of foreign artifacts as quickly as it would a nearby pub for a tarnished locket. Regardless of the task, the Griffon's aims are rarely subject to distinctly good or evil motives.

EXPANDED SPELL LIST

The Astral Griffon lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Astral Griffon Expanded Spells

Spell Level	Spells
1st	*identify, magic missile*
2nd	*locate object, rope trick*
3rd	*blink, clairvoyance*
4th	*private sanctum, secret chest*
5th	*legend lore, passwall*

EXTRADIMENSIONAL ACUITY

At 1st level, your patron grants you the ability to maintain a small pocket dimension. The extradimensional space is always accessible to you and can hold up to 50 pounds of inanimate material, not exceeding 1 cubic foot. You can access and interact with this space using your hands the same way you would with a normal container. Your hands disappear within the space while they're accessing it.

Placing a *bag of holding*, *handy haversack*, *portable hole*, or similar item inside your pocket dimension instantly destroys both the item and anything else within the two extradimen-

sional spaces. When this happens, you are unable to access your pocket dimension again until 7 days have passed.

In addition, you can sense whether pocket dimensions are present within 60 feet of you. This feature doesn't reveal their location or number.

PLANAR ESCAPE

By 6th level, you can hide yourself in a temporary extradimensional space to avoid harm. When you take damage from a hostile creature you can see within 30 feet of you, you can use your reaction to disappear into a harmless pocket dimension. You can see into your original plane of existence and move normally while in this extradimensional space, but other creatures can neither see nor harm you while you remain there. You remain in this pocket dimension until the end of your next turn or until you attack or cast a spell. Once you use this feature, you can't do so again until you finish a short or long rest.

EXTRADIMENSIONAL MASTERY

Starting at 10th level, the fabric of existence is clear to you. You have resistance to force damage, and whenever you discover an extradimensional space, you can perceive what items are stored within it.

In addition, you can use an action to enhance your perception of reality. For 10 minutes, you have advantage on Wisdom (Perception) checks that rely on sight, and you gain truesight out to 30 feet. You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses when you finish a long rest.

POCKETEER

At 14th level, you've learned how to mold extradimensional spaces beyond their normal limits. Your pocket dimension expands to hold up to 250 pounds, or 10 cubic feet.

In addition, you can use an action to shunt an object that isn't being worn that you can see within 30 feet of you into your pocket dimension, provided that there's enough space. If the object is being carried, the holder must succeed on a Wisdom saving throw against your warlock spell save DC. The object remains in the extradimensional space until the end of your next turn or until you retrieve it. When the effect ends, the object reappears in an unoccupied space within 5 feet of you or in your hands, if you have any free (your choice). Once you use this feature, you can't use it again until you finish a short or long rest.

You can tell a lot about a person based on what they hide away in their pockets.

You? You're alright.

WIZARD

As the understanding of the multiverse improves, so do its schools of magic. New cultures present new ways of thinking, and new ideas make room for new questions and answers. What kind of wizard are you? Do you explore the new and unknown, or do you find value in advancing already established ways of thinking?

Will you be a leading mind on the forefront of the inexplicable? Or will you continue to hunt for answers to the questions that no one has thought to ask?

MATERIAL MAGIC

Some wizards abandon the limitations set by magic schools and instead focus on the binding force that holds everything together. These mages spend their efforts weaving and recreating matter from thin air to create art as well as utility. They value the craftsmanship taught by artisans around the world and consider their skills and creations to be a form of magic all its own.

Some arcanists focus on altering the living, whereas wizards of material magic focus on creating and enhancing the inanimate. These mages see beauty in the possibility presented by raw materials, and are found as readily studying ancient lore as they are in the center of a bustling forge. Many followers of this tradition take great care and pride in their component pouches, and find great kinship among bards, artists, and other craftsmen.

ARCANE ARTISAN

Beginning at 2nd level, you have dedicated your studies to creation and the magic surrounding it. You gain proficiency with three artisan's tools of your choice and you learn the *mending* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

In addition, your exceptional wit and aptitude allow you to do more with less time. When you use a set of artisan's tools with which you are proficient to craft an item or piece of art, you complete a full work day in a number of hours equal to 8 – your Intelligence modifier (minimum of 1).

MINOR CREATION

Also at 2nd level, you can temporarily bend some of the laws of reality in your favor. When you cast a spell of 1st level or higher, you can create a cube of material measuring up to 5 feet large on a side on the ground in an unoccupied space you can see within 10 feet of you. You choose the material it's made out of. A cube weighs a number of pounds equal to 5 times its size on a side, regardless of its material, and can support up to 10 times its weight.

You can have a total number of these cubes in existence at any time equal to your Intelligence modifier (minimum of 1). You can dismiss any number of these cubes as a bonus action. Otherwise, a cube disappears after 1 hour or if it takes any damage.

MATERIAL ENHANCEMENT

At 6th level, your attention to both magic and mundane detail gives you a heightened understanding and control over them. As an action, you can touch an object, weapon, or piece of armor. Until the end of your next short or long rest, the item becomes magical if it isn't already, and gains your choice of up to two of the following benefits:

- It emits bright light in a 10-foot radius and dim light for an additional 10 feet.
- Its weight is halved.
- When you throw it, immediately after it hits a creature or a solid object, it flies back to your hand.
- You change any of its colors, smells, and textures.
- *(Weapon only)* The wielder of it gains a +1 bonus to attack and damage rolls made with this weapon. If the weapon already granted a bonus to attack and damage rolls, this property has no effect.
- *(Armor only)* The wearer gains a +1 bonus to AC. If the armor already granted a bonus to AC, this property has no effect.
- *(Armor only)* If the armor would normally impose disadvantage on Dexterity (Stealth) checks, it does not.

You have 2 uses of this feature, and you expend 1 of its uses for each benefit you give an object. You regain all expended uses of this feature when you finish a short or long rest.

DEMATERIALIZE

Starting at 10th level, your spells deal double damage to objects and structures, and when you deal damage to a construct with an attack or a spell, it takes an extra 1d8 force damage.

REMATERIALIZE

At 14th level, when you destroy a Large or smaller nonmagical object or structure with a spell, you can recreate it as an action once within the next 8 hours. When you do, the object or structure reappears intact in an unoccupied space you choose within 60 feet of you. If the object or structure is recreated in the air, it immediately falls. Any creature below the item must make a Dexterity saving throw against your wizard spell save DC. If the object is Small or smaller, a creature that fails the saving throw takes 1d8 bludgeoning damage from the impact for every 10 feet that it fell. If the object is Medium or Large, the bludgeoning damage increases to 1d10 or 1d12 for every 10 feet it fell, respectively. On a successful save, a creature takes half as much bludgeoning damage. If an object is the same size or larger than a creature it falls on, that creature is pushed to the nearest unoccupied space.

Once you use this feature, you can't use it again until you finish a long rest.

PART III
SETTING OPTIONS

THE
EVERGLACIER

THE EVERGLACIER

The Everglacier is a massive, expanding mountain of ice that slowly encroaches on other lands. It is cold, desolate, and unforgiving. Ice forged from the glacier's core never melts and is a precious commodity used in weaponry.

The glacier itself is pure ice. However, persistent flora have grown over centuries in the center of the Everglacier, slowly creating a thin layer of soil to create a hardy tundra. This barely fertile tundra has yet to reach the region's barriers.

Hardy trees can grow here, which produce thermally sound lumber frequently used in houses. As a result, the homes in the Everglacier can be quite warm.

There's no running water in this frigid desert landscape. Peaks of pure ice make a pseudo-mountain range in the center of the region, but there are no springs or naturally flowing streams here. All freshwater is heated from the surface's ice. As a result, most homes have ice picks, with finer picks being highly prized. Plants that grow here have dense, powerful roots that can absorb water from the ice. Some fiery creatures have formed symbiotic relationships here with other beasts, creating a unique ecosystem and balance.

The everlasting ice comes from the center of the glacier, the Everheart. It's a slowly regrowing core of ice that perpetuates the cold magic in the Everglacier. The route to get there is always changing, however, and is a closely guarded secret by the local elders and craftsmen.

AMBIENT MOOD

The Everglacier shares more in common with deserts than it does ice and snow. It is cold, dry, and unforgiving. Wildfires, fed by the arid winds, burn out of control. For this reason, many of the settlements who call the Everglacier their home have forbidden fires. Instead, they rely on magic for warmth.

- Sounds on the Everglacier range from deathly silent to maddeningly noisy. The Growl itself (see below) can drown out all sound as can the howling winds through the ice canyons. Meanwhile, the icy plains are drenched in near silence.
- There is an overwhelming eeriness to the Everglacier. Outsiders traveling on it feel at unease. There is something unnatural about the land and the glacier itself.
- Plantlife grows on the Everglacier, but it isn't normal plant life. The flora of the Everglacier has learned to survive in the harsh, rocky, cold soil that dusts its top layers. These plants are strong and well-protected.
- It's not uncommon to come across a fallen traveler while walking through the Everglacier, frozen solid. In some areas, especially near the Glass Mountains, these corpses act as landmarks for other travelers. The infamous Road of Claws is littered with the dead. It's said among the howling gales, one can hear the weeping of those who passed.
- Glacier fog is common. Drawing its power from the innate magic of the glacier, the fog that permeates the Everglacier operates similar to the *fog cloud* spell.
- Gruesome standards and warnings are everywhere in the Everglacier. Most are created by the frost giant tribes who call the glacier their home, but the orcs have just as many planted throughout. These standards are often made of the frozen heads of their fallen enemies. Some are even lit with magical blue fire.

Optional Rule: Day and Night

Due to its presence near the northern pole, day and night cycles are irregular throughout the year. During the height of summer, in weeks before and after the summer solstice, the sun doesn't set. Around midnight, it hovers over the horizon before climbing back into the sky. Similarly, the sun never rises in the dead of winter. At most, the sky grows a shade lighter close to the noon hour.

White Nights. If a creature unaccustomed to the Everglacier's long days tries to complete a long rest during the white nights, it must make a DC 10 Constitution saving throw. On a failed saving throw, the creature is unable to rest for 12 hours and does not gain the benefits of the long rest.

Dark Days. While the Everglacier is always cold, it's especially cold during the dark days, dropping as low as –50 degrees Fahrenheit. In addition, the chance for encounters increases by 5–10%. For example, if the normal chance for an encounter is 18–20 on a roll of a d20, it's 17–20 during the dark days.

THE GROWL

When the Everglacier runs against ships, islands, or land, it creates earthquakes. These massive events reverberate over the entire ice-shelf. The sound caused by these earthquakes resembles a low growl, like that of a prowling cat.

To check whether or not The Growl occurs, every 8 hours (morning, afternoon, and night), roll a d20. On a roll of 20, a Growl occurs. Refer to the Growl Results table below to check the severity of the Growl.

The Growl Results

d100	Result
01–60	***Minor Collision.*** The ground shakes slightly.
61–99	***Major Collision.*** The ground shakes for 2d6 rounds. Each creature unaccustomed to living or traveling through the Everglacier must succeed on a DC 10 Strength or Dexterity saving throw (creature's choice) at the start of each of its turns. On a failure, the creature falls prone.
100	***Catastrophic Collision.*** The ground shakes violently. Treat the entirety of the Everglacier as if it is under the effects of the earthquake spell with the requisite saving throws made against a DC equal to 2d10 + 5. Fissures open along the Everglacier at the GM's discretion.

EXPLORATION

Thanks to the Everglacier's ever-changing nature, exploration can be a difficult task, even for the wisest ranger. Because of the cold, wind, and dryness, travel is slow. Characters moving at a normal pace can travel 10 miles per day on foot through the untamed terrain of the Everglacier.

If the characters move at a fast pace, have them roll a d4. On a roll of 1 or 2, they travel the same distance as a group moving at a normal pace, despite their best efforts. On a result of 3 or 4, they successfully double their movement for the day; as normal, characters moving at a fast pace take a –5 penalty to their passive Wisdom (Perception) scores, making them more likely to miss clues and walk into ambushes.

Similarly, if the characters set a slow pace, roll a d4. On a roll of 1 or 2, they advance only 5 miles that day. On any other result, their caution is rewarded, and they travel the same distance as a group moving at a normal pace. Slow-paced movement allows characters to move stealthily. They can try to surprise or sneak by other creatures they encounter.

NAVIGATION

One character should act as a navigator, either a player's character or an NPC. At the start of each new travel day, the GM makes a Wisdom (Survival) check on behalf of the navigator. The result of the check determines whether or not the party becomes lost over the course of the day. The DC of the check is 2d10 + 5. Apply a +5 bonus to the check if the group sets a slow pace for the day, or a –5 penalty if the group is moving at a fast pace.

If the check succeeds, the navigator knows exactly where the party is on the Everglacier in regards to permanent locations and landmarks.

If the check fails, the party becomes lost. The navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

FLORA AND FORAGING

While plants are not completely absent from the Everglacier, they are extremely difficult to find. A foraging character makes a Wisdom (Survival) check as normal, but the DC is 4d6 + 5.

On a failure, the character fails to find potable water or edible food. On a successful check, roll 1d4 + the character's Wisdom modifier to determine how much food (in pounds) the character finds and roll 1d8 + the character's Wisdom modifier to determine how much water (in gallons) the character finds. Once potable water is found on the Everglacier, it's usually in greater supply than food.

COLLECTING SNOW FOR WATER

During a short rest, the characters can collect snow and boil it with a fire. In doing so, they can collect as much water as they need. Of course, fires on the Everglacier present a problem all its own.

DAGGER ICE

Much of the ancient ice on the Everglacier has turned solid until its hardness is similar to that of jagged iron. Known as Dagger Ice, this dense material is immune to cold and resistant to fire. Through magic and patience, a blacksmith can reforge the material into weapons and armor.

FIRES IN THE EVERGLACIER

Due to the lack of large quantities of liquid water and the constant winds of the Everglacier, fires represent a major hazard. When an object or creature is set on fire, any skill check or saving throw made to extinguish the flame is made with disadvantage. If extinguishing the flames only requires an action with no check, it instead requires a DC 10 Dexterity check. Failure means that the fire continues to burn.

WEATHER ON THE EVERGLACIER

Precipitation is surprisingly rare on the Everglacier; the glacier sees no more than 2 inches of snowfall each year and blizzards are few and far between. However, the wind can be severe. Every 8 hours, roll a d6. On a result of 5–6, the wind is moderate. Otherwise, the winds are strong winds. Strong winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. It extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible.

EXAMPLE ENCOUNTERS

The Everglacier is home to many dangers. While the characters travel through the Everglacier, roll a d20 three times per day that passes in game. An encounter occurs on a roll of 18 or higher. Check the Everglacier Encounters table below to determine the nature of the encounter. Of course, you're free to change this list of encounters to better match your campaign.

d12 + d10	Result
2	1 **adult white dragon**
3	On either side of the path, frozen bodies sit motionless, encased in solid ice. Fortunately, they are very much dead. Eerily, their stiff arms point in the same direction.
4	1 **remorhaz** with 1d4 – 1 **young remorhazes**
5	1d4 **wraiths**. The wraiths are immune to cold damage.
6	1d4 **trolls** looking for food. Desperate, they fight recklessly. All of their attacks are made with advantage, and attacks made against them are made with advantage.
7	1d4 **air elementals**

d12 + d10	Result
8	A dense fog gathers (treat it as a fog cloud spell). Within the fog, 3d10 **zombies** march mindlessly towards some unknown destination. They will not attack unless they are attacked first.
9	1d2 **mammoths** are being chased by 2d6 **tribal warriors**
10	1d2 **polar bears**
11	3d8 ice **kobolds** (they have resistance to cold damage) have dug a massive pit trap along the path. They hide, waiting for creatures to stumble into their trap.
12	3d6 **tribal warriors** lead by 1 **berserker** are hauling a slain mammoth back to their den.
13	2d6 **orcs** lead by 1 orc **gladiator** hunt for fauna on the glacier. They are not above eating the flesh of man, however.
14	2d4 yetikin. Yetkin are **bugbears** except they have resistance to cold damage.
15	Massive, surreal sculptures made of ice decorate the landscape. Some are 30 feet tall. Judging by their detail and size, it's likely they were created through magical means.
16	The torn apart remains of two frost giants litter the trail. There is a 20% chance that whatever killed them is still in the area (roll again on the encounter table to determine what killed the pair).
17	1d4 + 1 **manticores**
18	4d4 **ice mephits** surround a hole in the ice. They have caught an ice **kobold** who squeals in fear as the elementals taunt it.
19	A spirit of the ice forms on the wall of an icy canyon or on the ground itself. The spirit has no stat block. Instead, it offers the characters assistance on the Everglacier. It can grant the characters a single wish; however, the effects of the wish must be no powerful than the effects of a 5th level or lower spell. Once it grants the wish, the spirit vanishes.
20	1d2 **young white dragons**
21	1d4 **banshees**
22	1d4 + 1 **frost giants** led by an additional frost giant with 200 hit points lumber through the ice, returning to their home. They are indifferent towards the characters but will attack if provoked.

ADDITIONAL MONSTERS

For a more custom array of monsters to fill this setting, consider using the following monsters and creature variants.

Glacier Bulette

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 92 (8d10 + 48)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	22 (+6)	2 (–4)	10 (+0)	5 (–3)

Skills Perception +6
Damage Resistances cold
Damage Immunities fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages —
Challenge 6 (2,300 XP)

Heated Body. A creature that touches the bulette or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Ice Walk. The bulette can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Tunneler. The bulette can burrow through solid ice at its full burrow speed and leaves a smooth, slick, 10-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage plus 7 (2d6) fire damage.

Steam Eruption (Recharge 5–6). If the bulette starts its turn burrowed in solid ice at least 15 feet deep, it can then use its action to move up to its burrow speed to the surface, then erupt from the ice in an explosion of ice shards and steam, potentially in a space that contains one or more other creatures. Each of those creatures, as well as any other creatures within 10 feet of the bulette when it emerges, must make a DC 16 Dexterity saving throw. Any creature in the bulette's space when it emerges is pushed to the nearest unoccupied space and makes this saving throw with disadvantage.

A creature that fails the saving throw takes 11 (2d6 + 4) piercing damage plus 10 (3d6) fire damage and is knocked prone. A creature that succeeds on its save takes half as much damage and is not knocked prone.

As part of this same action, the bulette also jumps from the ice up to 10 feet in the air, landing in an unoccupied space of its choice within 15 feet of where it emerged.

Ice Gargoyle

Medium elemental, chaotic evil

Armor Class 16 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	5 (–3)	12 (+1)	8 (–1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities cold, poison
Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Auran
Challenge 3 (700 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate ice statue.

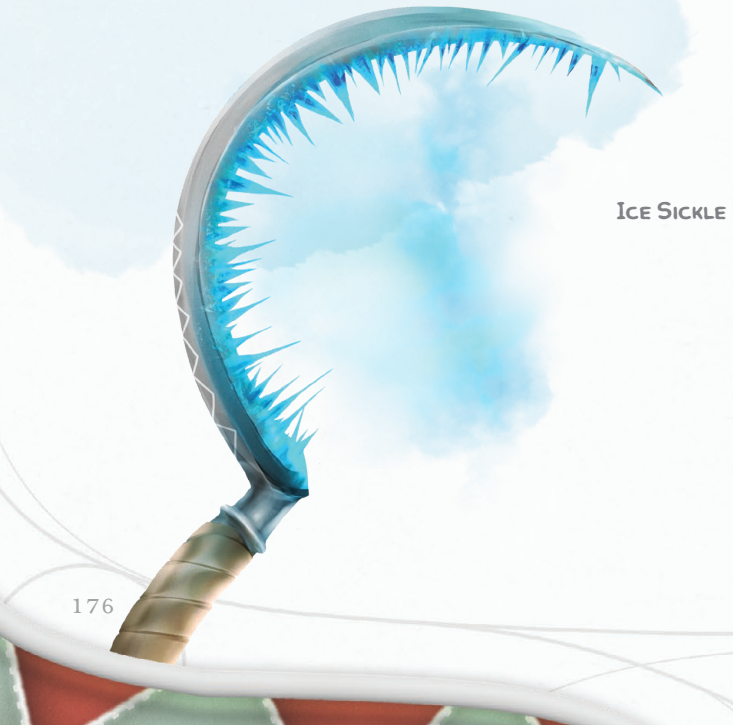
Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) cold damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Ice Darts. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.



Ice Sickle

Weremammoth

Medium humanoid (any race, shapechanger), neutral

Armor Class 10 in humanoid form (13 in mammoth and hybrid form)
Hit Points 114 (12d8 + 60)
Speed 30 ft., 40 ft. in mammoth or hybrid form

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	11 (+0)	12 (+1)	11 (+0)

Skills Perception +4
Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 14
Languages Common (can't speak in mammoth form)
Challenge 8 (3,900 XP)

Shapechanger. The weremammoth can use its action to polymorph into a Large mammoth-humanoid hybrid or into a Huge mammoth, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adapted. The weremammoth can tolerate temperatures as low as –50 degrees Fahrenheit without protection.

Trampling Charge (Mammoth or Hybrid Form Only). If the weremammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the weremammoth can make one stomp attack against it as a bonus action.

Actions

Multiattack. In mammoth form, the weremammoth makes two gore attacks. In humanoid form, it makes two attacks with its maul or three attacks with its spears. In hybrid form, it can attack like a mammoth or a humanoid.

Gore (Mammoth or Hybrid Form only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Stomp (Mammoth or Hybrid Form only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one prone creature. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Maul (Humanoid or Hybrid Form only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Spear (Humanoid or Hybrid Form only). *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage, or 11 (1d8 + 7) piercing damage if wielded in melee with two hands.

White Wraith

Medium undead, neutral evil

Armor Class 16 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	17 (+3)	9 (–1)	16 (+3)	15 (+2)

Skills Perception +6, Stealth +6
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, necrotic, poison
Senses darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 6 (2,300 XP)

Blizzard Stalker. The wraith's vision and hearing are unimpeded by inclement weather such as wind, snow, and fog, and it has advantage on all Dexterity (Stealth) checks it makes in such conditions.

Ambusher. The wraith has advantage on attack rolls against any creature it has surprised.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage plus 10 (3d6) cold damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Freezing Gale. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 21 (6d6) cold damage, and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Create Walker (2/Day). The wraith targets a humanoid within 10 feet of it that has died from either cold damage or exposure to the elements. The target's remains rise as either a zombie or skeleton (depending on the state of the corpse, as determined by the GM) that shares the wraith's damage immunities and its Blizzard Stalker trait. The reanimated creature is under the wraith's control and rises in the space of its remains. The wraith can have no more than ten such undead under its control at one time.

Ruins and Dungeons

Despite the Everglacier being a mobile continent of solid ice, it is still home to many unusual locales. Both the wild and native inhabitants of the glacier have dug out caves, caverns, and tunnels through the ice. Fortresses built from solid Dagger Ice are also present; the frost giants, in particular, use their cold-bending sorcery to build these foreboding structures.

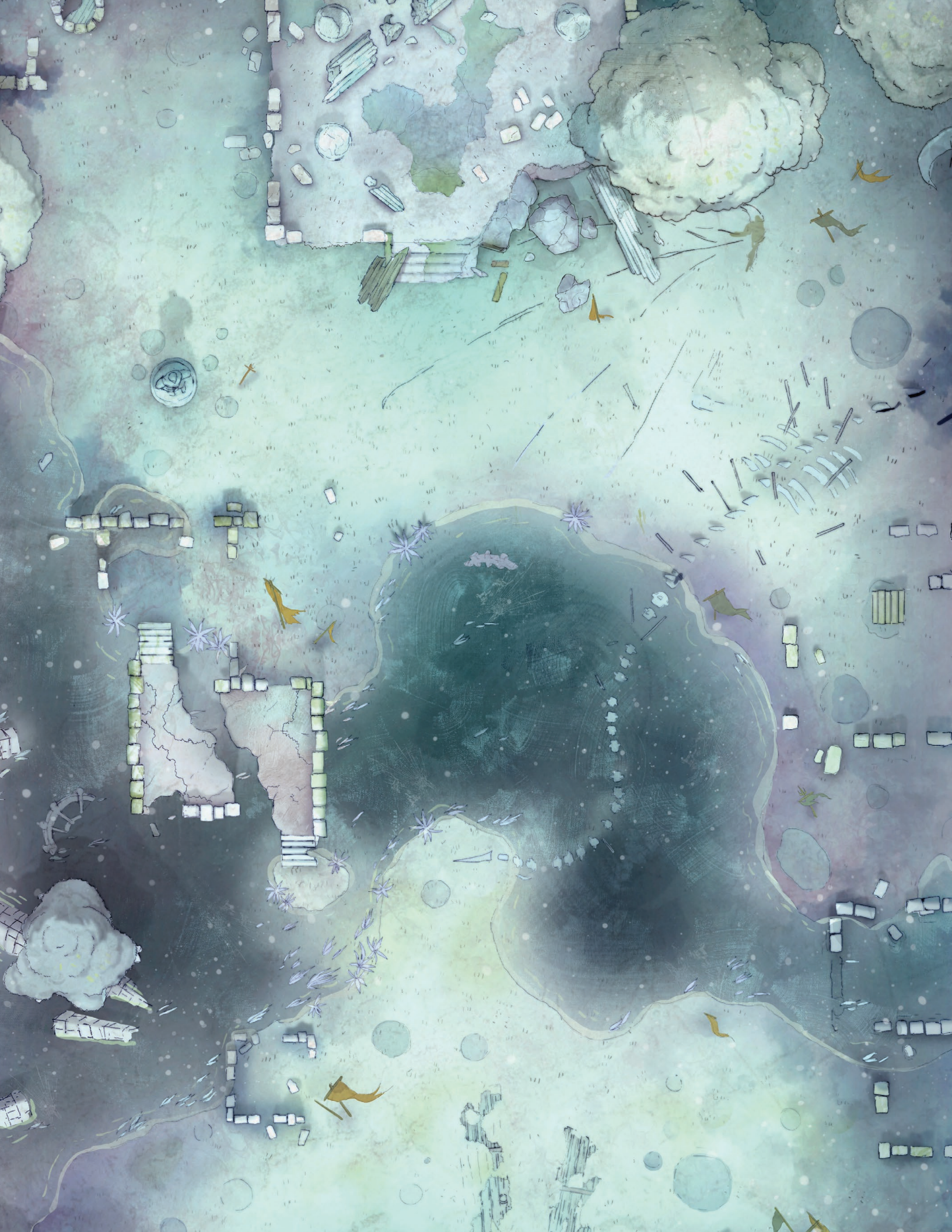
In areas where the glacier breaks apart to reveal the ocean's cold depths, sea creatures such as merfolk and sahuagin (who've grown accustomed to the climate), create elaborate maze-like passages in the submerged ice. While uninviting to creatures who lack the constitution to survive in such environments, those who dare enter often find heaps of treasure, the majority of which the aquatic creatures stripped from vessels destroyed by the Everglacier's walls.

It's not uncommon for settlements to rise up on the Everglacier, then fall to ruin. The Growl, frost giant raids, and even aggressive blizzards are all responsible for destroying villages and cities that may have once prospered in this unforgiving environment.

Example Dungeons

If you need help generating ideas for dungeons and points-of-interest on the Everglacier, roll on the Everglacier Dungeon table below.

d6	Example Dungeon
1	A frost giant vampire has built a palace of ice into the cliffs of an ice mountain. In addition to the typical creatures one expects to find within a frost giant's keep, there are undead horrors that wait in the cold, dark depths.
2	An ice field is pocked with dozens of huge holes that emit steam and scalding water. These are tunnels created by remorhazes, whose warm touch allows them to burrow unhindered through the Everglacier's ice. The bones of carrion decorate their underice labyrinths.
3	Once home to quasi-celestial beings, this lost city lies in ruin. Its ancient streets are torn apart by ice daggers sprouting from the ground. Towers and temples sit cracked open like broken eggs, exposed to the environment. During the day, only the wind moves through the streets. But at night, something dark stirs.
4	Blades of steel-hard ice rise from the surface of the Everglacier, reaching fifty feet or more into the air. Throughout this unwelcoming razor-sharp canyon, elementals of all kinds rule: from cruel trickster mephits to massive warriors made of solid ice to gargantuan tempests. None of these creatures enjoy the presence of the living.



d6	Example Dungeon
5	A graveyard of frozen pirate ships dominates the bottom of a pit. The ghosts of the sea dogs rise from the busted hulls protecting the loot and other ill-gotten gains they once sailed with.
6	Swallowed whole by the Everglacier, this island community used its powerful druidic magic to protect it from total assimilation by the arctic environment. The spellcasters then turned the event into a boon, using the glacier's inhospitable nature to protect their dark secrets.

SETTLEMENTS

The Everglacier is a difficult place to call home, but not impossible. Solid dagger-ice makes for strong building materials—if one can mold it, of course. Holes and caverns in the ice are also common, especially for the non-intelligent residents of the glacier. Everglacial lumberers and tanners have developed techniques to build wigwams capable of withstanding the glacier's cruel winds and crueler temperatures. Of course, igloos are a popular shelter, too.

SUGGESTED INHABITANTS

Creatures adapted to extreme cold and winter conditions thrive on the Everglacier. Frost giants are particularly everpresent, having multiple settlements built from the hard ice of the glacier. At least three major orc tribes call the glacier home: the Windshadow, Bloodice, and Stripjaws. Creatures from the Elemental Plane of Earth such as earth elementals, gargoyles, and dust mephits also live on the glacier. Humanoids live on the glacier, but tend towards nomadic cultures as the Growl frequently destroys permanent settlements.

On the previous page
You can download this map for free at thegriffonssaddlebag.com/everglacier.

EXAMPLE SETTLEMENTS

Consider using these sample ideas as inspiration when building settlements in the Everglacier:

- A massive fortress made of solid ice stands at the top of high, sheer ice-cliff. Living within this compound are thousands of orcs. The orcs conquered the frost giant king who created the fortress. Rumor has it that the king still lives, hiding at the heart of the structure.
- Everglacier nomads—mostly human with some elves and half-orcs—have created a temporary village to last through the coming winter. Their companion animals surround the village, protecting it from the dangers of the ice.
- A community of ice kobolds worships a young adult white dragon who pretends to be their god. Overall, the kobolds are friendly—if devious—and willing to trade with outsiders. They live within a series of unusual multi-tier igloos that look like a massive web of ice.
- Along the underside of the Everglacier, a kingdom of merfolk adapted to the cold thrives. They've placed massive ice daggers facing outward from their kingdom. This protects their kingdom from running aground when the Everglacier bumps against a large landmass. Conveniently, it also helps the merfolk capture errant ships, large aquatic animals, and other surprises that helps support the community.

EXAMPLE TREASURE

When selecting treasure for the Everglacier, think about the creatures and inhabitants that live there. Items meant to help with or control bitter cold, winds, or ice are all good choices. Other items that are thematic to the creatures that live here, such as the *mammoth boots* or *warmind wand* may also be appropriate choices for their relation to the mammoths in the area and tribal orcs that hunt there.

Of course, any item that directly references the Everglacier is a sure fit. These include *chillspike*, *crown of deep winter*, *ice sickle*, and *sheer cold*. Other related items that aren't directly referenced but are nevertheless thematic could also include the *container of heat and frost*, *everice box*, and *frozen dagger*.

THE
FESTERWOOD

THE FESTERWOOD

The Festerwood is a large, underground forest ecosystem that is miraculously self-sustaining through its frequent natural cycles of life and death. Flora in the Festerwood is largely devoid of color, relying on hardiness and slow growth to survive. Color makes for a prime target in this otherwise gray landscape. When a tree dies, it is quickly reborn as a host of mushrooms and loamy soil. The entirety of the forest floor of the Festerwood is soft and spongy: the result of many life cycles of growth and decay.

The bountiful array of fungus growing in the Festerwood is matched only by its population of beetles and other insects. Swarms of insects plague the forest, devouring the most easily available nutrients before moving on.

The Festerwood is unsettling, to say the least. Many strange plants and insects thrive in this forest, feasting on those foolish enough to cross into it. Despite that, some intelligent creatures have made this place their home, and may have interesting rewards, requests, or stories for your players to experience.

AMBIENT MOOD

The air is damp and stale, filled with the scent of mildew. While there is no breeze here underground, the slow movement of cool air replacing the warm air of the surface brings some small comfort. Trees creak as if their branches ache, echoing discordantly throughout the wood. Slowly pulsing ambient yellow light peaks though the forest as small clusters of strange knots made from an amber-looking substance break through the trees' barked exterior. The soil is loamy and soft, but oily to the touch and perpetually fetid. Small pools and trickles of water can be found, although their origin and quality are always questionable.

- The Festerwood is typically quiet, as the sounds of walking feet are muffled by the soft ground. The only discordance breaking through the silence are the echoes of creaking wood and the thrumming of insect swarms.
- Play up the closeness of the trees. Despite being underground, festerwood trees have unusually thick trunks and grow very close together. A variety of small to middling flora and fungi grow in the few openings between fallen tree branches and occasional gaps in the trees.
- Fungus grows on almost everything here. Only on very rare occasions is it safe to eat. An exceptionally skilled survivalist, cook, or herbalist can attempt to identify and forage for edible varieties. Use sensory language about the smell, texture, and color of these varieties.
- At the center of the Festerwood, an enormous, glowing mushroom called the Lightspore sheds dim light across the forest. While adventuring, a party will likely use that as their main landmark.
- The temperature is constant due to the Festerwood's placement underground. Combined with the strange, ambient light sources within the forest, this makes it very difficult for a creature to tell what time it is or how long they've been inside the forest.
- Some patches of earth dip downward suddenly, having filled in a previously exposed sink hole. Similarly, various flat areas will abruptly drop into an earthen pit.
- Emphasize how repetitive the trees become over time. While there are an enormously large number of varieties of fungi and underbrush, the innumerable festerwood trees are very nearly identical to one another. Navigating the Festerwood is very difficult for inexperienced travelers because of the scarcity of prominent landmarks.
- Because of the tight spaces created by the crowding trees and fierce underbrush, the Festerwood promises numerous hidden areas and sudden chance discoveries. For that same reason, when creatures are hunting or hungry, they thrive on ambush.

LIGHT IN THE FESTERWOOD

At the center of the Festerwood is the Lightspore: a colossal, glowing mushroom that drives the natural order of the wood. Although sunlight evades the Festerwood, the Lightspore provides its own perpetual bioluminescence. The light fluctuates in a repeating cycle of dim light and near darkness. Each cycle of light takes place over 8 hours. At its brightest, the Lightspore covers the entire Festerwood in a twilight of blue and purple light, but when it's darkened, the light cast by the mushroom is merely reminiscent of a partially cloud-covered moon.

THE LIGHTSPORE

At the base of its stalk, the Lightspore's light is considered bright light during its light cycle, and dim when it's darkened. The area surrounding the mushroom is devoid of other plantlife in a 1,000-foot radius around its gargantuan base. If you choose to include a town in the Festerwood for your campaign, this may be an ideal location for it—depending on the inhabitants you choose to place there. See the *Settlements* segment later in this document for more insights into what type of creatures might call this place home.

The Lightspore's stalk is roughly 750 feet in diameter at ground level. The cavernous cap of the great mushroom extends roughly 1,250 feet out from its base, totaling almost three quarters of a mile across from edge to edge. With a texture almost like marble, both cap and stalk emit an identical fluctuating glow of magenta, blue, and purple light. Its flesh is a pale blue, but due to its size, no other discernible features have been found.

DANGEROUS SPORES

The spores that drift from the Lightspore are toxic. Many creatures native to the Festerwood developed a resistance to their harmful effects centuries ago, making surface-dwelling visitors the easiest to fall victim.

When a creature is subjected to enough of these spores, they become a shambling husk of their former self. These husks become relentlessly driven to slowly migrate toward the Lightspore, ignoring calls to sleep or eat until they have reached the foot of the mighty fungus. The details on spore-husks are found at the end of this section.

Once a sporehusk reaches the stalk of the Lightspore, it becomes frozen in place and does not move as it eventually dies. Risen Sporehusks immediately collapse at the base.

Transformative Spores

At the end of every 24 hours that a creature spends above ground in the Festerwood, that creature is forced to make a DC 5 Constitution saving throw. On a failure, that creature gains one Spore Counter. Rolling a 1 on this saving throw is always considered a failure, regardless of the roll's total. If a creature reaches 3 Spore Counters, that creature becomes a sporehusk using the template at the end of this section.

If a creature dies and has at least one Spore Counter, the corpse rises after 24 hours as a Risen Sporehusk. If a hungering creature eats a husk, it automatically gains two Spore Counters.

A creature is immune to these spores if it's immune to disease. One Spore Counter can be removed when a creature becomes the target of a *lesser restoration* spell or similar magic. If a creature does not gain any Spore Counters over a period of 5 days, any remaining Counters are removed.

EXPLORATION

The Festerwood's abundance of claustrophobic spaces and scarcity of identifiable landmarks makes it challenging to navigate. Most traveled pathways are along the occasional narrow trails of water that are scattered throughout the wood. As a result, it can be particularly difficult to pinpoint the same location twice without proper expertise and preparation.

NAVIGATION

Because of the wood's unmoving light source, creatures are always able to tell which direction leads towards the Lightspore. However, the scarcity of other landmarks and lack of astral bodies make it difficult for the average traveler to judge anything further. Failing a navigation check causes you to become lost and roll on the Becoming Lost table.

Traveling in the Festerwood

Navigation. The repetitive nature of the wood makes it troublesome to find a specific location without luck or practice. Traveling anywhere besides the Lightspore's stalk or beneath its cap requires a navigation check based on its location within the Festerwood.

Foraging. DC 14; water is uncommon, and light game excels at hiding. Experienced characters can forage for edible plants and fungi among the mostly poisonous flora (DC 16). If a creature normally eats insects instead of traditional game, the foraging DC becomes 10 instead.

Special Rules. Every 24 hours a creature spends in the Festerwood, it must roll a d20 to see if it gains a Spore Counter.

Festerwood Navigation DCs

DC	Location
None	The Lightspore
None	Any unhidden location beneath the Lightspore
15	A location nearby the Lightspore or among the sparse edges of the forest
20	A location one or more miles into the forest
25	A location hidden deep within the thickest and most feral part of the Festerwood

Becoming Lost

d6	Result
1–4	After countless wrong turns and bug bites, the party ends the day up to 2d6 miles in a random direction away from their destination.
5–6	Using the Lightspore as a guide despite being lost, the party ends the day up to 1d6 miles away from their destination.

FLORA AND FORAGING

Within the Festerwood is a rich ecosystem of exotic plants and fungi. A character that is experienced with foraging (or exceptionally lucky) may be able to collect and identify certain edible flora following a successful DC 16 foraging check. The resources found by successful foraging are nutritious and safe for ingestion. If a character rolls a 20 or higher on their foraging check, roll on the Exceptional Foraged Food table to determine if the foraged food grants any additional benefits.

On the other hand, eating hazardous foraged foods can have dangerous consequences. When a character eats food found by a failed foraging check, they must roll on the Dangerous Foraged Food table to determine if any adverse effects occur. Regardless of the outcome, the character is not sustained by the food.

Exceptional Foraged Food

d6	Result
1–4	The food is enough to sustain the character for up to 24 hours.
5–6	The character is nourished for 24 hours and removes one Spore Counter if it has any.

Dangerous Foraged Food

d6	Result
1	The character is poisoned for next 8 hours and gains one Spore Counter.
2–5	The character is poisoned for 1 hour.
6	The character is not nourished but suffers no other ill effects.

COLLECTING AMBER PUSTULES

The bit of amber covering the trees in the Festerwood are unique to the forest. These organic gem-like pustules glow with a dim yellow light and allow the tree to grow using the unnatural luminescence from the Lightspore. The pustules are toxic to creatures and other plants, inflicting 1 acid damage for every round (10 acid damage for every minute) that the pustule is in physical contact.

Most veins of this amber are found in narrow channels along the grain of a tree. Occasionally, it can coalesce into a larger knot or clump. To the right buyer, a fist-sized chunk of the glowing amber can sell for as much as 100 gp. Transporting the amber is difficult because it burns through most containers. Festerwood is uniquely immune to the amber's acid, so collectors in the wood can be identified by their small festerwood chests.

Festerwood trees are extremely difficult to cut down or carve, acting like a strange metal instead of wood.

EXAMPLE ENCOUNTERS

The forest is filled with potential, both good and bad. Use this table for to fill out your party's time in the Festerwood with exciting and flavorful encounters and events:

d12 + d10	Result
2	1 **purple worm**
3	An odd twisting of the large festerwood tree branches seems to align and spell the word 'resistance' in celestial. Saying the word aloud causes the speaker and up to 4 allies of their choice within 60 feet to become the target of a *lesser restoration* spell. If a character loses a Spore Counter in this way, the next time that they are forced to roll to see if they gain a spore counter, they must roll a 1 to gain one Spore Counter.
4	1d2 **behir**
5	1 **werebear** in personal exile who is fighting their curse. Their alignment is neutral evil.
6	1d2 festerwood **treants**. They offer amber pustules in exchange for the eradication of a nearby hive of 3d6 + 3 festerwood beetles (use statistics of **giant wasps**), one fist-sized chunk for every 6 beetles slain.
7	1d3 **shambling mounds**. Altered by the Festerwood, they have poison immunity and absorption instead of lightning.
8	1 **spirit naga**
9	2d4 **will-o'-wisps**. If the party decides to follow them, roll again on the encounter table, ignoring results that are multiples of three.
10	4d8 **swarm of insects(beetles)**
11	1d12 **twig blights**
12	1d4 + 1 **xorn**. Though well-fed by the ever-present amber pustules, they offer guidance to locations in the wood in exchange for any gems or precious metals the party has.
13	3d10 **violet fungus**
14	2d6 **duergar** raiding party
15	A copse of trees containing 3d4 easy-to reach amber pustules.
16	A strange knotting of roots seems to reveal the entrance to a cave. At the GM's discretion, this may lead to a ruin or dungeon of any size or shape.
17	8d6 **giant fire beetles**. Enhanced by their diet of amber pustules, their bite attacks deal an extra 1d4 fire damage.
18	1 **guardian naga**. It is protecting the ancient burial site of a legendary hero on behalf of the deity they championed.
19	1d4 small orange magical mushrooms can be seen at the bottom of a recently opened sinkhole. A creature that eats a mushroom gains the benefits of the *detect poison and disease* spell for 8 hours. Once picked, a mushroom loses its magic after 24 hours. Mushrooms regrow after 4 days, but if all visible mushrooms are picked, no more will grow in this area.
20	2d8 **black puddings**
21	1 **stone giant**. A craftsman on a journey to master carving festerwood, he trades information about the area for any amber pustule-free festerwood that the party have with them.
22	4d4 **goblins** riding **worgs**. They roam the wood searching for food and supplies for their tribe.

RUINS AND DUNGEONS

Because of the soft ground, most stony caves within the Festerwood are pathways to and from it instead of contained caverns. However, because of the dense root systems and strength of Festerwood lumber, dungeons and hidden passageways can potentially be found underneath any tree in the woods. Some entrances become exposed when a sinkhole suddenly appears underfoot, or when a stream eventually erodes enough of the surrounding soil to uncover it. Other entrances can be found in the tangles of exposed roots beneath the great trees. In very rare cases, they can be found carved into the trees themselves.

When making a dungeon in the Festerwood, remember the moist nature of the surrounding earth and the eerie creaking of the trees. Ambient light within the dungeon can be found as amber pustules exposed on roots or as small glowing fungus along the floors. Regardless of the purpose of the area's existence, be sure to play up the fetid, earthy smells, the soggy atmosphere and creaking noises, and powerful sense of unease that exudes from the Festerwood.

EXAMPLE DUNGEONS

The Festerwood has the potential for magical secrets and dungeons to exist within it, including the following:

d6	Example Dungeon
1	On top of the Lightspore, a colony of kobolds worship their black dragon overlord. They have carved out a network of caves and tunnels within the Lightspore's cap, and rumors tell of a dark blessing being bestowed upon them.
2	Somewhere near the edge of the Lightspore, a cult of necromancers has learned how to control the Risen Sporehusks along with their more typical undead servants. Their arcane knowledge threatens to destroy the natural order by raising and controlling the hundreds of Sporehusks below the Lightspore.
3	The goblinoids have continued to thrive in the Festerwood's hazardous environment: a tribe of bugbears and their Goblin peasantry ravage the forest on their trained wolf mounts, gathering supplies for their nomadic existence. They stand as a looming threat against all travelers and settlers of the wood due to their large numbers and extensive use of amber pustules and fungal toxins in their arsenal.
4	While there was once a community of deep gnomes under the Lightspore in decades past, an invasion from slaving Duergar has held sway in the Festerwood for years now. With their utilitarian crafting skills and slave labor, they have amassed a stronghold full of festerwood defenses, weaponry, and magics to fuel their expansion.
5	Hidden in the depths of the Festerwood, a circle of corrupt druids seeks to harness the power of the Lightspore. They've come well prepared with large numbers, festerwood armor, and magical weaponry to accompany their frenzied crusade.
6	Long exiled from their tribe on the surface and cursed with fleshy deformities, a clan of orcs have eked out a miserable existence in the Festerwood's network of root-supported caves. Recent threats have pushed them to new and dangerous magics, activating a vile sort of symbiosis with the local insects, transforming the starving orcs into moving sentient hive horrors with a craving for flesh.

SETTLEMENTS

Most settlements within the Festerwood are likely to be found beneath the Lightspore or among the branches of the forest canopy. Staying within one of these towns for a prolonged period of time may improve your defenses against the perpetual toxic spores from the Lightspore if you spend sufficient time indoors.

The materials used in building Festerwood settlements can vary based on the culture that founded it. Stone masonry brought in from the underground forest's cavernous walls may be used, as well as natural fibers from the sundry plants in the area. Skilled craftsman experienced with working with local materials may also be able to provide lumber to construct durable festerwood buildings.

These settlements would likely prioritize defense against invasive swarms over hearty welcomes and cheerful attitudes. Unlike their surface counterparts, these settlers would forgo colorful decorations in favor of survival.

SUGGESTED INHABITANTS

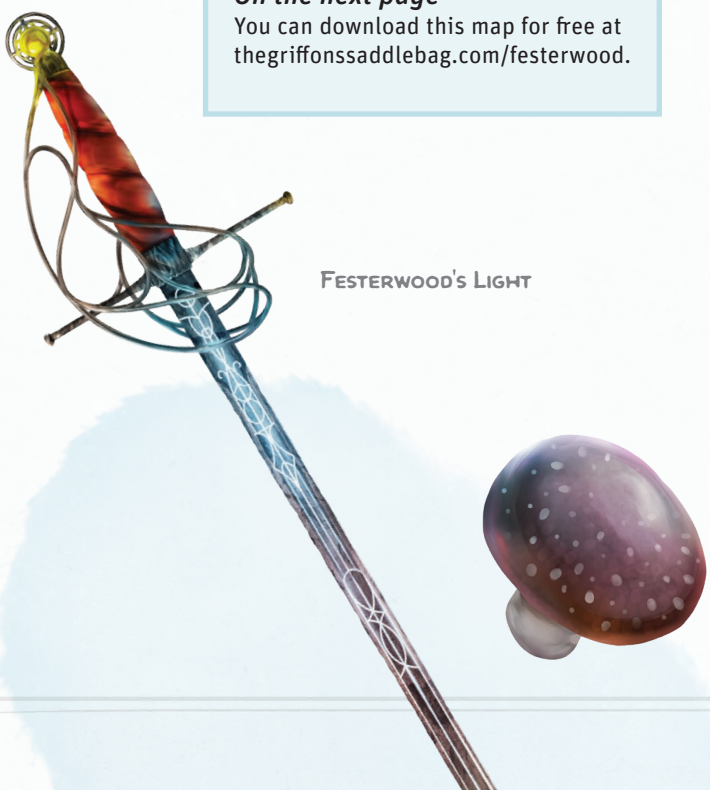
Classic underground-dwelling creatures may make these settlements their home, with dwarves and deep gnomes being the friendliest options. Other unsavory creatures such as drow, duergar, goblins, or kobolds could create their own settlements here as well.

EXAMPLE SETTLEMENTS

Consider using these sample ideas as inspiration when building your own settlements within the Festerwood:

- Blocks of worked stone, dragged miles from the forest's stone walls hundreds of years ago, make up a muted community of dwarves beneath the Lightspore who excel at working with the unnaturally dense festerwood.
- A tangle of hollowed branches, trunks, and woven plant fibers make a comfortable nest among the trees, giving a settlement of drow hunters a dim and safe place to reside while satisfying their ancient fey affinity for trees and plant life.
- Deep within the thickets and roots of the Dim Marsh, kobolds gather resources to offer unto the great black dragon that they believe is living atop the Lightspore.
- The large shelf fungi of the Eastern Quarter of the Festerwood is a protective barrier for the deep gnomes that call it home. Small, tangled webs of bridges weave their way between the mushrooms to form an elevated highway of foot traffic among the sturdy trees.

On the next page
You can download this map for free at thegriffonssaddlebag.com/festerwood.



Festerwood's Light

SPOREHUSKS

The creatures that fall victim to the Lightspore's influence become sporehusks: empty shells of their former selves whose only purpose is to nourish the great Lightspore at the center of the festerwood.

Risen Sporehusk

Medium undead, neutral evil

Armor Class 9
Hit Points 37 (5d8 + 15)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (–2)	16 (+3)	1 (–5)	5 (–3)	3 (–4)

Damage Vulnerabilities fire, radiant
Damage Resistances bludgeoning, piercing, poison
Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 1 (200 XP)

Radiance Susceptibility. If the sporehusk takes radiant damage, it loses its damage resistances and gains vulnerability to bludgeoning, piercing, and slashing damage until the start of its next turn. If the sporehusk is ever within an area of sunlight, it has disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn.

Regeneration. The sporehusk regains 5 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of the sporehusk's next turn. The sporehusk dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The sporehusk makes one grab attack. If that attack hits, the sporehusk can make one bite attack against the same target.

Grab. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and if the target is a creature, it is grappled (escape DC 11).

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

When a creature dies while it has at least one Spore Counter, it becomes a Risen Sporehusk after 24 hours. If it is slain again, the corpse remains dead.

Sporehusks will not attack unless provoked. Their natural preference is to shamble their way towards the Lightspore, but will defend themselves if attacked or otherwise prevented from reaching their destination.

BECOMING A SPOREHUSK

Any creature made from living tissue can become a sporehusk, including undead risen from such creatures. When a creature becomes a sporehusk, it retains all its statistics except as noted below.

Alignment. The sporehusk's alignment becomes neutral evil. The sporehusk loses all motivations, bonds, and loyalties it had in its previous life.

Natural Armor The sporehusk's armor class can't be less than 12 + its Dexterity modifier.

Hit Points. The sporehusk gains 2 hit dice, increasing its hit point maximum accordingly.

Ability Scores. The sporehusk's Strength and Constitution scores increase by 2, and its Dexterity, Wisdom, and Charisma are reduced by 2 (minimum 1). Its Intelligence score becomes 6, unless it is already lower.

Senses. The sporehusk has blindsight with a radius of 15 feet and darkvision with a radius of 60 feet, unless it has a superior darkvision range.

Damage Vulnerabilities. The sporehusk has vulnerability to fire and radiant damage.

Damage Resistances. The sporehusk has resistance to poison damage.

Condition Immunities. The sporehusk has immunity to the charmed and poisoned conditions.

Languages. The sporehusk understands any languages it knew previously, but can't speak.

Regeneration. The sporehusk regains 5 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of the sporehusk's next turn. The sporehusk dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sunlight Weakness. While in sunlight, the sporehusk has disadvantage on attack rolls, ability checks, and saving throws.

Multiattack. The sporehusk makes one grab attack. If that attack hits, the sporehusk can make one bite attack against the same target. If the creature already has a multiattack, the GM can decide to either replace it, or add this as an alternative.

New Action: Grab. Melee weapon attack using Strength. On a hit, the attack deals 1d6 + Strength modifier bludgeoning damage and if the target is a creature, it is grappled. The escape DC of the grapple is equal to 10 + the creature's Strength modifier.

New Action: Bite. Melee weapon attack using Strength, targeting a creature grappled by the sporehusk. On a hit, the attack deals 1d8 + Strength modifier piercing damage.

Scout Sporehusk

Medium humanoid (human), neutral evil

Armor Class 13 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	6 (–2)	11 (+0)	9 (–1)

Skills Nature +2, Perception +2, Stealth +3, Survival +2
Damage Vulnerabilities fire, radiant
Damage Resistances poison
Condition Immunities charmed, poisoned
Senses blindsight 15 ft., darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge 1 (200 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Regeneration. The sporehusk regains 5 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of the sporehusk's next turn. The sporehusk dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sunlight Weakness. While in sunlight, the sporehusk has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The sporehusk makes one grab attack. If that attack hits, the sporehusk can make one bite attack against the same target.

Grab. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and if the target is a creature, it is grappled (escape DC 11).

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

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REMINDER: Changing Ability Scores

When you change a creature's ability scores, remember to adjust any bonuses for attack and damage rolls, as well as for AC, hit points, saving throws, and skills.

Example Sporehusk

Use the new abilities and features from the *Becoming A Sporehusk* section to create the statistics for a newly turned sporehusk. As an example, the sporehusk template has been applied to a human scout to create a Scout Sporehusk.

Saving Sporehusks

A sporehusk subjected to 8 or more hours of sunlight each day for 5 days is cured of its affliction. A risen sporehusk becomes a nonmagical corpse, and a living sporehusk has no memory of its time spent as a husk.

If you reduce a sporehusk to ø hit points and magically revive it again before it becomes a risen sporehusk, the creature returns to its normal faculties with 1 level of exhaustion and two Spore Counters.

Example Treasure

When determining treasure for the Festerwood, consider the denizens that live there. Items that are suited for creatures who live in darkness or deal with swamps or poison, such as the *plaguebane mask*, *quagmire maul*, *retaliating bloom shield*, *shadowshawl*, or *snuff* may all be good fits. Other more woodland-themed items, such as the *druidic throwing club*, *timber*, or *trident of the dryad* may also be good fits depending on the nature of any woodsmen or druids living within the wood. Of course, any item with "Festerwood" in its name is a perfect fit for this environment.

Festerwood Vizard

Festerwood Masher

WELCOME TO HEARTH

WELCOME TO HEARTH

Thousands of years ago, the lush isle of Elsath was home to a majestic and influential city named Hearth. There, its citizens thrived under the watchful eye of the couatls: great, celestial serpents whose wisdom and kindness served as the guiding force behind the city's splendor. A theocratic society, the couatls' high priests were revered and respected by all—even the most hardened criminals. These priests were called the Couatl Heralds and served as Hearth's humanoid leaders, guardians, and peacekeepers.

However, the city was often the target of forces hell-bent on the couatls' destruction. During a month-long battle, a trio of evil conjurers infiltrated the city's walls and summoned hundreds of their wicked followers. Hearth crumbled under the sudden assault as men, women, and children fell to their wicked blades. Realizing that nearly all was lost, the couatls and Heralds performed a ritual that hid Hearth from the rest of the world, isolating them and the villainous forces for untold centuries.

Over time, the magic weakened. The city rejoined the world, but had long since been forgotten. The evil that endured the city's isolation had begun to recover, but was found and vanquished by a band of heroes now known as the Last Heralds. Safe once more, Hearth was reborn as a destination for adventurers, explorers, and historians. It's also become a place where one can disappear from the rest of the world. As such, its vine-choked streets and crumbling buildings hide criminals, thugs, and would-be warlords, too.

HOW TO USE THIS CONTENT

The content provided here describes Hearth as "setting-agnostic" meaning that you can add Hearth to any fifth edition campaign setting of your choice, especially one that incorporates a jungle or "Lost World" theme. Hearth can be used as a jumping-off point for your fifth edition campaign, a major city that the characters visit, or even the setting for an adventure within the confines of the city itself.

LOCATIONS IN HEARTH

Once a bustling metropolis of close to 100,000 people, Hearth's streets are mostly empty. Since its liberation, only 3,200 have returned to Hearth, the majority of which are Rushers staking their claim on the city's revived properties.

The map of Hearth on page 191 shows many of the important locations in Hearth where the characters can interact with important NPCs and find adventure. These locations are detailed below.

TEOCALLI WARD

Once the religious center of Hearth, Teocalli Ward is home to its majestic temples and plazas. Whereas ancient Hearthans once gathered to celebrate the couatl overseers and praise their gods, it now acts as the epicenter of law and order in Hearth. The Couatl Herald faction's presence is felt strongest in this location.

1. TEOCALLI COUATL

Easily the most impressive feature of Hearth, Teocalli Couatl is the massive multi-tiered ziggurat that dominates the city's skyline. When the Last Heralds entered Hearth, they descended to its lowest layers to battle an aberrant demigod.

Although the temple is mostly restored, overall, it's off-limits to virtually everyone in Hearth, including most of the Couatl Heralds who protect it.

2. ULAMA TASTEI

Thousands of years ago, the Hearthans invented a sport called ulama. The game and its rules fell into obscurity when Hearth disappeared, but was revived with the city's reopening. Now, ulama is a uniting aspect of New Hearthan culture and its people. The game is played on a long field, called a tastei, surrounded with stone walls and hoops. Citizens can often be seen playing the game, with audiences of varying sizes sitting in the ancient stone stands.

3. IXPA TEMPLE

Although Hearth has no true government, the Couatl Heralds represent what most Hearthans view as the reborn city's leadership. The Heralds prefer to share their power with the other factions of Hearth, including those who oppose them. As such, the old Ixpa Temple at the northeastern corner of the city acts as a meeting place for Hearth's factions and other persons of importance.

4. HUITZILLI PLAZA

Teocalli isn't just for temples and government buildings. Huitzilli Plaza stands at the southeastern end of the ward. There, Hearthans gather for celebrations and other recreational activities. It's also where one can find The Jolly Toad, the city's largest tavern. The Toad is owned by Chikkoka, a **lizardfolk** bartender who lived in Hearth before its liberation. The Toad offers a comfortable inn stay and meals.

5. HALL OF HERALDS

The Hall of Heralds is the faction stronghold for Hearth's best known faction, the Couatl Heralds. Acalan Goldfeather, the Heralds' elected leader, lives on site.

MARKET WARD

The Market Ward is the busiest section of Hearth. Not only do the residents of New Hearth gather in its cobblestone plazas to peruse the endless selection of offerings from local and foreign merchants, but it is also a point of interest for many of Hearth's visitors. Market Ward is presided over by the powerful merchant house Santin.

6. THE MARKET

Hundreds of vendors from across the world have set up stalls in Hearth's market. There isn't an hour of the day where the market's streets aren't cluttered with buyers and sellers. Exotic fruits, weapons, trade goods, adventuring supplies—you name it—can be found somewhere in Hearth's market.

7. SANTIN HILL

The second tallest point in Hearth, next to Teocalli Couatl, belongs to House Santin's fortress, Santin Hill. Atop Santin Hill is the manor that shares its name and the home of House Santin's Beltramo Santin, the wealthiest man in Hearth. The hill itself is swarmed by House Santin's spellcasting mercenary army, The Hollow Herd, recognizable by their tall, bronze collars.

RUSHER WARD

When Hearth's doors reopened to the world, the first batch of opportunists who flooded its streets were nicknamed "Rushers." The first Rushers were inexperienced adventurers. Many of them met their fate in the city itself, succumbing to the dangers hidden among the city's ruins. Others perished in the surrounding environment. Those who survived prospered and developed Rusher Ward, what many see as the nobles' section of New Hearth.

8. THE ORACLE EQIA

The Oracle Eqia (lawful neutral female human **mage**) was once a diviner who spent her youth adventuring. After she died during a combat with manticores and was revived by her fellow party members, she returned with a vision of a hill upon which stood three palms. A voice whispered "Hearth." She quit her party and rushed to Hearth to find the three palm hill. So far, she has not discovered its meaning, but continues her research.

9. DEVONA THE MACE

Devona (lawful evil female human **gladiator**) was a mercenary and bandit who was among the first batch of Rushers entering Hearth. Early on, she carved out a niche for herself as a protector and bodyguard. She married her first client, Jacco Nuus, who died shortly after their wedding. Jacco left Devona all his worldly possessions, including his land stakes. Six months later, she married another client, Wyndom Taz. Then Wyndom died, and once again Devona was left all her late husband's possessions and land stakes. In fact, in the five years that Devona has lived in Hearth, she's married six times, and five of those times her husband died. Not-so-coincidently, she is the wealthiest land owner in Hearth.

RUINS OF HEARTH

Much of Hearth still lies in ruins, especially the areas outside the walls and to the north and eastern sides of the city. Still, there are factions who operate within these areas.

10. THE SEVEN GATES

Surprisingly, Hearth's tall outer walls remained mostly intact during its centuries-long slumber. Entry into the city is blocked by seven gates. The seven gates are managed by a band of mercenaries named, appropriately, the Seven Gates. The Seven Gates claim the northernmost gate, Ocelot Gate, as their headquarters. The Ocelot Gate gets its name from the jaguar furs which drape the spiked, iron portcullis that blocks passage to the dangerous north end of the city.

11. KERONIA STRONGHOLD

The Keronia Society, a faction of sages who use Hearth as their base of operations, maintains a well-protected stronghold just outside the city's westernmost gate. There, adventurers exchange important information, maps, and items of interest for gold, land claims, and other rewards.

RANDOM LOCATIONS IN HEARTH

Many of Hearth's buildings remain unoccupied. The majority are home to nothing more than creeper vines trickling in from the dense jungle that surrounds the ancient city. However, some act as lairs for strange creatures, fronts for dangerous gangs and cults, or even the entrance to lost tombs, dungeons, and caverns.

When the characters search a building in one of the ruined sections of Hearth, use the Building Type table below to determine what the location is or was. Then, roll a d6. On a result of 6, the location is being used or has something unique about it. Use the Building Use table below for inspiration, or randomly roll to determine what is unique about the building.

Building Type

d20	Type
1–10	Residence
11–12	Religious
13–15	Recreation
16–17	Warehouse
18–20	Shop or Market

Building Use

d100	Feature
01–03	Occupied by friendly New Hearthans
04–08	Occupied by neutral New Hearthans
09–10	Occupied by hostile New Hearthans
11–50	Used as a monster lair
51–60	Sealed shut with dead bodies inside
61–73	Previously sealed but broken into by robbers
74	Decorated with unusual symbols or carvings
75–76	Decorated with warnings and historical lore
77–78	Contains a secret passage to another part of the city
79	Site dedicated to an ancient deity of the city
80	Once owned or operated by an important past Hearthan
81–83	Heavily fortified location
84–90	Completely ruined
91–93	Rusher stronghold
94–96	Gang stronghold

Download this map
You can download this and other Hearth-related maps for free at thegriffonssaddlebag.com/hearth.

d100	Feature
97	Ancient spells still in place (*magic mouth*, *sequester*, etc.)
98	Dim glow from within at night
99	Large tree growing up through the center of the structure
00	Contains a permanent portal to another plane of existence

SIDE QUESTS

Once the characters settle into Hearth and learn a little more about the city, they might encounter NPCs who need their help. While the characters are under no obligation to assist these NPCs, the side quests which evolve from these requests could lead to greater adventures, discoveries, and treasure.

You can introduce as many or as few of these side quests as you like. Most of the NPCs described below can be encountered anywhere in the city. If you can't decide which side quest to choose, roll a d10.

1. **Find the Grimoire of Massacres.** The Keronia Society is looking for an important book believed to be hidden somewhere in the city's northern ruins. They will pay the characters 100 gp if they can retrieve the book. If the characters accept, they must spend a day searching through the ruins (roll for encounters as normal). At the end of the day, the characters must make a group DC 20 Intelligence (Investigation) check. On a success, they locate the book in a rundown temple. The obscure temple is hidden behind dense vines and stone rubble, and is decorated with ornate depictions of couatl inside. The book is guarded by 1d4 + 2 **giant constrictor snakes**.

2. **Get the Ocelot's Paw Back.** A local gang of thugs called the Bludgeoners cut off the paw of an Ocelot statue near the northernmost gate. Many New Hearthans believe that the absence of the paw will bring bad luck to the city. The Seven Gates, stretched too thin to deal with the issue, task the characters to retrieve the paw, offering 25 gp for its recovery. The Bludgeoners operate in a rundown noble's villa at the north end of the city. The gang consists of eight **bandits** led by a **bandit captain**.

3. **Learn More About Beltramiso Santin.** Beltramo Santin's son, Beltramiso, is often identified as the weakest link in the Santin organization. The Seven Gates, hoping to diminish the power of the merchant house, asks the characters to learn whatever they can about Beltramiso. They offer 50 gp for each valuable detail they can learn (up to 250 gp). Beltramiso spends most of his days drinking and partying with regulars at The Jolly Toad.

4. **Save Preska.** Preska, the daughter of a Rusher noble, was captured by a **greater winged wretch** (see page 195). The bat-like creature keeps the girl in its lair below the city, in the old sewers. Surprisingly, the winged wretch hasn't hurt the girl, but it refuses to let her leave its lair and attacks anyone that comes near her. The noble offers the characters whatever they ask for if they can return Preska to him unharmed.

5. **Find Baf Chedrov.** Baf, a self-proclaimed adventurer, disappeared into the mountains near Hearth on a quest to find something for the Keronia Society. Unfortunately, no one has seen or heard from him in ten days. The Keronia Society offers the characters 50 gp if they can learn his whereabouts. Have one or more characters make two DC 15 ability checks: Intelligence (Investigation) and Wisdom (Survival). If both checks succeed, the characters find the remains of Baf in a small valley near the mountains. Baf was mauled by creatures and left for dead. At your discretion, the creatures might still be in the area.

6. **Stop the Swordbeak.** A large, savage creature called a **swordbeak** (see page 194) is terrorizing local ships, making the receipt of imports difficult. House Santin asks the characters to climb the cliffs overlooking the sea and remove the swordbeak from the area. If successful, House Santin offers the characters up to 100 gp or a favor which they can utilize in the future. The nature of that favor is up to you.

7. **The Flash.** Last night, a strange, bright flash happened in an old ruin at the northern edge of Hearth. The Couatl Heralds ask the characters to discover the origin of the flash. Performing this task successfully grants the characters a favor from the Heralds. A successful DC 20 Intelligence (Investigation) check leads the characters to a ruined library. In the basement of the library, the characters find an unstable portal to another plane of existence.

8. **Gain Iacopo's Trust.** Iacopo Mazel, a high-ranking merchant in House Santin, makes the characters an offer they can't refuse: he will pay them 100 gp if they can find proof that the Seven Gates are actively working against them. This side quest could tie into the "Learn More About Beltramiso Santin" side quest.

9. **Discover Gaglin's Grotto.** The Keronia Society asks the characters to locate a series of caverns in the mountains known as Gaglin's Grotto. Supposedly, a stalactite made of pure diamond is somewhere within the cavern. If the characters can find the entrance to the cavern and return with proof of the diamond stalactite's existence, they will pay the party 10% of the stalactite's value (500 gp). Of course, the cavern is home to a variety of fierce creatures.

10. **Test your Might.** The characters get into a scuffle with a group of eight **bandits** at a local tavern. Their leader, a **bandit captain** named Davos, offers to settle the dispute with an arm wrestling contest: the loser has to leave the bar and apologize. If the party accepts, the characters must nominate their challenger to face Davos. The challenger and Davos make a series of contested Strength checks. At the end of each contested Strength check, the winner wins 1 point and the loser loses 1 point. The first person to reach a point total of 3 wins (the final score should be +3 to –3). Alternatively, the person with the highest number of positive points at the end of 10 rounds also wins; if both arm wrestlers have 0 points at the end of 10 rounds, it's a tie.

CITY DENIZENS

Hearth is home to many important citizens, the majority of whom immigrated to the city when its gates reopened.

ACALAN GOLDFEATHER

Acalan Goldfeather (lawful good male human **veteran**) is a descendant of one of the original Couatl Heralds, Brother Riane. He now acts as the leader of the Couatl Heralds faction in New Hearth and is seen by many as the city's de facto leader, even though he refused the title.

Goldfeather spends most of his days speaking with the citizenry and solving issues that the city faces.

AMOXTLI AND EHECATL

The centuries' old **couatl** guardians Amoxtli and Ehecatl survived Hearth's fall and now oversee the return of the city. The pair still live in the Teocalli Couatl where they helped the Last Heralds battle the evil demigod Black Tezcatlipoca. Rarely seen by New Hearthans, the pair sometimes emerge to offer guidance to Acalan and the other Heralds.

BELTRAMISO SANTIN

Son of Beltramo Santin (the true Beltramo, not the devil Torith), Beltramiso is the heir apparent of House Santin and its merchant empire. Unfortunately, Beltramiso is something of a troublemaker. Known for his drunken tirades, the merchant prince can often be found at The Jolly Toad picking fights with foreigners. So far, Torith has allowed Beltramiso to operate unhindered in Hearth, but fears that his "adopted son" may start drawing unwanted attention to House Santin and ultimately Torith's machinations.

BELTRAMO SANTIN (TORITH)

The true Beltramo Santin died years ago. A despicable **barbed devil** named Torith assumed Beltramo's place and now rules over Santin's family and his clan. Torith has grown Santin's small operation into a force to be reckoned with, thanks to the vacuum of economic power present in Hearth when House Santin first arrived.

The devil has kept his schemes at a minimum, preferring patience and growth over dominance. As such, not even the

couatls, who spend their time in the Teocalli Couatl, or the Oracle Eqia are aware of the devil's presence in the city.

GRANDMASTER ZOK TUUDRO

Zok Tuudro (neutral male half-elf **mage**) is the leader of the Keronia Society. A lifelong interest in the lost city attracted Zok and his followers to Hearth. Now, Zok spends his days hiring adventuring parties and expeditions to bring him maps, artifacts, and useful information regarding the city and its environs.

Zok's days are filled with meetings and presentations all directed by his assistant Guto, a native **lizardfolk** who works as Keronia's receptionist. As suspected by some Hearthans, Zok doesn't sleep. Instead, he's trained to enter a trance like elves do, which he can maintain even while he's working.

JADECRY

Hearth is home to a myriad of adventuring groups, but none are as well known as the troupe called Jadecry. Led by the emerald-skinned Ana Faust (chaotic good female tiefling **knight**), Jadecry keeps busy throughout the year, working for any faction that will pay them. Jadecry's current line-up includes the half-orc **berserker** Bluko, the halfling **mage** Fafariaf, and a **lizardfolk** named Cracked Fang.

The four share a guild house in Rusher Ward dubbed The Green House.

KROTOS IRONSHIELD

Sometimes referred to as "The Jaguar," Krotos Ironshield (lawful neutral male dwarf **veteran**) is the leader of the Seven Gates mercenary collective. Krotos and his soldiers defend Hearth from dangers internal and external. Since many of The Seven Gates mercenaries come from questionable backgrounds, they are known to be harsh in their deliverance of law and order. Many New Hearthans have gone as far as to protest the activities of The Seven Gates, pleas that go unheard by their callous leader. Still, Ironshield is one of the few people in Hearth who is able to wrangle the mercenaries to work as a cohesive unit. In the past, this feature has saved New Hearth from a bevy of threats.

Krotos is in a close relationship with his lieutenant, Makkan. The two share a home within the westernmost tower of the Ocelot Gate.

YOLANDA KAZUL

The Seven Gates is less of a unified faction and more of a confederacy of smaller military groups. Each one maintains their iron grip on one of Hearth's gates and the guards defending it. Yolanda (neutral evil female human **thug**) is the leader of aptly named Bloody Coins, the most unruly and mean-spirited gang of mercenaries. Yolanda and the Coins barely follow Ironshield's orders. In the last few months, Yolanda has started a campaign to undermine Krotos, gathering the interest of The Seven Gates' other five leaders.

Yolanda has two sons, Yar and Peef, both of whom are members of Bloody Coins. Their father was also a member, but died during a skirmish a few years back.

FACTIONS OF HEARTH

Since its reopening, Hearth has attracted multiple organizations who saw opportunity within its sandstone walls. Some of these factions could work with the characters, helping them achieve their goals. Others might hinder the characters' actions and act as antagonists.

THE SEVEN GATES

Originally, The Seven Gates were made of seven individual organizations who claimed one of the city's seven gates. Recognizing the difficulty the individual groups had managing the gates and handling greater threats, the guilds united to form The Seven Gates under the leadership of Krotos Ironshield.

The Seven Gates handle the city's defenses. Some do so out of love for the city, while others demand coin for their services and are little more than extortionists.

COUATL HERALDS

Frequently recognized as the "governors" of Hearth, the Couatl Heralds are a formal organization started by the Last Heralds, the same heroes who liberated Hearth. Led by Acalan Goldfeather, the Heralds strive to bring law and order to the city while balancing the citizens' need for freedom.

Additionally, the Heralds manage the relationships between the other three factions, whose interests often conflict.

Ultimately, the Heralds are guided by the wisdom of Amoxtli and Ehecatl, the two couatls who still reside in Teocalli Couatl at the center of the city. While only a select few Heralds are allowed to have an audience with the couatl, the Heralds' morality and wisdom are almost universally unquestioned by the citizens of Hearth.

HOUSE SANTIN

In the early days of its revival, a merchant named Beltramo Santin moved to Hearth and set up a market near the southern gates. Thanks to this strategic location (and a well-paid militia protecting his interests), House Santin grew from its humble roots into the seat of economic power in Hearth.

Secretly, Beltramo is a patient, keen-minded **barbed devil** named Torith who hopes to play the long game in Hearth's economic and political development.

House Santin often hires adventurers and mercenaries for clandestine missions to keep their hands clean of anything that would draw attention to their darker proclivities. Fortunately, Torith is a master bureaucrat. Any time anyone has tried to link him to something illegal, he and his merchants have been able to clear themselves of any wrongdoing.

KERONIA SOCIETY

More so than any other faction in Hearth, the scholarly Keronia Society keeps adventurers busy inside and outside of the city. Zok, who is rumored to never sleep, always has some lost map, rumor, or strange key for which he will hire heroes to learn more about. Often, these leads turn up as dead ends. Even when they do, Zok still pays well.

MONSTERS OF HEARTH

The jungles of Elsath surrounding Hearth have been untouched for centuries. As a result, a unique selection of dangerous wildlife calls this place their home, and have become a constant threat to the New Hearthans and adventurers that explore the wilderness in search of its lost riches.

INVISIBOARS

Native to the jungles of Elsath, invisiboars are literally invisible boars. It's largely believed that these strange pigs owe their existence to the wild magic that flows through the jungles of the world, and the fact that so many of them are found near sites of permanent or programmed illusions lends further credence to that theory.

Invisiboars are consummate hunters who use their innate invisibility to stalk their prey before viciously charging it. When pitted against tougher combatants, they utilize hit and run tactics that let them charge the same target repeatedly.

When invisiboars are killed, the magic that conceals them "bursts," blinding creatures who witness the burst.

SWORDBEAKS

As the name suggests, swordbeaks are huge birds with 10-foot-long razor-sharp beaks. These beaks are capable of punching through stone and steel. Voracious carnivores, they often attack large creatures, and even humanoids, in grasslands, hillsides, coasts, and other open areas.

Swordbeak nests are usually littered with gold, gems, and other valuables that their humanoid prey were carrying at their time of death. Appreciative of shiny objects, swordbeaks defend their collected treasures almost as fiercely as they do a clutch of eggs.

WINGED WRETCHES

Winged wretches are swarming bat-humanoid hybrids native to subterranean realms and tropical jungles. Although they resemble certain shapechangers and vampires, they are not blood-drinkers. Regardless, they are cruel creatures who delight in the torture of weaker prey.

Invisiboar

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	2 (–4)	10 (+0)	5 (–3)

Skills Stealth +3
Senses passive Perception 12
Languages —
Challenge 2 (450 XP)

Charge. If the invisiboar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Death Flash. When the invisiboar dies, its invisibility ends and it emits a bright flash of light. Each creature within 10 feet of it must make a DC 13 Constitution saving throw or become blinded for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisibility. The invisiboar is invisible.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Swordbeak

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 102 (12d12 + 24)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	15 (+2)	3 (–4)	10 (+0)	7 (–2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 5 (1,800 XP)

Dive Attack. If the swordbeak is flying and dives at least 30 feet straight toward a target and then hits it with a beak attack on the same turn, the attack deals an extra 7 (2d6) damage to the target.

Keen Sight. The swordbeak has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

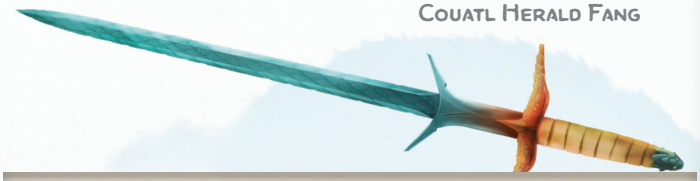
Beak. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

EXAMPLE TREASURE

The most iconic treasures you can find in Hearth are ones originally bestowed on ancient Couatl Heralds. These items are aptly named, such as the *couatl herald's fang*, the *couatl herald's mantle*, or the *couatl herald's radiance*.

The jungles of Elsath and the myriad of tunnels below Hearth can also be the home of other magic items. A tarnished sword could be found in the mysterious den of a jealous swordbeak, or a dusty trinket discovered on the skeletal remains of a Rusher or long-dead ancient Hearthan. Any item that fits a jungle or classic adventure setting, such as the *dryadleaf*, *locksmith's bane*, *quagmire maul*, *spire seed*, *staff of the reverent warrior*, *tethervine quiver*, *torchbearer's reach*, or *wisplight lantern*, would be a great option to include in your party's various adventures in Hearth.

Couatl Herald Fang



Winged Wretch

Medium monstrosity, chaotic evil

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	7 (–2)	12 (+1)	7 (–2)

Senses blindsight 60 ft., passive Perception 11
Languages Undercommon
Challenge 1/2 (100 XP)

Echolocation. The winged wretch can't use its blindsight while deafened.

Keen Hearing. The winged wretch has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The winged wretch makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Become a Herald and save the city!
The Couatl Heralds include all walks of life within their ranks, and can sometimes offer unique specializations for certain characters. Fighters, paladins, and monks can find new subclasses that are specific to the history and culture of ancient Hearth in Part II: Character Options.

If you'd like to experience the recovery of Hearth for yourself, or see how you can play a direct role in the city's growth, you can download the free adventure and additional rules at any time at thegriffonssaddlebag.com/hearth.

Greater Winged Wretch

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	10 (+0)	12 (+1)	9 (–1)

Saving Throws Str +6, Con +4, Wis +3
Senses blindsight 60 ft., passive Perception 11
Languages Undercommon
Challenge 4 (1,100 XP)

Echolocation. The greater winged wretch can't use its blindsight while deafened.

Keen Hearing. The greater winged wretch has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The greater winged wretch makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Thunderous Shriek (Recharge 5–6). The greater winged wretch shrieks, emitting a wave of thunderous force in a 30-foot cone that originates from the wretch. Each creature in the area must make a DC 12 Constitution saving throw. On a failed save, a creature takes 17 (5d6) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened.

THE FIGHT AGAINST
DENDALLEN

THE FIGHT AGAINST DENDALLEN

Nicrone Dendallen is a human wizard whose passion for self-improvement has become an obsession, focused on removing the inherent limits of his own mortality. His focus on gaining power through sacrifice at any cost attracts dedicated sycophants. Their beliefs make them eager to recklessly endanger their lives for the chance to earn powerful rewards from his hand.

Dedicated and tenacious followers of Dendallen are given tokens of his appreciation: terrifying items made by Dendallen himself, each enchanted with a grotesque balance of strength and consequence.

While Dendallen is a master of the necromantic arts, his frustration with the limits of his mortal body makes him scoff at those who pursue longevity through undeath's tenuous hold on existence. Only under extreme circumstances—or the promise of extreme rewards—is he willing to work with undead creatures or the magic that enables them.

TEACHINGS OF DENDALLEN

Dendallen's belief that self-sacrifice leads to self-improvement is a fervent mantra held by his followers. In general, those that subscribe to Dendallen's teachings believe that in order to truly become greater, you must be willing to let go of the mortal trappings that bind you. The major tenets of Dendallen are as follows:

Embrace Self-Sacrifice. To forget the familiar as a price for greatness is admirable.

Conquer your Limits. To become more powerful is to embrace the purpose of life.

Enforce your Will. To conquer all obstacles in your path is to ensure success.

FOLLOWERS OF DENDALLEN

Use the *cultist* and *cult fanatic* statistics for followers of Dendallen. Dendallen's more powerful followers can use other humanoid stat blocks that fit your setting and party level. These leaders are groomed to be more formidable than those deemed undeserving, unproven, or mediocre.

Typically, these trusted followers of Dendallen will have overt visual ailments or symptoms of disease, but will be notably more powerful because of it. Elite followers such as this will occasionally wield a *Remnant of Dendallen*, bestowed unto them after they complete a dangerous or otherwise notable feat of faith, loyalty and self-sacrifice. Upon defeating such a creature, your party can take the Remnant for themselves. The particular Remnant each follower wields is up to you, but should be scaled relative to the creature's challenge rating.

SLAYING NICRONE DENDALLEN

Killing Nicrone allows for his spirit to return at a later time (see "Attuning to the Remnants" and "Dendallen's Return" later in this document). His final mortal words should capture his beliefs and foreshadow his return, such as "Giving up your weaknesses grants power beyond compare!"

Nicrone Dendallen

Medium humanoid (human), neutral evil

Armor Class 13
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	20 (+5)	13 (+1)	16 (+3)

Skills Arcana +9, History +9, Medicine +9
Damage Resistances necrotic, poison
Condition Immunities poisoned
Senses passive Perception 8
Languages Common, (Any three others)
Challenge 11 (7,200 XP)

Staff of Withering. This staff has 3 charges and regains 1d3 expended charges daily at dawn. On a hit, it deals damage as a normal quarterstaff, and Dendallen can expend 1 charge to deal an extra 11 (2d10) necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Spellcasting. Dendallen is a 19th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, poison spray, ray of frost*
1st level (4 slots): *false life, inflict wounds, magic missile, shield*
2nd level (3 slots): *blindness/deafness, darkness, hold person, ray of enfeeblement*
3rd level (3 slots): *bestow curse, counterspell, dispel magic, haste, slow*
4th level (3 slots): *blight, confusion, phantasmal killer*
5th level (3 slots): *cloudkill, telekinesis, wall of force*
6th level (2 slots): *circle of death, disintegrate*
7th level (1 slot): *finger of death, prismatic spray*
8th level (1 slot): *feeblemind*
9th level (1 slot): *weird*

ACTIONS

Staff of Withering. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d8) bludgeoning damage.

REMNANTS OF DENDALLEN

Items created by Dendallen are called Remnants of Dendallen and double as vessels to store a portion of his spirit. At the time of his death, these Remnants can be scattered around the planes of existence or collected by his remaining devout followers: whatever makes the most sense for your campaign. Any item that bears Dendallen's name in its title is considered to be a Remnant.

Remnants are laced with necromancy magic that forces creatures to sacrifice a part of themselves in order to use them. The sacrifices, while potentially reversible, are more than just skin- or bone-deep. As curses take hold, they begin to gradually provide strength and vitality to the lingering spirit of Dendallen trapped inside them.

If a creature attuned to at least one Remnant is in the presence of another Remnant that isn't attuned to by someone else, that creature must succeed on a DC 20 Wisdom saving throw or become obsessed with it and do anything within its power to take and attune to that Remnant before another creature is able to. The obsession lasts until the creature is unable to see or touch the Remnant for at least 1 hour or until it's targeted by either a *greater restoration* or *remove curse* spell.

ATTUNING TO THE REMNANTS

Attuning to three Remnants of Dendallen is a gift as well as a curse. While a creature is attuned to three of these items, it can freely attune to other Remnants of Dendallen. When it does, its attunement to another Remnant ends, as well as its curse.

If Dendallen is dead, being attuned to these items activates a secondary effect once you reach level 15 (or 14 if there are 5 players in your group, etc.). When this happens, the attuned creature's cursed body becomes strong enough to handle the intensity of channeling the *Spirit of Dendallen*. The event is involuntary, and happens either at the end of a long rest or at your discretion. See the stat block for the Spirit of Dendallen on page 200.

DENDALLEN'S RETURN

When the Spirit of Dendallen is channeled by a level 15 creature attuned to 3 of his Remnants, they become momentarily frozen in place. While unmoving, the creature's body begins to overflow in a torrent of green arcane and necrotic energy that spills forth from their back. The energy coalesces above them to form the towering, spectral avatar of Nicrone Dendallen's returned form: the Spirit of Dendallen. Its hulking, necromantically-charged form looms over the hosted creature and drips with ooze-like green necrotic ectoplasm.

The scraps of Nicrone Dendallen's spirit that were anchored in his Remnants combine to form the new spirit. These once-weak shards have been empowered as the attuned creature has sacrificed aspects of themselves through the items' various curses. Removing the worn Remnants from the host (even forcefully) fails to destroy or dispel the Spirit of Dendallen.

The spirit's appearance is that of a huge, muscular lich made of spectral miasma. Depending on the Remnants that the hosted creature has attuned to, the spirit's appearance may change to reflect the host's Remnants. Regardless of appearance, the spirit's abilities and power are unchanged.

VICTORY OR DEFEAT

If the Spirit of Dendallen is defeated, the host creature gains four levels of exhaustion. In addition, all Remnants of Dendallen on the current plane of existence, even those not attuned to by the host, turn to mush and are destroyed as the magic that anchored Dendallen's spirit is dispelled. All of the Remnants' effects and curses that were affecting the creature end.

If the spirit is victorious in combat and maintains its control over the host, it can spend 1 minute solidifying its ownership and possess the host. Once the creature is fully possessed in this way, the Spirit of Dendallen can stay within the creature's body and command it indefinitely. The host creature shows no outward signs of the possessing spirit. While possessed in this way, the host automatically fails all saving throws against the spirit's thrall.

While Dendallen is proud of his necromantic achievements, his step into undeath is a shameful setback. He will do whatever it takes to remain within the possessed creature and maintain his sense of life unless absolutely necessary. The spirit can reemerge from the possessed creature as an action. When this happens, the possessed creature can resume attempting saving throws to maintain its free will, but they suffer disadvantage on each of these attempts. Use the Spirit of Dendallen's stat block and the possessed creature's statistics for these saving throws.

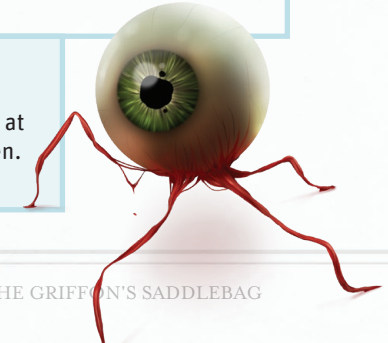
VARIANT: Limited Host Spellcasting

At your discretion, The Spirit of Dendallen's host gains the following trait for as long as they remain under its thrall.

Adopted Spellcasting. A creature possessed by the Spirit of Dendallen that has spell slots immediately forgets all spells they know and have prepared, which are then replaced by the list of spells that the spirit knows for itself. The spirit's host retains its normal spell slots, but can only use those spell slots to cast spells in their new adopted spell list. If the spirit's host is not a wizard, they can nonetheless cast its spells as if they were spells in the host's class spell list, using its spellcasting ability modifier and spell save DC. If the spirit is destroyed, its host forgets all of the spirit's spells, remembers all of their previous spells, and can (if applicable) spend time preparing spells as normal.

This option is good for when wizards or other powerful spellcasters become the subject of the spirit's control. Given that player character balance is different than creature balance, some spells are disproportionately good for killing fellow players. If you're concerned about the spellcaster turning on its friends and casting fireball *with a 6th level spell slot, this option may be right for your game.*

On the next page
You can download this map for free at thegriffonssaddlebag.com/dendallen.



Spirit of Dendallen

Huge undead, neutral evil

Armor Class 18 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 0 ft. (see the *Attuned Thrall* ability)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	23 (+6)	22 (+6)	19 (+4)	17 (+3)

Saving Throws Dex +10, Int +13, Cha +10
Skills Arcana +13, Deception +10, Insight +9
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from magic weapons
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses truesight 15 ft., darkvision 120 ft., passive Perception 14
Languages Common, telepathy 120 ft.
Challenge 21 (33,000 XP)

Attuned Thrall. The creature that attuned to three Remnants of Dendallen becomes the host to the Spirit of Dendallen, and a conduit through which it can exist on that plane of existence. The spirit can't move on its own and stays centered on the host's space, moving with the creature whenever they do.

At the start of each of the spirit's turns, its host must make a DC 21 Wisdom or Charisma saving throw (their choice) or become charmed, ignoring any immunity or resistance to charm or possession. The charm lasts until the start of the spirit's next turn when the host can repeat the saving throw. The DC of this saving throw lowers based on the spirit's current hit points, becoming 19 at 187 hit points, 17 at 137 hit points, 15 at 87 hit points, and 13 at 37 hit points.

While the hosted creature is controlled by the spirit, the spirit can issue them verbal or telepathic commands during its turn (no action required). The hosted creature obeys the commands to the best of its ability. While the spirit has control of its host, it can force the host to spend any amount of its movement from its upcoming turn in order to move on the spirit's turn instead.

In addition, the spirit has advantage on saving throws against any of its host's spells and magical effects.

Unstable Conduit. If the hosted creature dies, the spirit's body explodes: dispelling the spirit and forcing each creature within 30 feet of it to make a DC 16 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) necrotic damage, or half as much damage on a successful one. When this happens, the hosted creature is disintegrated and lost, leaving any Remnants of Dendallen behind.

Necromantic Form. The spirit's form allows it to move through any opening large enough for its host without squeezing. The spirit can occupy another creature's space and vice versa. The spirit is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the spirit fails a saving throw, it can choose to succeed instead.

Turn Immunity. The spirit is immune to effects that turn undead.

Create Tendril. If the spirit doesn't have any tendrils conjured, it can use a bonus action to conjure 1 Tendril of Dendallen at any point on a surface within 120 feet.

Spellcasting. The spirit is a 19th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, poison spray, ray of frost*
1st level (4 slots): *false life, inflict wounds, magic missile, shield*
2nd level (3 slots): *blindness/deafness, darkness, hold person, ray of enfeeblement*
3rd level (3 slots): *bestow curse, counterspell, dispel magic, haste, slow*
4th level (3 slots): *blight, confusion, phantasmal killer*
5th level (3 slots): *cloudkill, telekinesis, wall of force*
6th level (2 slots): *circle of death, disintegrate*
7th level (1 slot): *finger of death, prismatic spray*
8th level (1 slot): *feeblemind*
9th level (1 slot): *weird*

Actions

Multiattack. The spirit makes three slam attacks or two decaying ray attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) force damage plus 27 (6d8) acid damage.

Decaying Ray. *Ranged Weapon Attack:* +12 to hit, range 60 ft., one creature. *Hit:* 17 (3d8 + 3) necrotic damage, and the target must succeed on a DC 20 Constitution saving throw or gain one cumulative level of exhaustion that lasts for 1 minute. A creature exhausted by this attack repeats the saving throw at the end of each of its turns, taking an additional 3 (1d6) necrotic damage for each level of exhaustion it has on a failed save, or removing all exhaustion on a successful one.

Conjure Tendrils (Recharge 5–6). The spirit conjures 1d4 + 1 Tendrils of Dendallen at points of its choice on surfaces within 120 feet of it, up to a maximum of six of them at once. Roll initiative for the tendrils, which have their own turns.

Legendary Actions

The spirit can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The spirit regains spent legendary actions at the start of its turn.

Quick Attack. The spirit makes a single slam or ray attack.

Command Tendrils. Up to 4 tendrils conjured by the spirit can either teleport or make a single grasp attack.

Sweep (Costs 2 Actions). The spirit sweeps with the back of its massive arm. Each creature in a 20-foot cone must succeed on a DC 19 Dexterity saving throw or take 17 (2d12 + 4) force damage and be pushed back up to 15 feet and knocked prone.

Quick Cast (Costs 3 Actions). The spirit casts one spell of 7th level or lower from its prepared spells that has a casting time of 1 action.

THE SPIRIT OF DENDALLEN

When the Spirit of Dendallen finally emerges, it erupts from its host in a torrent of sickly green phantasmal energy. The ethereal, ectoplasmic substance whirls around and above the host before coalescing into the spirit's vaguely-humanoid spiritual form.

Dendallen was an egotistical and jealous wizard in life, and death has not changed that. He despises other spellcasters that refuse to submit to him, especially those who deal significant damage to his spirit or to its host. However, Dendallen is also paranoid and desperate to retain his tenuous foothold on this plane, so his spirit will hoard its higher-level spell slots unless it is near defeat.

Resilient Thrall. Once a creature attunes to three Remnants of Dendallen, nothing short of a *wish* spell can break their attunement to the items. However, once the Spirit of Dendallen has been summoned, targeting the host with *greater restoration*, *remove curse*, the "Break Enchantment" effect of *dispel good and evil* or other applicable spells of 5th level or greater grants the host advantage on their next saving throw to resist Dendallen's thrall. Likewise, any game effects that end possession or the charmed condition don't end the spirit's thrall over its host, but do grant the host advantage on their next saving throw against the spirit's control.

Personal Connections. Characters who share a meaningful personal connection with Dendallen's host can attempt to assist in their struggle against the thrall of Dendallen by reminding them of shared memories, such as telling inspiring stories or making personal pleas. At their discretion, you can choose to reward these attempts by granting the host inspiration to use on their saves against Dendallen's control.

Psychic Roots. After 1 minute of the initial emergence of the Spirit of Dendallen, the hosted creature suffers disadvantage on all saving throws it makes to resist the spirit's *Attuned Thrall* ability. Once an additional minute has passed, the host becomes possessed by Dendallen, as described in the "Victory or Defeat" section of this document.

Undead Nature. The Spirit of Dendallen doesn't require air, food, drink, or sleep.

Magical Tethers. When the Spirit of Dendallen is destroyed, all Remnants of Dendallen currently on that plane of existence decay into a gray goo and are destroyed, and any curse afflicting a creature from a Remnant is ended.

Tendril of Dendallen

Large undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 22 (3d10 + 6)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	15 (+2)	2 (–4)	6 (–2)	3 (–4)

Skills Athletics +8
Damage Resistances acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 3 (700 XP)

Necromantic Form. The tendril can occupy another creature's space and vice versa. The tendril is immune to any spell or effect that would alter its form.

Planted. The tendril isn't affected by forced movement, and it doesn't need to make a check to cling to difficult surfaces like walls or ceilings.

Will of Dendallen. The tendril shares a psychic link with the spirit as well as the hosted creature while it's controlled by the spirit. The tendril doesn't provide cover to hostile creatures against attacks made through the tendril's space by the Spirit of Dendallen or its enthralled host.

ACTIONS

Grasp. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) force damage plus 9 (2d8) acid damage, and if the target is a creature, it is grappled (escape DC 16) and must succeed on a DC 16 Strength saving throw or be pulled up to 5 feet toward the tendril. Until this grapple ends, the tendril can't grasp another target.

Fling. One Medium or smaller object or creature grappled by the tendril is thrown up to 20 feet in a direction of the tendril's choice and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Teleport. The tendril withdraws into the surface from which it appeared and emerges elsewhere, teleporting to an unoccupied space of its choice within 120 feet of Dendallen.

THE ORIGIN OF THE GRIFFON'S SADDLEBAG

Wow, you got all the way back here? Neat! Thanks for reading this book: I really hope you enjoyed it.

So if it wasn't clear, I'm Griffin. That's Griffin with an "-in" as opposed to the eponymous "-on" spelling used in this book and everywhere else online. I make magic items every day. And for the first year of doing this, I made them 7 days a week. Nowadays it's a more manageable 5 days a week, and it still blows me away that people like you have made this future possible for me.

I first started making magic items as a creative outlet. I'm a trained designer with a knack for illustration, and in the fall of 2018 I was employed as a work-from-home User Experience Designer for a consultation company. It wasn't glorious work. The company didn't match my interests (or moral compass), but it was a job that afforded me the freedom to spend my time at home with my dog and partner: two things I really value.

On top of not being glorious work, it was also dreadfully boring and creatively barren. I started making magic items in the evenings as a way to make art that I was excited about. Making these items used both my designer and illustration sensibilities, and I loved the feedback (good and bad!) that I received online from similarly passionate 5e fans.

After a week of making them, I started to realize how much fun I was having and how my creative and emotional health were improving as a result of it. My partner suggested that I make an Instagram account for it and make it into a 365 project: that is, making one a day for a year.

Now, she knew as well as I did that I had never seen a 30-day art challenge through. So to suddenly jump into a 365-day one sounded pretty out there. Heck, she said I could probably even start a Patreon campaign for it after 6 months if people were interested. Again, pretty wild.

I have a hard time saying no to a good challenge. This challenge, in particular, was largely a matter of willpower. The only person I could blame for not following through on it would be me, barring anything extraordinary happening. Also, I thought to myself, I could put them all in a book and be an author, which all sounded very exciting as well.

You obviously know the rest, to some degree. I learned a few key takeaways from my first year. I'm sure I'll learn more in the future, but as of now, my main lessons have been:

Make work you're proud of. You'll always push yourself to do more if you want to make yourself proud. It doesn't matter if you can do it for a living or not: if you finish something and feel accomplished, that's a perfect reason to do it.

Making work you're proud of is also how you can accept creative feedback with grace. If you want something to be as good as it can be—which you do, if it's something you want to be proud of—then you're much more eager to listen to people when they have differing opinions than you. Humility is an important trait in any aspect of your life, and this is a great way to naturally keep yourself in check.

Thank people for their enthusiasm. We live in a society where it can be frowned upon or seen as immature to show excitement about something. That sucks. Let people know that you appreciate that they care. You will make so many friends and build a better community when you do. Let people know that they're seen.

Whatever you do, be consistent. That is, if you're hoping to build an audience. If your end goal is just to make something for yourself (which is *great*), then you can keep whatever schedule makes you the happiest. But if you want to turn a passion project into something more, make sure that you can keep a consistent pace with it.

The role playing game community is filled with such kind people. I am endlessly grateful for the support and kindness that's been shown to me, and I am so excited that these items have made an impact on your—and your characters'—lives.

WHERE TO GO FROM HERE

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Thank you, once more, to everyone who has helped make this book possible. Your pledges, support, and excitement have all been felt. You have given me an opportunity to fulfill an incredible dream, and I hope that it brings you joy.

Without characters to use them, magic items are lifeless. It's your time together that gives them real magic, and I hope that they see you through the most incredible adventures.

Whether you're a player or a Game Master, I would love to hear your stories about how the contents of this book, or PDF in this case, have impacted your games.

If you like this content, consider supporting the effort by becoming a patron for $1 a month on Patreon. More items and more are added daily!

And as always, keep on adventuring!

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A. Hisey
A. R. Katz
A.J. Warner
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a_mismatch
Aahzsama
Aardvark
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Aaron Mills
Aaron Mitchell
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Aaron Segstro
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Aaron Stordahl
Aaron Summey
Aaron Trenorden
Abayomi Dada
Abberbabylon
Abbi Clark
Abby Dee
Abdu Debbarh
Abe Alahmad
Abel Contreras
Abelard the Bard
Abi McCoy
Abner Esquite
Abraham Simpkins
Abraham Vasquez
abramie
Absalon 43
Acacias
Acar Altinsel
Ace
Ace Robinson
Achint Singh
Acre Green
Adam "Asphodel" Louis
Adam "Carnage" Welch
Adam aka "Ardo the Kobold Bard-o"
Adam Anderson
Adam Anzualda
Adam Barron
Adam Beazley
Adam Benovic
Adam Bracewell
Adam Brear
Adam Broga
Adam Bush-Emmart
Adam Caverly
Adam Chapman
Adam Chunn
Adam Cisler
Adam Courtney
Adam Easley
Adam 'Edam' Mitchell
Adam Ezell
Adam Gersten
Adam Ghijben
Adam Gilbert-Cole
Adam Goldberg
Adam Guzkowski
Adam Harrison
Adam Hartigan
Adam Hereford
Adam Heroff
Adam Hoffmann
Adam Hopkins
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Adam Slater
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ÆtherDeity
AgentChyna
agentlyseria
Ahanu
Ahmed alsultan
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Aidan "AJ" Johnson
Aidan Brenner-Slagle
Aidan Crowley
Aiden Edwards
Aiden Guzman
Aiden M. Downs (The Flippant Wizard)
Aiden Major
Aiden Pyre
Aiden/Evan Jefferson
Aimee Davis
Airen Crymoon
Aisuke
AJ Edwards
AJ Kovacs
Aj Nobs
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Alex "Kuthedk" Moss
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Alex Acatrinei
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Alexander Patrick Bledsoe
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Allegra Tennis
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Alyx Beauchamp
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Amaya Ells
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Amber Mohacsy
Amber Rawlins
AME3 Grant Young
Amellwind
Amet DeCrypt
Amr Helmi
Amrynth
Amund Øyen
Amy “ducktape“ Kendall
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Amy Chase
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Amy Stevenson
An eldricht god
Ana Campanico
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Appayipyip
Applecakezombie
April Weyland
ApTo
Aradae
Aragodo
Aralu
Arcane Tabletop
Arch DeLux
Archer1453
Archit Singh
Archop
Arcima
ArdanBlade
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Aric Palmer
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AwkwardFaceHugger
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B. Sheff
BaaDaXx
Babakinush
Babasola Popoola
Babi
Bach Dinh
Bailey Kite
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Bailey Rolfes
Baka Demon King
Balancewarrior
Balázs Pataki
Balder Viëtor
Baldur Ingimar G.
Balizar
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BardlyWritten
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Barnaby Chadwick
Barry 'Blackmanefury' Mullen
Barry Yuen
Bart Boeckhout
Bartholomewl The Silent One
Bartimaeus
Basil Shepherd
Bastion, the Dwarf King
Baxter
Baykov Veniamin
Baylor Edwards
Be Inspired with Dominic
beannloaf
Bear Stoves
Bearded Beast
Bearden
Beau Marouk
Beau Matthew
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Belar of Silvermoon
Bellamin
Bellot Tristan
Ben
Ben "Zaion Solaris" Luber
Ben Armitage
Ben Arsenault
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Ben DeVries
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Ben Greene
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Ben 'SacredHawx' Robinson
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Beth Raetz
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Betty's Banoodles
Betwixt
Bev Nelson
BewaretheBogle
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Bhas Chiriki
Big Glee
Bigbubbaphat
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Bill Teeple
Bill wallrich
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BJ Hypes
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Bjorn Van Dam
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Brayan Raya
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Brayden Bassett
Brayden McKinney
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Bread Romine
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Brecken Pisenti
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Brenden Burnett
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Brenna Koe
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Brice Barnett
Brice Héritier
Brice_T
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Bridger Burt
Bridget Beachley
Bridget Tate
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Brigit Rohrbaugh
Bristol Beedger
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Brittany
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Brock Lobster!
Brock Wager
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BroSkemp "RV"
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Bryan Le
Bryan Puskas
Bryan Ramirez
Bryan Rehbein
Bryan Smith Jr.
Bryan The Wayward Monk, Believer in Fist Foo, Deliverer of the Punch Van Den Oever
Bryan Wiggins
Bryan Zorn
Bryant Haynes
Bryant Rooney
Bryce Griebenow
Bryce Harbert
Bryce Hickman
Bryce Kamstra
Bryce Oltman
Bryce Ringor
Bryson
Bryson Sanders (BS_DungeonMaster)
Bubba & Linda MacPherson
Buck Crutchfield
Buck the Great
Buddy Burden
Bumbletee
Burgmond
Burke Hahe
BurnishedBronze
Burzum
C Covey
C. Hacker
C. Hunter Smith
C. S. & R. L. Jones
C. Standiford
C.A. Taylor
C.J. Wilkins
C.Kara Dill
C8LIN Riley
Cabanaminis
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Cade Naillo
Caden B.
Caelam Zefer Heartstone
Cain McKibben
Caitlin Cummings
Caitlin Lineback
Caitlin Walker
Caitlyn Lewis
Cal Da Silva
Cal vp
Calaan
Caleb Bailey
Caleb Bickel
Caleb Bigham
Caleb Coots
Caleb Coppola
Caleb Daniel Kissiah
Caleb Douglas
Caleb Griffing
Caleb Longshanks Lee
Caleb Lynch
Caleb R. Burns
Caleb Smith
Caleb Steiner
Caleb Wright
Calle Lejdbrandt
Callie Cline
Callisto64
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Callum Goulden
Callum Hedges
Callum Ogden
Callum Patrick
Callum Power
Callum Shaw
Callum W-S
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Calvin Butler
Calvin Olson
Calvin Smith
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Cam Iverson
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Cameron Brinson
Cameron Button & Amanda Bloom
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Cameron Graf
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Cameron Switzer
Cameron Thibault
Cameron Tyler Holt
Cami Grijalba
CAMP Haggett
Campaign&Craft
Cantine & Lucertole
Capicola
Capitan Machismo

Cap'n Waylark
CaptainClover
CaptiveBow
Cara 'Aracnel' Marshall
Cara Ssenyl
Carine Morel
Carl B Jalm
Carl deSoto and his amazing players
Carl Durcholz
Carl Hansel
Carl Kelleher
Carl Scott
Carl Torvik
Carl Vose
Carl Wiseman
Carlile, M
Carload
Carlos and Molly Peredo
Carlos Cisneros
Carlos Llorens
Carlos Montenegro
Carly Othling
Carly Rutherford
Carol Smith
Caroline Harris
Carolyn Noe
Carrie "Myst" Azurite
Carrie Fowler!
Carrie Hardman
Carson S.
Carson Schwaller
Carter Hewitt
Carter Schu
Carter Slater
Casey "BEP" Cordray
Casey B.
Casey Blamires
Casey Caudill
Casey Geyer
Casey J Bing
Casey Jacobsen
Casey Moore
Casey Novak
Casey Radalia
Casey Scandlyn
Casiah Lewis
Casmo
Casper
Casper Adriaensen Langouche
Casper Grandt
Casper Henrisken
Casper Nielsen
Cass Brown
Cassandra Druckenmiller
Cassandra M Dowe
Cassandra Stevenson
Castreek
Cat Connell
Cat Rollem
Cat Ward
Catt Walker
Caylin Thurston
CC Snyder
Cecil Mastenbrook
Cecilie Lagerquist
Cedrick Estabillo
Cédrick Gagné
Cee Sturdy
Celia Holzsweig
Celine Smith
Ceolobo
Cera Mersereau
Cera Smith
Cesar Daniel
Ceylan McGinty
Chace Shiplry
Chache
Chad "DMerald" Ingram
Chad "TheGamefreek" Sumner
Chad Breeden
Chad Challman
Chad Cooper
Chad D
Chad 'Doomedpaladin' Middleton
Chad Goldman
Chad Holmes
Chad J Yager
Chad Riley
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Chad Thompson
Chad Thornton
Chad Tullock
Chadowfax
Chadrick Hess
Chance Clement
Chance Needham
Chance Schoenst
Chancey Scott
Chandler
Chaotic Charley
ChaoticNexus
CHAPLET Antoine
Charles Baker
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Charles Ball
Charles Breton
Charles Broom
Charles Cantellay
Charles Caraway
Charles Chapman
Charles Custer
Charles Dodd
Charles Elliott
Charles England
Charles Folk
Charles H Murphy IV
Charles Ison
Charles Jacob
Charles Johnson
Charles King
Charles L White Jr.
Charles L. Prause III
Charles Long
Charles Mathis
Charles Mayes
Charles Nadeau
Charles Pierce Jr
Charles R. Nelson Jr.
Charles-H. Connor
Charley Jenkins
Charley Sharp
Charlie Bain
Charlie Frost
Charlie Hansen
Charlie Heidemann
Charlie Miksch
Charlie Ulloa
Charmaine "Charzey" Kwong
Chase "The Odd Ronin" Tabor
Chase G. Minghini
Chase Kopczyk
Chase LeBlanc
Chase Leone
Chase Moore
Chasie Swick
Chelsea "Meija" Trice
Chelsea Carreer
"Chelsey L. Brandon P."
Cherie Gettel
Cheyne
Chief Montiezuma
Chief Zeqe, Top $helf Money, The Ass Eater with a Cowboy Repeater
ChinoHon
Chip Poole
Chippy Cruickshank
Chloe Grainger
Chloe P.
Chloe Perelgut
Chloe Root
Chocoltelove
Chompesh
Chris & Lauren Gagnon
Chris "Cryo" Adams
Chris "tschalli" Dzialek
Chris AA
Chris Banzai
Chris Bennett
Chris Brotherton
Chris Brown
Chris Burns
Chris Capo
Chris Cavallo
Chris Cleveland
Chris Curb
Chris Devers
Chris Dobber Dobson
Chris Edwards
Chris Faehl
Chris Farina
Chris Gladis
Chris Greenwood
Chris Grijalva
Chris Harris
Chris Hartmann
Chris Hasson
Chris Hebda
Chris Hewett
Chris 'Hexen' Ellison
Chris Higgins
Chris Hinojosa
Chris Hoiberg
Chris Hrkal
Chris Ingersoll
Chris Jenkins
Chris Jingles Roberts
Chris Johnson
Chris Johnson
Chris Jones
Chris Kane
Chris Litwiniuk
Chris Lonigro
Chris Lowe
Chris M
Chris Madsen
Chris Mangum
Chris McAllister Williams
Chris McCoy
Chris Mizanin
Chris Mouchel
Chris N.
Chris Parker
Chris Patrick
Chris Patterson
Chris Perry
Chris Piazzo
Chris Portilla
Chris R.C. Stewart
Chris Sada
Chris searson
Chris Seieroe
Chris Sells
Chris Silfies
Chris Southorn
Chris Striker
Chris Stroud
Chris Switzer
Chris Tabasco
Chris Thian
Chris 'Tun' Ackroyd-Parr
Chris W.
Chris Waldrip
Chris Wheeler
Chris Williams
ChrisE
Christa Sparks
Christi Mallasch
Christian & Yuu Diaz
Christian "Blacky" Schwarz
Christian "Vazir" Dahl
Christian B P
Christian Bedard
Christian Bennett
Christian Bitz
Christian Cooper
Christian Günther
Christian Haupt
Christian Innes Castro
Christian Klein
Christian Kuhn
Christian Kwon
Christian Leimbach
Christian McBride
Christian O'Neal
Christian Opperman
Christian Palmer
Christian Retherford
Christian S. Mortensen
Christian Smith
Christian Trumbach
Christian Villner Anderberg
Christie Cameron
Christie Jennings-Wyckoff
Christina & Caleb
Christina Fearrington
Christina Foster
Christina Hanks
Christina Huntwork
Christina Scharrer
Christine Balne
Christine Campbell
Christine Jorgensen
Christine Miller
Christine Perkins
Christine R
Christine R. Hall
Christoffer Solgevik
Christoffer Voll
Christoph "Erman" Fusch
Christoph Kirchmair
Christopher "Blackstaff" Spake
Christopher "Minval" Schurman
Christopher "WB" Miller
Christopher B. Barney
Christopher Bower
Christopher Cox
Christopher D. Loental
Christopher D. Neal
Christopher Dixon
Christopher Elizondo
Christopher Fales
Christopher Garling
Christopher Graham
Christopher H Ross
Christopher Healy
Christopher Johnston
Christopher Keith
Christopher Kennedy
Christopher L Smallwood
Christopher Marshall
Christopher McKenrick
Christopher Menking
Christopher Merrick
Christopher Moore
Christopher Morey
Christopher P. Robbins
Christopher Payne
Christopher Racine
Christopher Rosinski
Christopher Roxas
Christopher S. Oliver
Christopher Sargent
Christopher Schultz
Christopher Smith

Christopher Svehaug
Christopher T. Hughes
Christopher Taschereau
Christopher Tomlinson
Christopher Treco
Christopher Ullman
Christopher Ward
Christopher White
Christopher Wilkinson
Christopher Zurowski
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Chumphreyo
Cian McGrath
Ciarán Muldoon
Ciaran Murray
Cierra McMurtry
Çınar Demir
Cinnibar
CJ Dusky
CJ Yow
Claire McKenna
Clancey craig
Claneidosyan
Clare C. Wing
Claudio rebuffo
Clay Swanlund
Clayton (Cerrondan Stormguard "The Rose")
Clayton Dun
Clayton L. Webb
Clayton Peoples
Clayton T. Anderson
Clementine The Not-So-Wise
Cleston Carvalho
CLFowler
Clif
Clint Doyle
Clint Els
Clint Hester
Clint Hillert Prosecutor of The Celestial Heights
Clint Malcolm
Clinton B Berry
Clinton Buck
CLS
Clyde Rey
Coal The Coward.
Cobi Metzger
CocoaMix
Cody Auter
Cody Beeson
Cody Blaschke
Cody Boker
Cody Claassen
Cody Clayton
Cody Cormier
Cody Farmer
Cody G,
Cody Galbraith
Cody Hedgecock
Cody L Jones
Cody Lathim
Cody Leveritt
Cody Lewis
Cody MacLeod
Cody Maynard
Cody Nill
Cody Parker
Cody Rushing
Cody Smiley
Cody Stephens
Cody Swatek
Cody Wishard
Coen Zuidervaart
CoKaynn
Cokin Harvey
Colas
Colby Natal
Cole "The Squazit" Dennison
Cole Bugley
Cole Dieterle
Cole Fehring
Cole Hewson
Cole Higgins
Cole Howard
Cole J Smith
Cole Larson
Cole Nordin
Cole Reist
Cole Waterhouse
Cole Whobrey @BasementMafia
Coleman Bland
Coleseph Stalin
Colin Bingham
Colin Breest
Colin Doig
Colin Kubisiak
Colin Lindgren
Colin MacInnis
Colin Modrak
Colin Oestreich
Colin T
Colin Wilkinson
Colleen Fannin
Collin Mak
Collin Thompson
Colt Whitley
Colton A. Suarez
Colton B.
Colton Bellamy
Colton Cutshaw
Colton Johnson
Colton Kitt
Colton Souza
Combatmedicbush
CommanderClaw
Commodore Erickson
CompDuLac
Connell Devery
Conner
Conner Elliott
Conner W. Gibbons
Connor "The Wizard" MacDonald
Connor Badham
Connor Bard
Connor Bresee
Connor Cassie Thomasson
Connor Coatman
Connor Cunniff
Connor Dawson
Connor Dixon
Connor Forthun
Connor Gorman
"Connor H. Jamie A."
Connor Lacerte
Connor Leger
Connor Nelson
Connor Retallick
Connor Shields
Connor Sinclair Cavin
Connor Smith
Connor Southam
Connor Stokes
Connor Sullivan
Connor Szabo
Connor Taylor
Connor V. Ancipink
Conor Ginnell
Conor J.
Conor Keane
Conor Kenny
Conor Sullivan
Constantine Manolis
Cookie Treible
Coolmatt200
Cooper Granahan-Linsley
Cooper MacDonald
Cooper Mahlin
Cora
Coral Moore
Corben Jubian
Corbin Alaster Parks
Corbin Staaben
Cordell hawkins
Corey A. Hoffman
Corey Baldwin-Teal
Corey Crawford
Corey de Danann
Corey Gross
Corey Hanks
Corey Hopkins, Nicole Hopkins
Corey Ian Buckingham
Corey Nealy
Corey P.
Corey Vervier
Corey Von Carticus
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Cormac Magma
Cortney Sauk
Cory Avis
Cory Gumminger
Cory J. Schoonmaker
Cory Langford
Cory Merritt
Cory Mott
Cory Smith
Cory Strickler
Cory Wilcox
Costa Petroutsas
Coty SJ Owens
Count Stephen Eubanski
Courtney "C-Note" Trammell
Courtney Danelle @ cuddlycryptidgf
Courtney Kim
Courtney Powers
Courtney Ruptash
Courtney Short
Cowan Clan
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Coy Travis
CptDemos
Craddoc
Crafts+Minis
Craig Brierley
Craig Bromwich
Craig Chapman
Craig Crossbard
Craig Earl
Craig Harkness
Craig Keith
Craig Morrison
Craig Pickles
Craig W. Cormier
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Cristina Van Epps
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Cully Smu
Cuque
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Cursed Crypt
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Curtis Staley
Curtis-Anfernee R. Williams
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Cylus Hylia
Cynthia
Cynthia Mekenney
Cynthia Valdez
D Chadwick
D Collins
D. Coughler
D. J. Hayes
D. L-S
D. Newell
D.Bird
D.Emerson
D.J. Shewmaker
D.W Lawrence
Daan Meijer
DaBot
Dajer
Daker Fernandes Pinheiro
Dakota
Dakota (TheHunted) & Julie (Comfrey) W.
Dakota Baker
Dakota Steeves
Dallas Dredske
Dallas Marks
Dallas Yoxall
Dallin Johnson
Dalton Harvey
Dalton Macleod
Dalton Meadows
Dalton Morrow
Dalton Steele
Damek Cousins
Damian Adams
Damian Armon
Damian Eberlein
Damian Spence
Damien Anderson
Damien Berry
Damien C.
DamnitDan
Damon "Lefawitz" Lefholz
Damon DiBenedetto
Damon Edge
Damon Griffin
Damonmensch
Dan Abbott
Dan Beining
Dan Bush
Dan Corrigan
Dan Devereaux
Dan Edgel
Dan Foulds
Dan Freder
Dan Hernandez
Dan Hess
Dan Janowicz
Dan Johnson
Dan Kroon
Dan Leising
Dan Lichty
Dan McMillen
Dan Morewood
Dan Oviatt
Dan 'Quildra' Hallifax
Dan R Curtis
Dan Serino
Dan Slater
Dan Van Kooten
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Dana Kauffman
Dana Langa
Dana Sheik
Dana Swithenbank
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Dane "Noctis" Madsen
Dane Pinkerton
Dane R. Banks
Dani Larranaga
Danial D.

Daniel "Forest Man" Chesick
Daniel "Rocket" Ranger
Daniel "Virtopian" Glick
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Daniel Buhrman
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Daniel Cust
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Daniel Saenz Jr
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Daniel Shellard
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Daniel Tandoc
Daniel the Grey
Daniel Towers
Daniel Turner
Daniel Vasquez
Daniel W. Ritter
Daniel Wedincamp
Daniel Yant
Daniel Zimpfer
Daniel Zolotarev
Danielle Baker
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Danielle Hinton
Danielle Laman
Danielle Martin
Danielle S.
Danielle Tremblay
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Danny Harper
Danny Harrill
Danny Luca
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Danny Novo
Danny Oz
Danny Santiago
Danny Wilkins
dannyflock
Dante Sclafani
DanteOfAstora
DaOneAndOnly
Darien Marshall
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Darius "Dare" Hickman
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Dark Zero
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Darryl Johnson
Daryl Kohlerschmidt
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Dave Leek
Dave Lindsay
Dave Mathews
Dave McCarrick
Dave Pevsner
Dave Pullen
Dave Staggs
David
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David & Rachel Hobbs
David (Dice) Kerr
David "Daddie" Petri
David "Ramthundar"
David "TheHig" Higgins
David A. Lightfoot
David A. Nolan
David A. Zelenak
David Alexander Leslie
David Alexander Person
David André Flikkeid
David Auvenshine
David Baraz
David Barkfors
David Barringer
David Bell
David Bonney
David Bradford Olney
David Brunner Halliday
David Carpenter
David Carter "Carter"
David Charles H Jackson
David Clark
David Colmenares
David Craig
David Cullimore
David D Greenhorn
David Druse
David Dusing
David E
David E. Dalton
David Elaine Westhoff
David F. Siegel
David Ferguson
David Fox
David Futterrer
David G Lewis
David G. Morris
David Gerber
David Guckian II
David Hayward
David Hepfinger
David Hoeppner
David Hudak (Kelek)
David Hughes
David J
David J Morand
David J Vincent
David J. Evans
David Jones
David King
David Knapp
David L. Marino
David Lamberson
David Leung
David Lewis
David Lucas
David M. + Kerry D.
David M. Rusk
David M. Schut
David Marion
David Maskell
David Matthews
David May
David McKeever
David Montier
David Montminy
David Nguyen
David Nguyen
David Nguyen Ton
David Nocivelli
David Page
David Paul Guzmán
David Polinski
David R LaFollette
David Rorick
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David Schoenheit
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David Stephenson
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Dean Vereker
Deanna Diede
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Deborah Felice
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Dennis Eastwood
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Dennis Renneberg Andersen
Derek Barsness
Derek Boudreaux
Derek Bryant
Derek Carpenter
Derek Donald
Derek Dunfield
Derek Hunter
Derek Imlah
Derek J Bush
Derek Long
Derek Mortimer
Derek Paige
Derek Potter
Derek Raymond
Derek Robertson
Derek Wagner
Derick Spiekerman
Deron Chu
Derran Warden
Desirae Mitchell
Detlef Hallermann
Dev
Dev Alva
Devin & Emily
Devin Brown
Devin Lockwood
Devin Luensman
Devin Mathenia
Devin Peckham
Devin Strom
Devin Sutherland
Devin Waguespack
Devin White
Devlin 'Viltor' Schwartz
Devon "Niko"
Devon Belgard
Devon Bettencourt
Devon Brinks
Devon Burton
Devon R. Troeger
Devon Turi
Devon Vega
Dewayne Farmer
Dexter Chu
Dexter Walkley
DG Wiggins
Diana L. Thomas
Diana Lindenau
Diarmuid Doran
Diego Drumond
Diego Rubertelli
DigitalVoid
Dillan Archer
Dillon Campeau
Dillon Davis
Dillon Simonson
Dillon VanBuskirk
Dimitri Lotti, Carolina Santilli e Iacopo Menegatti
Dimitri White
Dino & Squid
Diomedes Poletes
DiPetroVP
Director Bechter
Dirk Hubrecht

Dirk Longmonton of the Moria Longmontons
Disardor
Dixie Jarriel
DJ Chatman
DJ Pesco
Djae
DM Amanda Mantchev
DM Atomyk
DM Green
DM Kankelborg
DM Lincoln Hayes
DM Matt
Dmitri B.
Dmitry Lebedev
dmmagic
Doctor Sung
Dog Man
Dojh
Dominic C.
Dominic Marshall
Dominic Sant
Dominic Sorreta
DomPrez
Don Kamillo
Don Kiesling II
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Donald Gerasimchik
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Douglas Adams
Douglas Baldwin
Douglas Blume
Douglas Carter
Douglas Hagstrom
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Dravah
Dreaded GM - Oaken'Ash
Dren Skullcrusher
Drev
Drew Behseresht
Drew Burt
Drew Dye
Drew Ferguson
Drew Garner
Drew H.
Drew Pawlikowski
Drew Schneider
Drew Williams
Dryhten
Dtmahanen
dualcells
Duncan Jones
Duncan Robertson
Duncan-Tessmer Family
Dustin Curtis
Dustin Fischer
Dustin Fletcher- D4
Dustin Garcia
Dustin Hardt
Dustin Holden
Dustin Hyland
Dustin J Facteau
Dustin Johnson
Dustin Knight
Dustin lowder
Dustin Shirley
DWAR Sigmund
Dwarf Rampage
Dylan
Dylan "CrippledNinja" Eckstein
Dylan "Grimm Howl" Hall
Dylan Alton
Dylan Conway
Dylan Einar Petterson
Dylan Evans
Dylan G.
Dylan Guidry
Dylan Irwin
Dylan Lauber
Dylan Liebert
Dylan Lockwood
Dylan M Thomas
Dylan Mann
Dylan Michienzi
Dylan Moore
Dylan Ripley
Dylan Smith
Dylan Vaillancourt
Dylan Vinyard
Dylan Von Wald
Dylan Williams
Dyrewolff
E Bertolotti
E. Ashton Pease
E. J. Reyes
E. Quijano
Eagleam
Eamonn Fallon
EatThatMeme445
Echo and Ryan Full
Ed B.
Ed Big
Ed Covarrubias
Ed McCutchan
Eddie Buc
Eddie Chew
Eden Apostolou
EdFromTheCuldesac
Edgar Diamond
Edgar Gonzalez
Edgar Gonzalez
Edi Seidler
Edith Blake
Edo de Kruiff
Eduji
Edungga
Edward Bear
Edward Craw
Edward Durant
Edward Hunter
Edward Loenichen
Edward McCoy
Edward Parks
Edward Ray
Edward Redfield II
Edward Valenzuela
Efrain Puga
Egg the Dragon
Eiríkur og Dagur
Eivenhow
EkajTheOrc
El
Elaina Bowen
ElAnder
Eleanor Lee
Elena Melendrez
Eleonora Lidström
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Elgin Scott
Eli Clobberpuss
Eli Hershberger
Eli Proctor
Eli Thomas
Elias "ewok" Baxter
Elias "prophet2o" Taylor
Elias Anderson
Elias Dennis
Elias Malm
Elias McNew
Elijah "Kitasu" Morales
Elijah Elefson
Elijah Spinner
Elimyx
Elisa Shaffer
Eliseo Romero Tleilaxu
Elite Task Force
Elizabeth Barker
Elizabeth Case
Elizabeth Casner
Elizabeth Creelman-Paolella
Elizabeth Pollock
Elizabeth Weiner
Elizabeth Wells
Elleftherios Tsopanos
Ellen Churchill
Ellewoode Tracy
Ellie Culliford
Ellington
Elliot Armes
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Elliot Brown
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Elliott Henneke
Elliott W Paul
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Elona Shestendeliath
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Else
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Em S.
Emelia M
Emelson Sabado
Emil Rodriguez
Emilien Kobi
Emily "Carpe DM" Sprague
Emily G.
Emily Gallagher
Emily hurd
Emily J. H.
Emily Koppelman
Emily Matzke
Emily Norelius
Emily Szabo
Emily Twining
Emily Van Asperen
Emily-Rae Temple
Emma Berry
Emma Harris
Emma L. Adolphi
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Emma V
Emmet James
Emperor Capybara
Empiree Carson
Enishiq
Ennio van Geloven
Enrique Colorado
Enrique Nieves
Entropy
EoinOfYew
EPorch
Eprex Balucay
eric
Eric "Sunken" Brodowski
Eric Belesky
Eric Benson
Eric Bernier & Catherine Friesen
Eric Brooks
Eric C. Snow
Eric Christian
Eric Dahle
Eric Daugherty
Eric De La Rosa
Eric Decker
Eric D'tra'val - The Traveller
Eric Duncan
Eric Eaton
Eric Estremera
Eric Forbes
Eric G. Blancaflor
Eric Gallant
Eric Garza
Eric Hearn
Eric Horbinski
Eric Hughey
Eric Lambert
Eric Lee
Eric Lohmeier
Eric Marquart AKA "Makoto"
Eric Meyers
Eric Minor
Eric Nathaniel M Henson
Eric Newman
Eric Ong
Eric Porter
Eric Reiter
Eric S.
Eric Schaefges
Eric Seiler "Osirusblue"
Eric Skydd Miller
Eric Smith
Eric Stricker
Eric Summers
Eric T. Walchak DO
Eric Tolman
Eric Wolfgang Reistetter
Eric Wood
Eric Younglove
Eric Zengerle
Eric(D1G1)Griffith
Erica & John Pope-Stephenson
Erica Robinson
Erica-Jane Archer
Erich Staehl
Erick medina
Erick S
Erik Johnson
Erik Knighton
Erik Krumholz
Erik Tiveskog
Erik Velez
Erika Larkin
Erika lsbnviking
Erika Pentaque
Erin Korenko

Erin Ratelle
Erinn Lani
Ernest Williams
Ernesto dos Santos Soares
Ernesto Guzman
Ernesto Munguia
Esben Skov Jensen
Espen Borgen
Esper of the Darklands
Esteban Backes
Estée
Eterelu
Ethan "AgentHonkyy" Nestel
Ethan and Alexander Cheney
Ethan Anderson
Ethan Bitzis
Ethan Burke
Ethan D. Atwood
Ethan Ellis
Ethan Glover
Ethan Hale
Ethan Hitz
Ethan Hurd
Ethan Jarvis
Ethan Klaffer
Ethan Lowe
Ethan Mercer
Ethan P
Ethan P. Uhlig
Ethan Parrott
Ethan Reid
Ethan Rinaldo (Frost-FireDragon)
Ethan Uebel
Ethan Underwood
Ethan W
Ethan Wager
Ethaniel_Domvois
Etienne De Montigny
Étienne Ménard
Eugene Doherty
Eugene Hyun
Eugene L. Hoitt
Evamarie AKA Fumble
Evan Ackley
Evan Boone
Evan Lucas
Evan M de Armond
Evan Martin-DM for Amateur's Class
Evan Miller
Evan Mulconry
Evan Nelson
Evan Oates
Evan Overton
Evan Riley
Evan S.
Evan Shelton
Evan the chad Frazier
Evan West
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Exiting
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Ezekiel Komaeda
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Ezra Lock
F. Oswald
F. Scott Payne
F.R. McNeil
Fabioso the Fabulous
Fabrizio Sala
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Faifur
Falindrith Lanthaloran
FallSlinky
Far'ael
Farbror Lennart
Farhad B.
Farli
Fateshaper
Fatone
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Federico Neroni
Felipe Teixeira Moraes
Felix A. Cervantes
Felix Dritz
Felix Hofmann
Fendar
Fernando A. Dolande
Ferret_Lottery
Ferry Nice Games
Fex V
Fgwehrmann
Fia Rivers
Figg Newton
Filip Barszcz
Filip Bojanowski
Fimbulwolf
Findlay Estrada
Finn Lankester
Finnian
Fiona Docherty
Fiona Kat Payne
Fippy Darkpaw
Fire Chicken
Firefish
FireManedViking
FireTheStars
Fitz
Fleischi
Fleo
Fletcher Rainwood
"Florence Blea Andrews & Anthony Micheal Andrews"
Florent Sampoux
Florian Georgi
Florian Lugert
Flynn John Alfred Speakman
Foggyland1
Foo Farice
Forest Sanborn
Forrest
Forrest C.
Forrest Fisher
Forum Ghost
Foster Leathercraft
Fourth
Fox puzzlewood
Foxy Nate
Foxy of Many Lives
Francesco M. Iena
Francis Leadbeater
Francisco Coda
Francisco J.
Francisco Javier Gonzalez
Francisco Santos
Frank Adams
Frank Bagley
Frank D. Scalise IV
Frank Emanuel
Frank Kergil
Frank Krumtum
Frank McGough
Frank Wiseler
Frankie Biancuzzo
Frankie Tapia
Frank-Joseph Frelier
Frankly Lost
FranzDrKranz
Fraser Stott
Fraser Thurston
Frazer Gault
Fred, Francisco, and Barb
Freddie Bjerre
Freddy Lause
Frédéric Leclair
Frederick Hurley
Frédérik Rating
Fredrik Brandberg
Fredrik Bredberg
FreedomXIII
Freya Alexandria Greyfall
Fridge Comics
Fritz Wewers
Frixon
Frong
Frosted Paws
Frozenknight18
FullmetalZomB (Jamin)
Fungi Rugimuffin
G Not From Peets
G. M. Taylor
G.E.S.
G.I. Joe
Gabe Sturgill
Gabel Gamers
Gábor Szabó
Gabriel "PermaDM" Casibang
Gabriel Bélanger
Gabriel Collins
Gabriel Dansdill
Gabriel Davis
Gabriel Lefebvre
Gabriel Miller
Gabriel Miller
Gabriel Morgan
Gabriel Sanna
Gabriel Welty
Gabriella Rose Cave
Gadzooks Bonanza
Gael Almind
Gage Andreoli
Gage Madden
Gage Patterson
Galasso
Galaxy Monichon
Galiphile
Game Elemental
Gar'rok da Orc
Gareth Lloyd
Garett Sohl
Garnie Bolling III
Garrek
Garret Chmielewski
Garret Dodds
Garret Johnson
Garrett & Colleen Bruce
Garrett "Wrexxal" Meyers
Garrett Bailey
Garrett Book
Garrett Gfeller
Garrett Israel
Garrett J Mezzenga
Garrett Keith
Garrett Lust
Garrett Pettit
Garrett Prather
Garrett Taylor
Garrett the Slimy
Garrett Waterrbury
Garth Rice
Garvin W Anders
Gary "GoodOldDuke" Mitchell
Gary Flowers
Gary McBride
Gary O'Neilin
Gary Purchase
Gathmogg
Gatlin Lewis
Gauthier Eliott Duvieusart
Gavin
Gavin F Portman
Gavin Farrell
Gavin McMordie
Gavin Quinlan
Geek Tank Games
GeekyElfGirl
Geert Spileers
Genadi Krigan
General Darbear
General Failure Podcast
Generikson
Geno Correli
Genuine Fantasy Press
Geoff Upton-Rowley
Geoff Willis
Geoffrey S. Ruby
Geordan Henderson
George acree "Heinrick"
George Berry
George Castaldo
George Gates
George Herde
George Leonida
George Morgan
George Morris
George Murray
George Sprague
George Swaddle
George Todd Hansen
George Tsourounis
Georgia Miles
Gerald J Smith
Gerald Reid
Gerald Vanlandingham
Gerard Cruice
Gerardo R Medina
Gergus Grimguard
GeriGrumm
Gerry Gaffney
Gerry Villanueva
Gevin Dunning-Noone
GGP
Ghostwood Hotel
Gianluca Lo Dico
Gideon te Velde
Gilbert Garcia
Gilbert Leon
Gilberto Garcia
Gilles Bourgeois
Gina Quinsen
Gina Ullmann
Gina Zimbardi
Giovanni Howard
Giovanni Pozzo
Giuseppe Gugliotta
GKLucky
Gleb Rozin
Glen Buchanan
Glen LeSiege
Glenn Jones
Glenndale Fourmile
Gloria "Silo's pleb" Rodriguez
Glorieni "Glori" Azeredo
Glux
Glynn Steckler
Glyst diBold
GMTron
Gnom3
Gnome Archiv
GoatmanGrover
God
Godu
Goku Uses Spoons
Gonçalo Nascimento
Gonzo Montes
Goodbyebird
Goomji Scribblescript
Gord Cranford
Gordie Matheson
Gordon
Gordon Minh Nguyen Vo Vuong

Gorgrael
Grace Golding
Grace Lukens
Grace Milton
GrafGreifenklau
Graham Adamson
Graham Kolstrup
Grant
Grant Barbee
Grant Bergeman
Grant Grinols
Grant Hicok
Grant Kuehne
Grant Swire
Grant Travis
Gravel Guy
Grayson Gray
Grayson Ohnstad
Greatbear8u
Greg A Willis
Greg Brunell
Greg Dunn
Greg Gagnon
Greg Lopienski
Greg Lucas
Greg Lynn
Greg Miles
Greg T Smith
Greggor Kulenov
Gregor Straehle
Gregory Adam Cunningham
Gregory Betchart, Esquire
Gregory Call
Gregory Randall
Gregory Thrain
Gregory Tompsett
Gregory W Bloom
GregS
GreyAssassin
Griffen LaBianca
Griffin (Sicklytoaster) Ellis
Griffin Becker
Griffin J
Griffin Wacker
Griffin Wissinger
Grim Grimory
Grimhelm
Grumpy Blonde Bear
GrumpyStump
Gryphon Noble LeJeune
Grzegorix
Guardians of Barovia
Guðlaugur Kjartan Þorgeirsson (Godpool)
Guilherme Lisboa
Gunnar Rightnour
Guoccamolé
Guppy Getty
Gusmil
Gustaf Wiktorén
Gustav Heshe
Gustav Seymore
Gustavo Lara
Guy van den Berg
Guy Zvi Alter
GVAF
György 'Chix' Mátyás
H C Inglis
Hadeon Isenberg
Haffi
Hagen Hammerhand
Haider Rizvi
Hakeem Reed
HakujouRyu
Hal Mangold
Haley & Stephen Zimmew
Haley Fortuno
Haley Jo Patague
Haley Mayberry
Hali Monteiro
Halle James
Hallicard The Wanderer
Halo
Hamilton "Verdestrom" Spivey
Hamilton Brown
Hamish Cameron
Hamlet of the Sneezey Weasels
Han Lee
Hande H.
Hank the Tank
Hannah Diaz
Hannes
Hans Henrik Søgaard Kryger
Hans Vermhat
"Happy Gaming, Alyssa Rayburn"
Happy_Bunny
HappyGasmask
Hard Pore Cornography
Harlan Tallman
Harley Horton
Harley Hunt
Harley Smith
Harlow E.
Harlynn Davis
HarrietCK
Harrison and Deni Pryor
Harrison Bradley
Harrison Cates
Harrison Willing
Harry Mace
Harry Rose
Harry Tunnicliffe
Harvey J. Seymour
Hathloday
HausGay (and guests)
Hayden and Steven
Hayden Arens
Hayden Robertson
Hayden Sawczuk
Hayden W.
Haydn K Parker
Hayley Bugden
Hayley Shaw
Hayley Taylor (g_eek-girl)
Hazel Witt
Haziq Hussain
He who JOLTS
Heath Novak
Heath Phillips
Heather "Jadey" Caldwell
Heather and Zoe
Heather Chamberlain
Heather Craig
Heather L Haskett
Heather Messenger
HeavyMetalJess
hecatoncheiros
Hector.R.M
Heikki D.T
Helades
Helen Curtis
Helen McAvoy-James
Helmetshell
Hemmer Boyez
Hemolune Antechron
Hendrik 'SLIDER' Ahrberg
Heng Ow
Henri B Grenier
Henrik
Henry Reiner
Henry Zamora
Heran Nebal
Herman William Story II
Hermanator
HermanTheHobo
HermesSandals
Heroic Rogue
Hexagon
Hexamony
hiei
His Royal Majesty, Zach Jensen
Hjörtur Már Helgason
Hobbes Maxwell
Hogan Hemmelgarn
Holden Flatt
Hollis Grimm
Holly Hunter
Holly West
Honkeysaurus
Honwe Nupa Two Shoes
Hooked On 3D Prints Store
Hoostein
Hopitron
Horatio Nelson
HoRIzoN Ho
Horizon2429
HOWARD
Howard Benensky
Hristo Simeonov
Hugo Perez
Huijar
HummingSamurai
Humperdink The Warlock
Humungus, the Cursed
Hungry lucario
Hunter
Hunter
Hunter "hboy" Fernandez
Hunter Adkins
Hunter BOYD-LOWEN
Hunter Dehne
Hunter J. Allen
Hunter Koerner
Hunter Stinson
Hunter Stocker
Hunter Swiggum
Hunter Vanscyoc
Hunter W.
Hunter Woofter
Huy
I AM A FISH WOOF
I. Janney
I. Weivoda
Iain Moug
Ian & Nina Chapman
Ian Baartman
Ian Barnes
Ian Becker
Ian Blacker
Ian Burrill
Ian Chase
Ian Denby
Ian Dunbar
Ian Fagan
Ian Gauger
Ian Gebhart
Ian Guay
Ian Hager
Ian Hart
Ian Hartigan
Ian Inman
Ian J. Simon
Ian James
Ian Jordan
Ian Krohn
Ian Leighly
Ian Lincoln
Ian MacDonald
Ian Matteson
Ian McKechnie
Ian Pierce
Ian Priester
Ian Radford
Ian Rider
Ian Rozich
Ian Schwarz
Ian Stautz
Ian Steffen
Ian Taylor
Ian Wise
Ian Z Gray
Icarus Games
Ich der Ehabene
Iebe Vangheluwe
Ieric Lopez
Iggy Benavente
Ihileath
ILeviathanI
Imelda Garcia
imjustarogue
InflamedSebi
Ingjald
Ingo Schröder
Ingrid Morris
Inktail Nekogami
Inkweaver
InnocentBystander
InsanityPotion
Io Breese
Iris Powell
Irvin - Abyssal Knight
Irving "Moonbear" Faverman
Isa
Isaac & Morgan Huether
Isaac 'Argent' Keefer
Isaac B.C.
Isaac Brightmore
Isaac Cook
Isaac Cooke-Khan
Isaac Dixon
Isaac J Lee
Isaac Kretzmer
Isaac Mcdermott
Isaac S.
Isabella Liberty
Isac Dahlqvist
Isaiah Kennedy
Isaiah Martinez
Isaiah Muenzberg
Isak Lefèvre
IsaRat
Isidro Diaz
Isle Staggerholm
Isobel Wright
Israfel (Fel)
issab98
Isy
ItalianShadow
Ito Sora
itsacoyote
Iuri Bachnivsky
Ivan A. Irizarry
Ivan Begic
Ivan Chan
Ivan Dowding-Hopkins
Ivan F. E. Belvis
Iván Rael Núñez Harper
Ivanna A. Villamil
Ivo Capelo
Izack Angerhofer
Izami
Izy Hazel
J David Bradley II
J L Sharp
J Matthew Burke
J Nguyen
J Paul Keller
J. Bizzelle
J. Blaine
J. Derek Knell
J. Gabs A.
J. Gerber
J. H. Alden
J. Kulas
J. Logan Gage

J. Naylor
J. Patrick
J. Reznak
J. Spivey
J. Travis Williamson
J.Hadley
J.T.Bruce
J.W. Walker
JO_s3f
JOhnn3yV
J2Phoenix
Jaaziah "Jazz" Stone
Jace Lutenbacher
Jacinthe Barrister
Jack Crouch
Jack Doherty
Jack Howe
Jack Kravetz
Jack Middleton
Jack Moore
Jack Norgren
Jack O'Hara
Jack Pritz
Jack R
Jack Shandley
Jack Sharpe
Jack Smith
Jack Stone
Jack Thielman
Jack Vicari
Jack Wehman
Jacki Miller Hathaway
Jackie Allebach
Jackie Zeng
JackOLantern Reindeer
Jackson Dunn
Jackson Jelenic
Jackson Jones
Jackson Means
Jackson S.
Jacob (jWolfman)
Jacob A. Jenner
Jacob and Hannah
Jacob Andrews
Jacob B
Jacob B. Johnson
Jacob Baran
Jacob Barlow
Jacob Beard
Jacob Bech Olsen
Jacob Beyer
Jacob Bush
Jacob Calixto Sabala
Jacob Cassens
Jacob Cleveringa
Jacob Coleman
Jacob Cornelius
Jacob Delcore
Jacob Forsman
Jacob Forster
Jacob Goodey
Jacob Gordon
Jacob Gristwood
Jacob Hansson
Jacob Huttenga
Jacob Karas
Jacob Melcer
Jacob Moore
Jacob Parkulo
Jacob Plicque III
Jacob R. Mattinson
Jacob Relue
Jacob Riddle
Jacob Satterwhite
Jacob Schultz
Jacob Seaburg
Jacob Simpson
Jacob Smits
Jacob Stout
Jacob T. Montana
Jacob T. Ross
Jacob The Blue Knight
Jacob Waterman
Jacob Weinrich
Jacob White
Jacqueline Stevens
Jade
Jaden Triggs
Jaden Wagener
Jaime "GBlin" Martínez
Jaime M. Chalissery
Jaimie McCrackin
Jake & Rebecka NG
Jake "JBGenius34" Boyce
Jake A. Barnett
Jake and Natalie Ynzunza
Jake Barton
Jake Byrne
Jake Filbin
Jake Grant
Jake Jernigan
Jake King
Jake Liesch
Jake Lowe
Jake Maier
Jake Morrison
Jake Nolan
Jake Samuels
Jake Sheehan
Jake Smith
Jake Sni
Jake Windish
Jake Woita
Jake.R.Harrison
Jakob Broberg Johannsen
Jakob Gjerding
Jakob Kræfting
Jakob Sherman
Jamal Davis
JambiOnDatAss
James
James & Jamie Ruks
James (Drew) Hamilton
James "Dragon" Morton
James A Russell
James A Walsh III
James Adam Caloudes
james aka uber
James Amundsen
James and Christopher Matcott
James and Katie Richmond
James Arnett
James Bays
James Burchill
James Caleb Dean
James Chandler
James Collin Blankenship
James Corlett
James Covington
James D. White
James Dawber
James Elbert
James Farrell
James Fitch
James Flora
James G. Webb
James Garlick
James Garrett
James Gill
James H.
James Hengsterman-Cash
James Hicks
James Hunter
James J
James J. E. Aguirre
James K Geary
James Kirkwood
James Knickerbocker
James L
James Lee
James Lewis
James Lohr
James McAloon
James McKenzie
James Mitchell
James Murray V
James Neilson
James Nelson II
James Ojaste
James Oswalt
James Parrymore-Peers
James Pearson
James Quick & Liz Reilly
James R Lynch
James R. Glaspy
James Rogers
James Ronhaar
James Scott
James Sherwood
James Skeens
James Stanfield
James Strutt
James T. King
James Taubman
James Turner
James Vermilyea
James Ward
James Whitelaw-Fidler
James Wierenga
James Young
JamesJ. Jonas III
Jameson
Jameson Carbary
JAMESON powell
Jamey Combs
Jamey Lamb
Jamie Corfield
Jamie Garcia
Jamie King
Jamie Langer
Jamie Smith
Jamie Walter
Jamie. H
Jan McGregor
Jan Ole Peek
Jan Trommelen
Jane Cassell
Jane Dillon Sisley
Janet H Stewart
Janina Hambley
Jannik "Jainay" Johansen Larsen
Jan-Ole Zürcher
Jared "Peregrine Caged" DeZarn
Jared Bent
Jared Bufkin
Jared Bundock
Jared Collier
Jared DiMascio
Jared Junod
Jared Kirk
Jared Mason
Jared McDougall
Jared Rodgers
Jared Rushin
Jared S
Jared Van V
Jared Vollstedt
Jared Walker
Jarkko S. Eskola
Jarod Taft
Jarret Warren
Jarrett Butler
Jasmine Kalle
Jasmine McMillen
Jasmine Weeks
Jason "Werelock" Duvel
Jason Anna
Jason Bauer
Jason Bostwick
Jason Brooks Nyquist
Jason C Anderson
Jason Conlon
Jason Crook
Jason Cropper
Jason D.
Jason David
jason e. bean
Jason Gifford
Jason Groce
Jason Hammond
Jason Hawkins
Jason Heredia
Jason Hobson
Jason Hodgkinson
Jason Isbell
Jason K.
Jason King
Jason Landis
Jason Lombardi
Jason Lopez
Jason M
Jason Megatron Burrows
Jason Merrifield
Jason Neal
Jason Oveson
Jason P.
Jason Payne
Jason Prybylski
Jason Reynolds
Jason Rider
Jason Rivkowich
Jason Rouatt
Jason S.
Jason Schindler
Jason Shinn
Jason Shuey
Jason Staples
Jason Templeton
Jason Toering
Jason Tolley
Jason Torrey McClain
Jason Villwock
Jasper Belle Will
Jasper Patch
Jasper van Nieuwenhuijzen
Jatavius D. Harris
Javier Aroca
Javier Quiñones
Jaxson Johnston
Jay Carter
Jay Forkal
Jay G.
Jay Ingram
Jay P. Sumpter
Jay Palencia
Jay Scott
Jay Simmons
Jay Some
Jayden Hamersley
JayDoubleYou
Jaye De Sousa
JayInk
Jaymie
Jazzton "Tech Priest"
JB
JD Bergesen
JD Cornelius
JD Poole
Jean K.
Jean Luc Lariviere-Lacombe
Jean Sébastien Turgeon
Jean-Baptiste Henry
Jean-Luc Chartier
Jean-Luc Gilbert
Jeanne Frenken
Jean-Paul Reinhardt
Jean-Pierre Joubert
Jeantastic
Jeb Cook
Jed "Kalenai" Davis

Jedidiah and Natalie
JedWayne
Jef Francken
Jeff
Jeff “Arbron“ Hitchcock
Jeff “Trishore“ Good
Jeff Brister
Jeff Eckmann
Jeff ‘Fletch’ Fletcher
Jeff Foster
Jeff Ginger
Jeff Gregory
Jeff Hjelm
Jeff Marshall
Jeff Moore
JEFF MOORE
Jeff Neely
Jeff Ringiesn
Jeff Robinson
Jeff Stratford
Jeff Vaicunas
Jeff Whal
Jeff Wilkinson
Jefferies Aguirreche
Jeffery Charles
Jeffery S James
Jeffrey
Jeffrey Aaron De Vries
Jeffrey de Lange
Jeffrey Dilley
Jeffrey Donahue
Jeffrey Marano
Jeffrey Miller
Jeffrey Osthoff
Jeffrey Powell
Jeffrey S.
Jeffrey van Soolen
Jeffry Beliveau
Jeggy
Jen
Jen Brown
Jenn Nsk
Jenna Adams
Jenna Humble
Jenna Spitale
Jenni Bravo
Jennifer Dittrich
Jennifer Doyle
Jennifer Hensley
Jennifer McAllister
Jennifer Nielsen
Jennifer Patterson
Jennifer Pawlik
Jennifer Prickett
Jennifer Roux
Jennifer Steinhurst
Jenny Thompson
Jenny Wallisch
Jens Bernhard
Jens Bowler
Jens Nielsen
Jered Benedick
Jeremiah Garcia
Jeremiah J. Jones
Jeremiah Johnson
Jeremiah Maynard
Jeremiah Williams
Jeremiah Ybanez
Jeremie Robitaille
Jeremy Bass
Jeremy Bollman
Jeremy Bullard
Jeremy Bzowy
Jeremy Elbourn
Jeremy Geesey
Jeremy Hester
Jeremy Houser
Jeremy Kear
Jeremy Luk
Jeremy Nicol
Jeremy Nigh
Jeremy Pollard
Jeremy Reyna
Jeremy Roberts
Jeremy Sadler
Jeremy Scroggs
Jeremy W Huggins
Jeremy Williams
Jeremy Winebrenner
Jeremy Z. Harris
Jeroen boots
Jeroen Plug
Jérôme l’Espoir
Jeromy Gregory-D’Amico
Jerrod Baldwin
Jerrod Rose Jr.
Jerrod Sawyer Jr.
Jerry “Xani“ Guiler
Jerry Crane
Jerry Franke
Jerry Freckles
JerryBerry
Jesper Bisgaard
Jesper Bundgaard Karkov
Jesper Lejon Göransson
Jesper Merlin Rodewald
Jesper Petersen(ChibiEvil)
Jesper Vistung
Jess Davis
Jess F. Strickland
Jess Lawrance
Jessa Wills
Jesse
Jesse Bethany
Jesse C
Jesse Christensen
Jesse Crawley
Jesse Delcarlo
Jesse Golder
Jesse Guile
Jesse Haedrich
Jesse Hibbs
Jesse James Donlevy
Jesse McCaughey Turner
Jesse Nash
Jesse R
Jesse Reel
Jesse Reyes
Jesse Stejskal
Jessi T
Jessica Brown
Jessica Foglia
Jessica Guillet
Jessica Isabella
Jessica Rose The Fearless
Jessica Snellback
Jessica Walker
Jest
Jesus “The Finder“ Guzman Jr
Jesus “Zeus“ Martinez
Jesus Juarez
Jesus M. Gonzalez
Jeto Calihan
JHancho
Jherico Gabriel Torres
Jhordan Rasmussen
Jiffy
Jim Cason
Jim Dortch
Jim Lawhon
Jim Manger
Jim Pinkston
Jim Remmes
Jim Wallace
Jimmie D M Scott
Jimmy Black
Jimmy C Little Jr
Jimmy Gander
Jimmy Ireland
Jimmy McDonnell
Jimmy Norris
Jimmy Powers
Jinba Juneki
JJ Binek
JJay Eden
JJLeggo
JLDougherty
Jmckay29
JMW
jnd
Jo & Robyn
Jo Lee
Joan Højberg
Joanna Kucharska
Joao Carrera
Joby Messer
Jocelyn Brant
Jocelyn Faye
joe
Joe “Big Deal“ Ouellette
Joe “WhiteRose” Morrone
Joe Berner
Joe Bruno
Joe Carpenter
Joe Carpenter
Joe Cirillo
Joe Contrestan
Joe Dolan
Joe Field
Joe Garvey
Joe Gran
Joe Gregson
Joe Gunter
Joe MacAndrews
Joe Mclean
Joe Morrissey
Joe Nudi III
Joe O’Toole
Joe Paris
Joe Rigney
Joe Rosales
Joe S.
Joe Salisbury
Joe Seiden
Joe Taylor
Joel Beland
Joel C Youkhanna
Joel Fehr
Joel Graves
Joel H
Joel Landon
Joel Lavergne
Joel Nunez
joel persson
Joel Raulerson
Joel Rinas
Joel Rodriguez
Joel Russ
Joel Stone
Joel Taylor
Joep van de Laar
Joeseph Felt
Joey Adams
Joey DeStefano
Joey Richardson
Joey Schichtel
Joey Trapp
Joffre
Jog Brogzin
Johannah EB Lloyd
Johannes
Johannes ”Yoyo” Andersson
Johannes Welzig
John “PalverZ“ Hancock
John A. Basilio
John and Aiden Guthrie
John and Kimberly Poole
John B Owens II
John B Pack II
John Banovetz
John C. de Witt
John dfy kelly
John Duthie
John Engstrom
John F.
John Fitzpatrick
John Gallant
John Geoghegan
John H Maloney
John H. Bookwalter Jr.
John Hanson
John Harvey
John Healy
John Huber
John Judd
John Lake & The Aftermath
John Leis
John Luke Menezes
John M. Mayhew
John Malkin
John Manuel
John McConnell
John McCustion
John McShane
John Michael Nyeste
Jöhn Miller
John Molinero
John O’Keefe
John P Rogers
John Pacunski
John Paul Luchenski
John R. Carter
John Rapsak
John Riddle
John Schuknech
John Streat
John Tucker
John Wolsky
John Yonkers
John Zanshlou Carmina Hood
Johnathan “Jonnii“ Palos
Johnathan Darwin Forrest
Johnathan Delfosse
Johnathan Evans
Johnathan Freeman
Johnathan S Diaz
Johnathen Lennax
Johnny Hall
Johnny Kavanagh
Johnny Morales
Johnny Vargas
Jon “Dice Lord“ Schroeder
Jon “Kolohe” Gutierrez
Jon “Stillbjorn“ J.
Jon Ballew
Jon Boorman
Jon Bovi
Jon D Madrak
Jon K.
Jon Lynch
Jon M
Jon Neddo
Jon Ohman
Jon Paulo Pascobillo
Jon Snow
Jon Wilson
Jon Wright
Jonah Fox
Jonah Gollihugh
Jonah Hall
Jonah Lundy
Jonah Smith
Jonas Haller
Jonas Hammarström
Jonas Ströbele
Jonas Vilnius
Jonas-Craund
Jonatan Nevo
Jonathan A. West
Jonathan B

Jonathan Beam
Jonathan Bercu
Jonathan Bidgood
Jonathan Bisila
Jonathan Brown
Jonathan Carameros
Jonathan Carter
Jonathan Crompton
Jonathan Crouse
Jonathan D. Burnett
Jonathan D. Villarreal
Jonathan Daugherty
Jonathan East
Jonathan Eller
Jonathan Ennis
Jonathan Feeney
Jonathan Hamm
Jonathan Heiden
Jonathan Horn
Jonathan Jaymz Rist
Jonathan Krell
Jonathan Kwok
Jonathan Lai
Jonathan Lauridsen
Jonathan McCulley
Jonathan Milberg
Jonathan Q. Rogers
Jonathan Relvas
Jonathan Rixen
Jonathan Smith
Jonathan Stenger
Jonathan Taylor
Jonathan V. Alvear
Jonathan Vann
Jonathan W Bain
Jonathan Ware
Jonathon
Jonathon Philpott
Jonathon S Bradley
Jondan Rothfus
JonezyJams
Jonii
Jonny Hooks
Jono Wurst
Jon-Yin Mills Chong
Jordan "Sendo" Hardy
Jordan Berlyn
Jordan Brennan
Jordan Constantine
Jordan Elliott
Jordan Furman
Jordan Gatewood
Jordan Gillman
Jordan Gray
Jordan Humphrey
Jordan Hush
Jordan Jessee
Jordan Maywood
Jordan Rodrigues
Jordan Rowbottom
Jordan Scott
Jordan Springer
Jordan Thorn
Jordan Walsh
Jordan Wik
Jordan Wilson
Jordan"pupperduck" Schwager
Jorden Hiscock
Jorden Parsons
Jordi M.G.
Jordon Clark
Joren Peeters
Jorge Barrios
Jorge Espinosa
Jorge J.B. Vazquez
Jorick Hiemstra
Jorrit Aron
Jose "Saneron" Rangel
Jose A. Dimas Jr.
Jose Burgos Jr.
Jose Leon III
Jose Luis Almanza Rubio
José Luis Rey Méndez
Josef Boon
Josef Dabrowski
Joseph
Joseph "Doc-Time" Arroyo
Joseph "Joeface" Letavis
Joseph "JoetheGeek" Powell
Joseph A Rosario
Joseph Balderson
Joseph Beaman
Joseph Bird
Joseph Blackmon-Dishaw
Joseph Borrero
Joseph C. Pelletier
Joseph C. Rodriguez
Joseph Christopher Dennis
Joseph Clark
Joseph Cook-Williams
Joseph Crase
Joseph Dietrich
Joseph Ercanbrack
Joseph Evenson
Joseph Everett
Joseph Herrold
Joseph Higgins
Joseph Howard Jr
Joseph Kolesnick
Joseph L. Hackney
Joseph McCormick
Joseph Mistretta
Joseph O'Keefe
Joseph Petitt
Joseph R Heyl
Joseph Sammons
Joseph Simmons
Joseph Towe
Joseph Turner
Joseph V Zehnacker
Josh (@aneki) Boys
Josh "Jolly" Sorey
Josh and Kelly Ann Stanbro
Josh B
Josh Brenner
Josh Bunce
Josh Carden
Josh D.
Josh Frankovich
Josh Friesen
Josh Gill
Josh Hare
Josh Helmuth
Josh K
Josh kazmierski
Josh Korneta
Josh Ladd
Josh Ling
Josh Luce
Josh Mace
Josh Masuoka
Josh McCormack
Josh McLeod
Josh Miller
Josh Moeller
Josh Murphy
Josh Murray
Josh N.
Josh Neva
Josh Neveu
Josh Pilachowski
Josh R
Josh Rychlik
Josh Thompson
Josh Williams
Josh902
Joshua
Joshua A. Birks
Joshua Acosta, MD
Joshua Ballard
Joshua Belcher
Joshua Brunsgaard
Joshua Bryant
Joshua C. Starkey
Joshua Case
Joshua Casiano
Joshua Chaput
Joshua Clark
Joshua D'Acquisto
Joshua Daugette
Joshua Dippie
Joshua Fleming
Joshua Frady
Joshua Galvin
Joshua Gembicki & Chris Hillman
Joshua Gopal-Boyd
Joshua Grossberg
Joshua Hicks
Joshua Hislop
Joshua Johns
Joshua Keenihan
Joshua Kerns
Joshua Kreitman
Joshua Manor
Joshua Matthew Bryant
Joshua McKee
Joshua McLeod
Joshua Miller
Joshua Moreland
Joshua Muscat
Joshua Palmer
Joshua Pittman
Joshua Robertson
Joshua Schwartz
Joshua Simpson
Joshua Slotnick
Joshua Thrasher
Joshua Westover
Joshua Wright
Josiah Brown
Josiah F.
Josu Recio
Jovan Williams
Joykiller
JP Perron
jS
JT Gryder
Ju Man Jack
Juan Diego Hidalgo D.
Juan EL Pandito Garcia
Juan Francisco "Zeromegas" Gonzalez Garza
Juan Ignacio Sanchez
Juan Pablo Gonzalez
Jude Cooper
Juergen Barters
Jugo de Vaca
Jules Toralde
Julia Middleton
Julian Behrens
Julian Horne
Julian Immonen
Julian T.
Julie A. Youngren
Julie Blake
Julie Brunelle
Julie Goodrich
Julie Herman
Juliet Vallejo
Julio Luna
Julius Quiogue
June Page
Jurnis
Justin A. McBride
Justin and Faith
Justin and The Murderhobos
Justin Bizet
Justin Bouck
Justin Bowling
Justin C
Justin Catt
Justin Coleman
Justin Collins
Justin Cuellar
Justin Dado
Justin Daley
Justin Davey
Justin DenHartog
Justin Ennen
Justin Ferrell
Justin Goodhue
Justin Heinrich
Justin Hinton
Justin Hoss
Justin Joyce
Justin K
Justin Kroeker
Justin Kuykendall
Justin L Pope
Justin Lopez
Justin Merrick
Justin Miller
Justin Milly
Justin Moss
Justin Pomraning
Justin Quitoriano
Justin Reed
Justin Rubo
Justin Schm
Justin T. Peckham
Justin Villont
Justin Wayne
Justin Woolums
Justin Yates
JustWonder3d
Juuso Piipponen
JW Moeller
K McDonnell
K. A. Post
K. Dudzinski
K. J. Roberts
K. Prince
K.L. van Dam
Kacy Howe
KACZMARCZYK
Kai Andersen
Kaiser Arndt
KaiTheCat
Kaitlyn Paine
Kaitlyn Phares
Kaiyo
Kakturne
Kal Adams
Kaldraco
kaldrenon
Kale Devitt
Kale The Cleric
KaliberTotal
Kalin G.
Kalon Ohmstede
Kalvin
Kalynn Erickson
Kameron A Gale
Kamish Bhai
Kane Ward-Brennan
Kanelikolibri
Kara Blackmon
Kara Manning
Kara Taylor
Kåre Jørgensen
Kareena Parks
Karen Bourne
Karen Degi
Karen Momorella
Karen Petrasko
Karilyn Turner
Karl Brooks
Karl Hardy
Karl Martin
Karl Peterson
Karl Rasmussen
Karl Schmidt
Karl Skötte
Karlotter
Karsadon
Kasha-Faye Pascoe
Kasper Heide
Kasrith

Kassidy Colson
Kassie M.
Kaszmere
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Kat Alsalman
Kat Benn
Kat Bruce
Kat Clark
Kat L.
Kat Woehlert
Katalendw
Kate “Arylia“ McKee
Kate Leary
Kate Nussrainer
Kate Sherman
Kate Taylor
Katelyn Beggs
Katelyn McCaigue
Katharine Biggs
Katherine A. Winter
Katherine Anthony
Katherine Barrett
Katherine Darrow
Katherine Phoenix
Katherine Price
Kathleen Oldrey
Kathryn Hinman
Katie Geere
Katie Goldsmith
Katie Lau
Katie Martin
Katie Poplaw
Katie Stoltz
Katlyn Krecklau
Kay
Kay Fullmer
Kaytee Pappas
Kazay Kiyama
Kazim Darkscale
Kazoom
Keanan Smith
Keane Zidek
Keanu
Keegan Donley
Keegan Fenstermaker
Keegan Holmes
Keegan Miller
Keegan Tuttle-Wheeler
Keeley Shumyla
Keely Iida
Kei Imamura
Keith and Jacob Tan (SG)
Keith Disbro
Keith E. Hartman
Keith Grose
Keith Mackay
Keith Mciff
Keith Selser
Kellie Willard
Kelly A. Bryan
Kelly Fisher
Kelly King
Kelly R.
Kelly Tucker
Kelsey Eldred
Kelsii Weber
Ken “Kato“ Hullenbaugh
Ken A Carroll
Ken Broman
Ken Kimbrough
Ken Marable
Ken O.
Ken Pereira
Ken Winkfield
Kenai Vera
Kendall Tiller
Kendrick Hernandez
KennBardric
Kenneth A Phillips
Kenneth Clevenger
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Kenneth Glyngfeldt
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Kenneth Wallace
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Kennie N. Nørgaard
Kenny B.
Kenny Eakins
Kenny Hughes
Kenny Tripoli
Kent Dallow
Keplica
Kevin
Kevin “KeeperGFA“ Foster
Kevin “Nakasar“ Thizy
Kevin “Nokon“ Tan
Kevin Alsdorf
Kevin bauer
Kevin Bradley
Kevin Brayer
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Kevin Chamard Bibicoff
Kevin Chua
Kevin Coleson
Kevin Coletta
Kevin Gill
Kevin Goering
Kevin Greschner
Kevin Hamburger
Kevin Heaton
Kevin Hennessy
Kevin Hodgson
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Kevin Killen
Kevin Klaes
Kevin Kuniyoshi
Kevin Lawlor
Kevin Layne
Kevin Levesque
Kevin Pagliarini
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Kevin Ransom
Kevin Reynolds
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Kevin Takeda
Kevin Taucher
Kevin Tierney
Kevin Werner
Kevin West & Cassie Devney
Kevin Zhou
Kezicbazaar
Khayree Davis
Kiba
Kidshadow
Kie R Brown III
Kiel Nelson
Kiel Pykett
Kiera Exley
Kieran Holland
Kierian Prince
Kieron Briggs
Killian Gage DeVriendt
Killian Sullivan
Kim Brandes
Kindred Games
King Shawn The Great
KingEdUndead
KingNewbs
Kira Burness
Kiri J McClure
Kirk Graves
Kirk Morrison
Kirsten King
Kirstie Stanford
Kirstine Sø Dieckmann
Kit Zoesch
KitchenNinja
KitKatKitty
Kitt
Kiyo P
Klaarsk Warhammer
Klay the Frog
Kleb
Knight Eevee
knitwitlinguist
Knox Foster
Koda Small
Kódē
Kodiak765
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Kohn Armel
Koizumi Shimu
Kolbjørn O. Flø
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Konnor Kiernan
Konrad Osiowy
Korav
Korey Mayes
Kori Lopreore
Korina Robinson
Korinthia Hanna
Kory Stevenson
Kos the UnBent
Kost Theralsum
Kostas Mavridis
Kouki Okazaki
Kraig Gander
Kraig Horigan
Kraits
Kridtz Light
Krieg
Kris Fabris
Kris Jackson Jensen
Kris Leon
Kris Vande Streek
Kris Wirick
Krista Greig
Kristen Coleman
Kristen Rismiller
Kristen Rose
Kristijonas Šimukonis
Kristin N Shipp
Kristof “Teddyhimself“ Latza
Kristoffer Carlson
Kristoffer Haug
Kristopher Heidorn
Kristy Dalangini
Kristyn Borglum
Krog The Bringer of End Times
Krumpits
Krysnay Desgene
Krystopher Otsuka
Kudama Aya
Kunkka
Kurt Lawler
Kurt Nightingale
Kurt R Jensen
Kurt Wadley
Kutotsu
Kutthroat King
Kuuga-Pop
KvotheKryszak
Kye Newland
Kyla Elswick
Kyle “Tolf“ B.
Kyle Allyn
Kyle Alonso
Kyle Appelt
Kyle B. Gifford
Kyle Bryden
Kyle Bultman
Kyle Calvin
Kyle Capps
Kyle Cardin
Kyle Dahnke
Kyle Dawson
Kyle Dimock
Kyle Druckenmiller
Kyle Fischler
Kyle Fitch
Kyle Fukui
Kyle G. Crider
Kyle Greystoke
Kyle Guiser
Kyle Halgerson
Kyle Johnson
Kyle Jones
Kyle Kolbert
Kyle Kotas
Kyle Kulczycki
Kyle Leib
Kyle Lenz
Kyle Lewis
Kyle Liedel
Kyle Marley
Kyle McCardle
Kyle Mercik
Kyle Mitchell
Kyle Moore
Kyle Pearce-O’Brien
Kyle Phillips
Kyle Pokno
Kyle Polmanter
Kyle Roberts
Kyle S.
Kyle Sawyer
Kyle Smoot
Kyle Stavenjord
Kyle Sz
Kyle Taylor
Kyle Taylor
Kyle Toyne
Kyle Ulshafer
Kyle Warren Sawyer
Kyle Weir
Kyler Norris
Kyo
Kyra King
Kyrinon
Kyt Wakeling
Kyxsune
L
L. Hoon
LOneGamer
Lacey Snowden
Lachlan & Lawrence Holbrook
Lachlan Campbell
Laci A. Tucker
Lacy Rose Lackey
Lady Rachell Diane Spencer
Lady X
LadyDee
Lana Sandul
Lance “The Decoy“ V-12
Lance Kehisato
Lance Warneke
Lance Z.
Landon Jamieson
Landon Jones
Lane Ledford
Lara
Lark
La’Ron S. Readus
Larry Determan
Larry Ferguson
Larry McGullicutty
Larry Norris, Jr
Larry Price
Larry Salinas
Larry Swasey
Larry Weber Jr.
Lars König
Lars Schweidenback
Larson McCade
Larson Steffek
Lasivian
Laucian Blackheart
Laura Fern
Laura Head
Lauren and Kaden
Lauren Bonnell
Lauren Brown
Lauren Hagen
Lauren Jameson
Lauren O.

Lauren Webb
Laurence B.
Laurence Jamil
Laurent DURIEU
Laurent Sorber
Lavawine
Lawrence Regan
Lawrence West III
Layton Allen Funk
Lazarus_18
Lazy Matty
Leah M Nugent
Lealand Loucks
Leander Hofman
Leandro Ruiz
Lee & Vee
Lee Davis
Lee Kamberos
Lee Langston
Lee Murphy
Lee Palfreyman
Lee Rossi
Lee Stahl
Lee Whi
Leighla Henderson
Leighland Okey
Leila Malone
Leland Salazar
Lennon "KP" Krmpotich
Lennon B
Leokii
Leon Blankinship
Leon Sindelar & Jonas Betzendahl
Leon Smith
Leon Vello
Leonar Salathiel Rislenne V Greyfuss III
Leonard Bleasdale
Leonard Lee
Leonard Maden
Leonel Campos
Leonidas Schultz
Lepinkäinen
Leslie Faison
Levi Bos
Lewis Dawley-Hill
Lewis Mclay
Lewis Melton Jr
Lexandre vidal
Lexantine
Lexia Velez
Lexington AL
Liam "coin" Green
Liam "The Worm" Butler
Liam Ackels
Liam Blow
Liam Comstock
Liam Crosby The BongoBoy
Liam D. Cole
Liam Guilfoyle
Liam Hay
Liam Jones
Liam Kelly
Liam Knisley
Liam Markham
Liam McElroy
Liam O'Sullivan
Liam Shadrick
Lidia Allen
Liisa Julin
Lil d'Ghallanda
Lili Fishman
Lily Walker
Lima. TheClashAtDemonhead
Lime Berry
Linc Glasby
Linda Poppe
Lindsay McClure
Lindsey "DungeonMomster" Reed
Linnea Nilsson
Linsey Loader
Linus "Blue Eladrin" Furtenbach
Lionel Hawthorne
Lisa Hawkridge
Literally__Zoe
Little Saltrition
Liz Levner
Liz Siewerth
Lizzi Ortmeier
LO Garchomp
Lobo Bearhide
Lochlann Ramsay-Edwards
Logan & Jerusha Hamson
Logan "Loggamon" Monson
Logan A.
Logan Angel
Logan Cornwell
Logan Dalke
Logan E.
Logan Holt
Logan Oge'
Logan Van Stell
Logan Wassenaar
Loghain mac Mannanan
Lois Craswell
Loman Fisher IV
Lonnie Coker
Lord Charles Blackrose
Lord Gaius
Lord Silver
"Loremaster and Wordsmith, Dugar"
Loren
Lorenzo A. Bonilla
Lorenzo Suiker
Lorenzo Verduzco
Loresmyth
Lori Gildersleeve
Lori Krell
Loris Pereno
Lorne Miske
Lorrae Alexandra
Lory Cozens
Lorylie Fry
LostPaladin31
Loswaith
Lothar
Lothsun
Louis Cann
Louis Ibrahim
Louis Villafana
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Louise Victoria Moltke Hoff
Lowell Siver
Loyssis
Loz
LRJ Cook
LTC Robert C. Parmenter, Belton TX, USA
LTM Gaming
Luc Brassé
Luc Taggart
Luca Hutter
Luca Malato
Luca Tronconi
Lucas "FloristFriar" Ceisel
Lucas Darnell
Lucas Fernandez
Lucas Graham
Lucas Gundersen
Lucas J Cifranic
Lucas Keeley
Lucas Pickett
Lucas Rouer
Lucas Schuneman
Lucas Sherman
Lucas Wiman
Lucia Maldonado
Lugi Regier
Lui Ladwig
Luigi Giugni
Luigi Mastrangelo
Luis Fernández González
Luis Fernandez Poza
Luis Gustavo Lopes Volpe
Luis Luna
Luis Salgado
Luis Santiago
Lukas "Toasti" Scheerer
Lukas Baumgartner
Lukas D Neumann
Lukas Klapatch
Lukas P.
Luke A Barnett
Luke Bamford
Luke Bowers
Luke Comstock
Luke Degiorgio
Luke Fabis
Luke Galea, Priest of Egg.
Luke Goodjohn
Luke Hendriks
Luke Pallas
Luke Pepple
Luke Pickles
Luke Starbrook
Lulu and Sol'luna
Lulu the Hollyphant
Lumimyrsky Matkustaja
Luuk van Bogaert
Lv99Pangolin
Lyal C Edghill
Lycos Hayes & Moltaegus Tephra
Lydia and August
Lykaios
Lyman T. Gilbert III
LZS
M
M Kim
M. & R. Ratliff
M. A. McElaney
M. Domino
M. Herrera
M. Jaimeson Le
M. Rose
M. S. Quilici
M. Worboys
M.R. Gorgone
Maarten Mestdagh
Mac
Mac Jardine
Mac Shihab
Machaeus
MachMochi "Glint"
Mackenzie Corcoran
Mackenzie Hess
MacKenzie Ramsden
Maddie Winograd
Madeline Allred
Madeline Hill
Madison Eaton
Madison Guidry
Maestro
Maestro Q
MaestroMurdock
Magda Żmijan
Magdus Helmüt
Maggie Z
Magnus Maskin
Magnus Rock
Maia Godfrey
Maikel v.d. Ven
MainCtrl
M'aiq is M'aiq
Majed Alkhathami
Mak
Makayla Combs
Malachi Cambre
Malachi Yeh
Malak
Malcolm Bates
Malcolm Mackenzie
Maldubious
Mallory Dief
Malrokain
Mana TheUnknown
Máney H. S.
Manteca
MantiMonster
Maranothar
Marc
Marc A. Thompson
Marc Cavigli
Marc Gallardo
Marc Hagen Lindstrøm
Marc M
Marc M.
Marc Mackie
Marc Rauer
Marc Ryan
Marc Zyche
Marc-André Laurence
Marcel Parra
Marcin "Maniek" Andrzejczak
Marco Antonio Vencato
Marco Girondi aka Ginomeister
Marco Minichiello
Marco Vaz
Marc-Olivier Fontaine
Marcus b Puller
Marcus Cain
Marcus Call
Marcus Gert
Marcus Hughes
Marcus Jahn
Marcus Ward
Mared Jroch
Margaret Edison
Marhnix
Mari Toshimitsu
Maria Rowena Josephine Auxillos
Maria Scozzari
Maria Storm Smith
Mariah Jewell
Marie Buhtz
Marika Beckman
Marilyn Trudell
Marina Maranto
Marinius Augheim
Mario Capizzo
Mario Gauthier
Mario Sponga
Mario Tafolla
Marion Anème
Marion Frayna
Marion Watkins
Mark "Grebog" Garman
Mark Bennett
Mark Blanton
Mark C Graniero
Mark Cefaloni
Mark Cunningham
Mark Czuy
Mark Darrah
Mark Dobrjakov
Mark Gabriel
Mark Hencoski
Mark Hopman
Mark Krause
Mark Lindner
Mark Logan Maynard
Mark Macauley
Mark Miriello
Mark Moneypenny

Mark Orland
Mark Owens
Mark Ptacek
Mark Rehill
Mark Rhoades
Mark Rumler aka Valris SunStar
Mark Smith
Mark Smith II
Mark Tromanhauser
Mark W Shumaker
Mark W. Vieira
Mark Westbrook
Mark Widner
Mark Woods
Mark Zwiers
Markus Dyka
Markus F. Mörtenhuber
Marloun Halabaso
Marni Samson
Mars
Marsayus
Marshall Johnson
Marshall Leggett
Mårten Larsson
Marth746
Martin Buschmann Rust
Martin Gélinas
Martin Greller
Martin Heim
Martin Jorgensen
Martin Kaiser
Martin Luftensteiner
Martin Schröter
Martin Zwieg
Martin. U
Marty Garmon
Marty Golightl
Marty Martinez
Mary Kate Grande
Mary Olivia Harlow
Mary Zawacki
Mason Lane
Mason?
Massimo
Master Necrosis
Mat Gilat
Mateus Felipe Gomes de Oliveira
Mathew Christian
Mathew Fonseca
Mathew Halvorson
Mathew Kohlruss
Mathias Schnell
Mathieu Blanchard
Matías Valero
Matt & Haley Batchelor
Matt & Jill Zofchak
Matt 'Mablet' ABBOTT
Matt "Captain" Marsters
Matt "Dungeon Mattster" Smith
Matt Anaya
Matt and Alex Eagleston-Venus
Matt and Mimi Baker
Matt Anderson
Matt Appel
Matt Ayotte
Matt Balara
Matt Bogen
Matt Boland
Matt Briddell
Matt Cannizzaro
Matt Carden
Matt Carroll
Matt Clark
Matt Denning
Matt DeSchuiteneer
Matt Enberg
Matt Frankunas
Matt Frazita
Matt 'GrapeApe' Robertson
Matt Gregory
Matt Hawk
Matt Hill
Matt Hughes
Matt Johnston
Matt Kammes
Matt Kertis
Matt Kimberlin
Matt Knicl
Matt Knight
Matt Kruse
Matt Langthorne
Matt Le Page
Matt Leithhead
Matt May
Matt Noel
Matt Oberski
Matt Oldenburg
Matt Perl
Matt Phillips
Matt Polack
Matt Rossi
Matt Sweeney
Matt Vajgrt
Matt van Dessel
Matt Vanlaar
Matt White
Matt Worm
Matt Zweig
Matt(Clompers)
Matthew
Matthew "Bonin" Moen
Matthew "Dave" Heyer
Matthew "Hostler" Wong
Matthew "Mercer" Smith
Matthew "Ranga" Wilkins
Matthew "Tetrapteron" Johnson
Matthew A. Scofield
Matthew Atkins
Matthew Ball
Matthew Barby
Matthew Barclay
Matthew Best
Matthew Bowman
Matthew Bowtell
Matthew Carey
Matthew Chan
Matthew Christley
Matthew Colbert
Matthew Cooley
Matthew David Guenther
Matthew Donley
Matthew Emond
Matthew Evans
Matthew F. Rollins
Matthew Freier
Matthew Frey
Matthew Frumento
Matthew Fuhr
Matthew G. Moudy
Matthew Gallion
Matthew Golub
Matthew Googins
Matthew Graydon
Matthew Guillemette
Matthew Harmon
Matthew Hilgers
Matthew Howlett
Matthew J. Lee
Matthew J. Todor
Matthew Jackson
Matthew Jordan
Matthew Keysell
Matthew Kruse
Matthew L Speight
Matthew Marshall
Matthew McColley
Matthew McKinnon
Matthew Millen
Matthew Morimoto
Matthew Narango
Matthew Newton
Matthew Oldhaver
Matthew Orban
Matthew Overs
Matthew Parker
Matthew Paul Page
Matthew Phillion
Matthew Podkowa
Matthew Poirier
Matthew R. Moore
Matthew Rickman
Matthew Riddell
Matthew Rodrigues
Matthew Sale
Matthew Sielaff
Matthew Smart
Matthew Snow
Matthew Sparks
Matthew Sprague
Matthew Stevenson
Matthew Stroud
Matthew T. Ricks
Matthew Tate
Matthew Vella
Matthew Viegelmann
Matthew Warner
Matthew Webber
Matthew Weger
Matthew Wood
Matthew Wood
Matthew Yim
Matthew Young
Matthias Finn
Matthias Guenther
Matthias Havrez
Matti Rintala
mattis
Matty Wilkerson
Max Brunet
Max Cram
Max Dougherty
Max Kaehn
Max Kindred
Max Krumbiegel
Max Piper
Max Ries
Maxime Bombardier
Maxime Lafontaine
Maxime Soares
Maxime Weeks (Senseweeks)
Maxine Shaughnessy
Maxwell figi
Maya Schunemann
Maylon
MB Bruening
Mcduffee Boys
McNono
MDB
Meagan T.
Mech Quillfeather
Meecho Weeso
Meerim Schneider
Megan Atkison
Megan Casperson
Megan Lister and Jon Kenkel
Megan Marshall
Megan Patterson
Megan Pomeroy
Megan Sibthorpe & Nathan Barton
Megan Sullivan
Meghan Dennehy
Megs Kane
Mehrkat
Mel Chicoine
Mel Ron
Mel W
Melanthius Owens
Melissa Brooks
Melissa C. Campbell
Melissa Carter
Melissa Kester
Melissa L Roberts
Melkor Paarthurnax
Melvin Toh
Mengiskhan!!!
Meredith Banks
Merlle
Merrick Osweiler
Merry Mayhem
Merung Kelsith
Mezzepa The Lich Bane
Mia Kollia
Micah Corwin
Micah Dunn
Micah Gin
Micah Lacore
Micah O'Shaughnessy
Micah Widrick
Michael & Kateland Smar
Michael "Bowtie" Muske
Michael "Hassurunous" Loubier
Michael "Helm" Macartney
Michael "Noah Peters is trash" Just
Michael "Rei" Bradley
Michael "Reimiel" Brisges
Michael "TheChronoMaster" Benne
Michael "Xundus" Paredes
Michael Alexander Ross Remes
Michael Anderson
Michael Asquith
Michael Birch
Michael Blake
Michael Bonar
Michael Bradley-Robbins
Michael Brockhouse
Michael Bull
Michael C. Münch
Michael Chan
Michael Chang Gummelt
Michael Christensen-Calvin
Michael Cichowski
Michael Culp
Michael Cunningham
Michael D Chupp
Michael D. Parker
Michael de Nie
Michael Deakin
Michael Delosier
Michael Di Novi
Michael Dodge
Michael Dollar
Michael Douglas Hannah
Michael E. Criswell
Michael Eades
Michael Etler
Michael Fish
Michael Frank
Michael Garcia
Michael Gordon
Michael Grimes
Michael Guilmette
Michael Hansen
Michael Harkin
Michael Harrington
Michael Hernandez
Michael Hnatyshyn
Michael Holden

Michael Ir
Michael J Morris
Michael Jacobson
Michael Joosten
Michael K Webster
Michael Kael
Michael Keiser
Michael Kimble
Michael Kinzly
Michael Kohl
Michael L.
Michael L. Stoyer
Michael Lampert
Michael Lanter
Michael Leavitt
Michael Letterle
Michael Lewis
Michael Litten
Michael Loney
Michael Marinelli
Michael Mateer
Michael Merchant
Michael Micco
Michael Murphy
Michael P. Sermania Jr.
Michael pefebvre
Michael Pence
Michael Phyillaier Jr
Michael R. Smith
Michael Randall
Michael Rehm
Michael Romano
Michael Rowland
Michael Saboy
Michael Schatz
Michael Sholl
Michael Shrapnel
Michael Simmons
Michael Smith
Michael Snee
Michael Springer
Michael Stubblefield, Jr.
Michael T. Moon
Michael Turbé
Michael Vecchione
Michael W
Michael Walters
Michael Wheeler
Michael Wood
Michael Wood
Michael Zaret
Michael Ziegler
Michaela Parker
Michał '.Xaos' Lewandowski
Michele Sangalli
Michelle Grenz
Michelle Johnson
Michelle P
Michelle Parton
Mick Probalicous
Mickenzie Hanson
Midnight Ninja
Miguel
Miguel Angel Gomez Gonzalez
Miguel Baluyot
Miguel F
Miguel F. Santiago, AE
Miguel Pol
Miguelangel Rosa
Mika Bridges & Peter Kamenkovich
Mika Charlebois
Mika K.
Mikaela S
Mikaela Traub
Mikayla Reynolds
Mike & Dollie
Mike "Ryvuk" Anderson
Mike Carey
Mike Carola
Mike Compton
Mike Cripps
Mike Delaney
Mike Foye
Mike H.
Mike Henderson
Mike Hirst
Mike Hite
Mike Hoffmann
Mike Hulett
Mike Lamberti
Mike Leung
Mike Liberto
Mike Mears
Mike Merchant jr
Mike Mink
Mike Morine
Mike Mroczek
Mike N.
Mike Pace
Mike Parker
Mike Paton
Mike Pelock
Mike Perttula
Mike Piazza
Mike Rapin
Mike S
Mike Schanck
Mike Solis
Mike Tucker
Mike Vanchieri
Mike Wardlow
Mike Welham
Mike Young
Mikel Uskola Cobos
Mikey Ward
Mikey Watson
Mikkel Johansen
Mikkel Kusk Jørgensen
Miklas Nielsen
Miko
Milan Hatch
Miles Curtis Watson
Miles J. Main
Miles Jaqua
Miles Kruchen
Miles Martin
Miles S.
Miles Wakeman
Milk n Cookies
Milko Milovancevic
Millie
Miriam Smit
Miriam Stilwell
Mischa Riley the DM
Miss Nys and Mama
MISSOFFE Florian
Mister Christer
Mister Jokestar
Mistermark
Misty D. Berry
Mitaven
Mitch
Mitch Boyd
Mitch Probert
Mitch Richardson
Mitch the Litch
Mitchell B. Downs
Mitchell Bush
Mitchell Espinosa
Mitchell Finn
Mitchell Goepel
Mitchell Harper Lehnert
Mitchell Haugen
Mitchell Houston
Mitchell Howell
Mitchell MacLean
Mitchell Scott
Mitchell Slater
Mitchell Ullrich
Mitchell Wortham
Mitchell. R
Mo McGrath
Mofar Minotaur
Mog the "Cleric"
Moiz Malik
Molepig
Mollie Baldus
Molly Blair
Molly Mauk
Mondasin
Monika Himmelsbach
Monster Mash
Moon
Moose
Mootman
Moradin's Forge
Mordenkainen
Morgan Brown, the beast-man
Morgan Joeck
Morgan Mofle
Morgan O'Connell
Morgan Overmiller
Morgan perry
Morgan Raether
Morgan Wesley
Morgan West
Moritz Mating
Morrigan McIrvin
Morten Kjellerup
Morten Vesterager
Morton Tooley
Moses Gurman
MossyOak
Moxole/Avery
mozartdminor
MoZZman
Mr Beautypants
Mr Charlie Dave
Mr. Jackford R.M.B. Kolk, O.P.
Mr. McMonky
Mr5everO
MrFryGuy
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Mrs. Leanna Brisky
MrZeebub
MsMoon
Mumblingsages
Murgweed
Murray H Smith
Musawwar Alvi
MusingMystic
MuttonTheChop
Mychal Deeb
Mylon Pruett
Myrganlona
Myron Cossitt
MysticSybil
Mystril
N / A
N. Guenther
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Nacho Criado
Nacro2005
Nacryn
Nadine Brandt
Nameless Wanderer
Naomi Coombes
Nara
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Nat Rennalls
Nat3xp
Natalie Abinante
Natalie Briese
Natalie Davies
Natalie Renee Jordan
Natasha and Jeffrey Vanarsdall
Natasha Lester
Nate "UnfortunatPanda" Johnson
Nate Aton
Nate Blankenship
Nate Bynum
Nate Greene
Nate West
Nate Whelan
Nate Wilhelm
Nathan & Evan d.
Nathan (Tomiboju) McDonald
Nathan "NerdyNED" Doering
Nathan Amor
Nathan and Amanda Hill
Nathan Best
Nathan Bisping
Nathan Byers
Nathan C Smith
Nathan Crookston :)
Nathan Enniss
Nathan Evans
Nathan Goodson
Nathan Gross
Nathan Grubbs
Nathan Hemelgarn
Nathan Howie
Nathan J Matz
Nathan Jennings
Nathan Jenson
Nathan Kalsch
Nathan King
Nathan Leaf
Nathan Leiker
Nathan Mccasland
Nathan McNair
Nathan Mitchell
Nathan Noga
Nathan Padgett
Nathan Pierce
Nathan Plank
Nathan R
Nathan Smith
Nathan Stemmler
Nathan Subyak
Nathan Torres
Nathan Turner
Nathan willi
Nathanael Eddy
Nathanael Hunt
Nathaniel Chan
Nathaniel Chapman
Nathaniel Curi
Nathaniel Hill
Nathaniel Lee
Navarr S. Coleman
Navarre Mendez
Naveen Moore
Nawrden Ingle
Neal Bruder
Neal Terpstra
Ned "Scarecrows" Ball
Ned Wilcock
negativenull
Neil "Captain Squirrel" Thorne
Neil Audette
Neil Crampin
Neil Petrosino
Neil S. Meyer
Neil Shepherd
Nekomata M. Ellylldan
Nels Setterlund
Neophoia
NEP
NeProsper
Nerd Squad
Nerfmanic
Nergalad
Nespar
Nestori Heikkilä
NeverEnding, Inc.
Nevlin Antrobus
Nevrodin
Newton Mutchler

Niall Jennings
Niall Sheehan
Nic Briseño
Nic Frame
Nic Gibson
Nic Heaton
Nic O'Sullivan
Nic Trautman
Nicco C. Lombardo
Nichlaus Champion
Nicholas "Glacirus" Graziano
Nicholas Barker
Nicholas Brown
Nicholas C
Nicholas Casillas
Nicholas Conner Waldrop
Nicholas Coty Williams "Weeble"
Nicholas Covington
Nicholas D. Turner
Nicholas Echanis
Nicholas Fitzgerald Leavitt
Nicholas Fondacaro
Nicholas Harvey
Nicholas Huppert
Nicholas Hutto
Nicholas J. Tobey
Nicholas Jessome
Nicholas Jones
Nicholas Kenney
Nicholas Kinsey
Nicholas Leroux
Nicholas MacDonald
Nicholas Martin
Nicholas Nagovich
Nicholas Paczkowski
Nicholas R. Brown
Nicholas Reel
Nicholas Rice
Nicholas Rideout
Nicholas Running
Nicholas Ryan Madrid
Nicholas Scamman
Nicholas Scheer
Nicholas Simakowicz
Nicholas Singer
Nicholas Topp
Nicholas W. Brown
Nicholas Weller
Nicholas Wood
Nick "Firavin" Bell
Nick Ackermann
Nick Adams
Nick Armet
Nick Baldwin
Nick Bartone
Nick Beecher (Beecher-Arts)
Nick Boa
Nick Boehm
Nick Borowski
Nick Carlson
Nick Deluzio
Nick DerMiner
Nick Edgar
Nick Ergezi
Nick Franceschi
Nick Galvin
Nick Gorter
Nick Grey
Nick Harlow
Nick Hodges
Nick Ising
Nick J
Nick Janisko
Nick King
Nick Kirk, DVM
Nick Landry
Nick Lane
Nick Marchetti
Nick O'Bryan
Nick Owens
Nick Penman
Nick Perot
Nick Pingel
Nick Politano
Nick R. Richmond
Nick Rademaker
Nick Rice
Nick Roach
Nick Sosalla
Nick Souza
Nick the Enigma Painter
Nick Torgerson
Nick Uroseva
Nick Wadman
Nick Weiner
Nicketurdian
Nickolaj Brink
Nickolas Lebeau
Nickolas Szilagyi
Nico Castaño
Nico Coax
Nicolas Arquie
Nicolas Desjardins
Nicolas Hloderwski
Nicolas Lapointe
Nicolas Munera
Nicole Brennan
Nicole Couture
Nicole Szajner
Niels Juel
Nik Mennega
Nikki Lee
Nikki Torick
Niklas Juhana
Niklas Reindl
Niko
Nikolas Vokalous
Nikuthulu Castle
Niles George
Nils A. Hagenström
Nils K. Holte
Nimrod Slor Futterman
NinDaniel
Nini Nguyen
Ninjakeeper
Ninjaneer
NintendogsOnly
Niodi
Nitronik
Nixx
Niyal
Noa Bilman
Noah Apostol
Noah Braganca
Noah Busse
Noah Jung
Noah McCoy
Noah Miller
Noah Olson
Noah Peters
Noah Plunkett
Noah Roach
Noah Schuetze
Noah Spears
Noah Zorbaugh
Noble Thayer Graves
Nodnarbtheunpleasant
Noha Fulas
Nolan (The Viking Santa) Bradley
Nolan Dondero
Nolyn Ruge
Nomaris
Nop
Nora "Bone-Bard" Jane
Nora Tretau
Nordenheim
NormalPersonA
Norman Friedrich Willhelm Scherke
Nosfredatus
NoteNatural
NottOnAcid
Noxi
NoxluxO13
NRWillick
Nuggetasaurus
Nullpunkt
Ny'Ceir J. Lesoken
O.K.T.131
Oany
Obishaker
Odie Bracy
Odin Vancza
Ofelio Martinez
Ofir Ezra
Ofyuff
Okotari
Okra
Okum Hart
Ol' Blue Hat
Old Man Yeti
Oliver Kay
Olivia Hintz
Olivia Hugal
Olivia Jones
Olivia Pourzia and Taliesin St James
Olivia Yami Cardona
Omair Quraishi
OmegaScales
Oozhiordhaddy
Orbrack
Oricami-Art
Orlando Hernandez
Orlando X. Nieves Adorno
Ormus
Orren Merton
Oscar Boltin
Oscar Hayhow-Khan
Oscar Marklund
Oscar V.
Oskar
Oskar Håkansson
Oskar Lindgren
Ostara Gemmell
Owen
Owen Bass
Owen Eyles
Owen Fry
Owen Goska
Owen R Jones
Owen Slevin
Owens
Oyurigunslinger
Ozzamar
P R J
P. Arden
P. Collins
P. Gravesen
P. R. Venable
P. S. Reed
P. Tawn & co.
P.Willy!
Pablo Salas Mercado
Packrat Sandoval
Paige Dobson
Paige Goulding
Paige Leonard
Paige Price
Pallydanny
Palmer
Pamela "medi" Choucino
Panjo Jenkins
PaOxFire
Papa Spoof
Papapaya
Paper L
PappaDavis
Paquerette
paradigmblue
Parkan_Fusobo
Parker Dixon-Word
Parker Ragland
Parker Raley
Parker Smith
Parker South
Parker Stapley
Pascal Daraiche
Pat Doherty
Pat Mazzawi
Pat Petrey
Pat Ridings
Patricia Krens
Patrick
Patrick "GameOn" Maloney
Patrick A V
Patrick Burton
Patrick C Tuminar
Patrick C. Talbot
Patrick Carr
Patrick Cottle
Patrick Cowell
Patrick D.
Patrick Diss
Patrick Elliott
Patrick Ervin
Patrick Greenhalgh, Esq.
Patrick Hess
Patrick Hodges
Patrick J Harper
Patrick Jones
Patrick Lambert
Patrick M. McCabe (SpiderStorm)
Patrick Maguire
Patrick Mahler
Patrick Marran
Patrick Marshall
Patrick Martin Frosz Nielsen
Patrick Mathies
Patrick McNamara
Patrick Millage
Patrick Nadolny
Patrick Nef
Patrick P.
Patrick Rooney
Patrick Rosenthal
Patrick S.
Patrick Sawford
Patrick Schatz
Patrick Schneider
Patrick T
Patrick Tang Bisgaard
Patrick Terry
Patrick Wayne Mullin
Patty Efird
Paul "Grymloq" Willaume
Paul "Rappican" Rapp
Paul Acosta
Paul Bennett
Paul Booher
Paul Bunuan
Paul C.
Paul Charvet
Paul Circolone
Paul Drapeau
Paul Edmonds
Paul Feeney
Paul Fitzmaurice
Paul Frayne
Paul Hickey
Paul 'Kalaan' Cotton
Paul Kenzie
Paul Klinko
Paul Klusmeier
Paul Lyons
Paul Meloche
Paul Richard Bang
Paul Salke
Paul Scherer
Paul Scott
Paul Shackelford
Paul Stacey
Paul Stallings
Paul Thomas
Paul Thornton
Paul Tower

Paul Uebbing
Paul W. Chavarria
Paul Wadsworth
Paul Wilhelm
Paul Zachary Wheeler
Paula Gaetos
Pauline E. Nijander
Payton Murphy
Payton Stone
Payton, god of DM's
Pe Metawe Game
Pedro Rocha
Pedro Thiesen Schiochet
Pella Wisefall
Penelope O'Rance
Penn T.
Pepijn
Pepijn Bodegom
Pepin Mittelhauser
PeregrineWolf
Perry Fowkes-Smith
perryJAM
Pete Clements
Pete Fry
Peter & Ted Fitzgerald Lindsay
Peter (Azoth)
Peter "Syzygy" Pollak
Peter Burns
Peter C Voigt
Peter Cronan
Peter G. de Armas
Peter Haroldson
Peter Hillier
Peter Hood
Peter Juul Jensen
Peter Krysinski
Peter M. C.
Peter Maidens
Peter N. Trinh
Peter Queen
Peter Roy Humphreys
Peter Salzman
Peter Steil
Peter Taylor
Petwag
Pharaoh Everett
Phenomen
Phil "Bladegarden" Dressel
Phil Edwards
Phil Shinnie
Philip Boyle-Zultahn
Philip Dahmen
Philip Graff
Philip Hindley
Philip Olsson
Philip Stinger
Philip treier
Philip W Rogers Jr
Philip.G
Philipp Eberle
Philipp Hering
Philipp Jung
Phillip Acton
Phillip Beattie
Phillip Dabros
Phillip Jeon
Phillip Steder
Phillip Wayman
Phillyfishsticks
Photokrow
Physalis
Pia Pedersen
Piaculus
Pierce Longbons
Piercen Borchardt
Pierre Brownlee
Pierre Gufler
Pierre To
Pierre-Luc Noël
PiisamiSiili
Pim Willem Daniël van Gurp
Pine Bestul
Pixel (They/DM)
PixelatedGlory
PJ "Mercutiorty" Williams
Poisdon
Pokedy :)
Poor Seal (˘ ³ ˘)
PoptorDoctart
Porter K Ludwig
Poul & Oskar Kistrup
Preston Knudsen
Preston Polizzi
Preston Rowley
Proverbial Jedi
PuglyGamer
Puntastic Pun-Man & Christoefur
Pwnedapanda
Pyrrha, daughter of Izzom
Pyxie
Qkvllzx
Quadrabyte
Quentin Hautenberger
Quentin Lewis-McKinzie
Quentin N
Quereno Sevilla
Quin
Quincy Dunker
Quincy Hartnell
Quinn A.
Quinn Baker
Quinn Freer
Quinn Holliger
Quinten Muszar
Quinton Meisner
Quintthekid
Quintus Crendraven
Quishfishkin
Qujo the DM
Quoc Huynh
Qwillet
R Candi
R D K Cogman
R N
R P Steeves
R. Ann Davis
R. Scott Farnsworth III
R.C. Spencer
R.J. Virkler
R4vgt45
Rabbit
Rabocse Samoht
Rachael Edmonson
Rachel Buckley
Rachel Conatser
Rachel Fizeseri
Rachel Garrity
Rachel Lauve
Rachel Manyletters
Rachel Renee Paeonia
Rachel Stanley
Rachel W
Rachel Ward
Rachelle Louise
Radu Asan
Rae and Jay
Rae Giddings
Raechel Schink
Rafael Blanco
Ragnakon
Ragnar Helghow
Raiden Drake
Raihan Khandker
Rainar Manteuffel
Raistas&Rhaelyn
Raja A.
Ralph Dsouza
Ralph Evotac
Ralph K.
Ralph Lee
Rand al'Thorres
Randal Tucker and Claire Zeurn
Randall and Sierra
Randall Case
Randall Joly
Randall Quiggle
Randall Ronsberg
Randall S. Frederick
Randall Weaver
Randusnuder
Randy Fisher
Randy Smith
Randy Warner
Ranes
Raphael Ashe
Raphael Campos
Raphin the Bestower
Rara Hope
Rasmus Bækgaard
Rasmus T. Køllund
Raul MIller
Ray Blankenship
Ray MacDonald
Ray Sharma
Ray Tre
Ray Winarski
Raymond Dempe
Raymond Dwigans
Raymond Harrig
Raymond Pratt
Rayne Kisaragi
Razmooten
Rea Smith
Reaper
Reaver the turtle
Rebecca Brown
Rebecca H
Rebecca Hall
Rebecca T
Rebecca Weston
Rebekah McElhinney
Red
redfeatherraven
Reed Austin
RegalRegex
Reiben Orohen Greiff
Reid Bathgate
Reid Ortiz-Shepherd
Reidyfella
Reiko Spirit
Rellim Sirhc
Remixer - D.W.
Remwolff
Remy Sanchez
Ren Balcombe
Ren Stole
Renaud Leclerc
Rend Dragonsblood
Rene
René Dall
Renee Carignan
Renee Steeves
Renigard
Renzo Gambone
Reqex
Revion Kethel
Rex "Quicksilver" Faith
Rez Delnava
Rhea Shelley
Rheal Doyle
Rhel ná DecVandé
Rhogar Ghaalixirn
Rhona Blackwood
Rhoss Bueno
Rhydion Rhylight
Rhys Miller
Rhys Nelson
Rhys Panting
Rhys Thompson
Rhys Warmaul, Herald of the Deep Lord Cthulhu
Ricard Boronat Rosello
Ricardo Fuente
Rice_Powered Paladin
Rich Allison
Richard "Shadumura" Johnson
Richard "Vidiian" Greene
Richard Bylsma
Richard Christian
Richard Colebrook
Richard Dill
Richard Dufault
Richard Gricius
Richard Han
Richard Henning
Richard Irons
Richard JP Le Guen
Richard Keimig
Richard Knudson
Richard Legg
Richard Li
Richard M. Skrobis
Richard 'ohaz'
Richard Partington
Richard Ramos
Richard Simunac
Richard Stacey
Richard T Bailey
Richard The Lichard
Richard Tiberius Low
Richard W. Markert, II
Richard W. Sorden
Richard Ward
Richmond Abbott
Rick Armstrong
Rick Mathes
Rick Mogstad
Ricky Greene
Ricky L. Hudkins
Ricky Spinach
RicoStupid
Ridgely McCleary
Rift_Mage
Riju Kattady
Rik Cameron
RikeRandom
Riki Robinson
Riley A Zierman
Riley Bushma
Riley Goddard
Riley Morrell
Riley Paustian
Riley Schoonover
Riley Stolk
Riley W. May
Rimth
Rimuldar the wise
Rin
Rin Shepherd
Ripper Parks
Rita Flaherty
River Tepeni Ross
River Woeller
RJ Roderiques
RJ Suehle
RMWestcott
RoadDietsRule
Rob DelFranco
Rob Hambright
Rob Heide
Rob Hunter
Rob Joslin
Rob Lameyer
Rob Lebowsky
Rob Medley
Rob Paine
Rob Roberts
Rob 'rsmit212' Smith
Rob S. t. H.
Rob Slown
Rob Trimarco
Rob Wagner
Rob Webb
Robair the Wizard
Robbie McKenna
Robbie Sykes
Robbie Van Steenburg

Robby Flores
Robby Garner
Robby Norris
robdog
Robert “Jefepato“ Dall
Robert “Rowboat“ Hammer
Robert “Ryotus“ Parker
Robert A. Verdoliva
Robert B. Wyatt III
Robert Bass
Robert Blackstock
Robert Bower
Robert Brining
Robert Broome
Robert C
Robert C. Hutchison
Robert Cargill
Robert Cave
Robert Coutu
Robert D. Smith
Robert Depew
Robert DeRisi
Robert E Vaughn
Robert E. Schmitz
Robert Erno
Robert Flanagan
Robert Frederick
Robert Gerst
Robert Goulding
Robert Guthrie
Robert Haubenstricker
Robert Homan
Robert Irigoyen
Robert Isham
Robert J. Guadagno
Robert L DuFour
Robert Lagerqvist
Robert Lloyd
Robert McNeal
Robert Midkiff
Robert Mulry
Robert Musser-Weimar
Robert Myers
Robert N Hicks Jr
Robert P. Erickson Jr,
Robert Park
Robert Pritchard (NUWildcat62)
Robert Sautbine
Robert Skelton
Robert Socha
Robert Stoffel
Robert Tankersley
Robert Thompson
Robert W. Ketel
Robert Watson
Robert Weller
Robert Woyak
Robi_van_Kenobi
Robin Callaghan
Robin Drain
Robin Lash
Robin Lees
Robin Onestream
Robinson Merillat
Rock L. Domineck II
Rod Meek
Rod Shelton
Rodney B. Hart
Rodney Gottschall
Rodney N.
Rodney Scott
Rodolphe Danac
Roel vH
Roel Willems
Roger Garland
Roger Newhook
Roger Robar
Roger Wood Bixby
RogueValkyrie
Roguish
Roland Correa
Roland Leikauf
Roland M. Mork
Roll For Salmon
Roll MIGHTY
roll-a-dTony
Roman Ryder
Romme
Ron “The Big Bear Show“ Jodway
Ron Myers
Ron Reyes
ronald cheshier
Ronald H. Miller
Ronald Singletary
Ronald Villeda
Ronald Zaleski
Ronaldo McDoyle
Ronnicko
Ronnie Short
Rory & Terrance (Emi) Erickson
Rory B.
Rose “GamingMistress“ Whitcomb
Rose and Jameson Devine
Rose Teague
Roshan Kharbanda
Ross Aitken
Ross Hammer
Ross Rodman
Rotes
Rowan Kellogg
Rowan MacBean
Rowan McGrath
Rowan Thomas John McLoughlin Miller
RowdyBoi
Rowland Kingman
Roy A.
Roy Halvor Frimanslund
Roy P. Mowry
Roy Pillers
Royal E. Frazier Jr.
Rraurgrimm
rt Mora
Ruben
Ruben Brandt
Ruben Gouw
Ruben Wilkinson
Ruder
Rudyard and Jennifer Dacquel
Rufino C.
Rufus The Dead Cat
Ruger Biege
Rui M Almeida, aka Ariamus
Ru’naak Verd
Runfromgoblins
RunTheCastle
Russ Morgridge
Russell “Redjack“ Petree
Russell Dunlap
Russell Good
Russell Hughes
Russell James Matthews
Russell Martinez
Russell McQuade
Russell Meddings
Russell Pattie-Williams
Russell Ven
Ruuon
Ryan
Ryan & Sami Easley
Ryan “YarrBee” Baker
Ryan A. Kelly
Ryan Acheson
Ryan Anderson
Ryan Anderson
Ryan B Wilson
Ryan Bailey
Ryan Bastin
Ryan Bearrick
Ryan Bell
Ryan Benson
Ryan ‘Bobo’ Barton
Ryan Booth
Ryan Boser
Ryan Bradford
Ryan Bruin
Ryan Burke
Ryan Collins
Ryan Cooke
Ryan D Felber
Ryan D Wellman
Ryan Daughters
Ryan Dawson
Ryan Detweiler
Ryan Devlin
Ryan Epp
Ryan Fairchild
Ryan Fast
Ryan Faust
Ryan Fowler
Ryan Gnagey
Ryan Grasso
Ryan H
Ryan Hallinan
Ryan Harpe
Ryan Harty
Ryan Hausen and Melissa Daniels
Ryan Haynes
Ryan Hipp
Ryan J. Boutilier
Ryan K.T.
Ryan Kent
Ryan Landry
Ryan Leary
Ryan Lee
Ryan Lesnau
Ryan Levasseur
Ryan M Avey
Ryan Marsh
Ryan McCullough
Ryan McDermott
Ryan McWilliams
Ryan Moon
Ryan Nicholson
Ryan O’Brien
Ryan Packer
Ryan Paton
Ryan Pottinger
Ryan Pulliam
Ryan S. Rowe
Ryan Sakal
Ryan Scherr
Ryan Schnabel
Ryan Scroggs
Ryan Seifts
Ryan Smith
Ryan T.
Ryan W. Cahill
Ryan Wheeler
Ryan Willemsen
Ryan Young
Ryanasaurus
RyanCrow
Ryann Makk
Rydell Walthall
Ryker G Kallas
Ryklan Rolfsson
Rylan C. Arnold
Rylan Halteman
Ryland king
Ryne Knight
Rynne Griggs
Ryon ‘Ambrus’ M.
RYSCCO GAMING
S Weirick
S. “Rthr-X“ Parradee
S. E. Claymore
S. Gardner
S. Py
S. Simmons
S.J. Pilch
Saar Ben Israel
Sabastian Wilkinson
Saboor Qureshi
Sabrina W.
Saga Mackenzie
Sage Bambery
Sage Beathan
Saif Khan
Sakem the Bard
Saleena Chiu
Salem Al-Kuwari
Salem Kurog
Salivar
SallenTalon
Sally E. Foster
Sally Pritchard
SalmonPope
Salvatore Puma
Sam & Amber McVicar
Sam Arndt
Sam Bateman
Sam Beattie
Sam Brockelbank
Sam Christensen
Sam Costidell
Sam DeWall
Sam Gorton
Sam Grant
Sam H
Sam Helbling
Sam Horowitz
Sam L.
Sam Matthews
Sam McKenzie
Sam Melvin
Sam Morrison
Sam Nicol
Sam Nightengale
Sam Pratt
Sam Purcell
Sam Taylor
Sam Tucek
Sam Tysinger
Sam Vinci
Sam Williams
Samantha Leigh
Samantha Michaels
Samantha Moglowsky
Samantha Moss
Samantha Wright
Sammy Jenner
Sammy Murray
sammyb
Samri “The Rider” Panshire
Samson Fry
Samuel Barratt
Samuel Bohnhoff
Samuel Brown
Samuel Cimini
Samuel Day
Samuel Doughty
Samuel E Larrimore
Samuel Fields
Samuel Garber
Samuel Guay
Samuel Gutherie
Samuel Harbin
Samuel Khasin
Samuel Lonsdale
Samuel mock
Samuel Navarro
Samuel P Thomas
Samuel Pouliot
Samuel Stirling
Samuel Wakerley
Samuel Webster
Samuel Worley
Samuli Similä
Sander Bogaards
Sander Tack
Sandro Gerber
Sandy Dunlay
Sangeeta Chetty
Santiago Morales-Diaz

Santino “Sofa“ Frasca
Santos De La Cruz
Saqib “Skarred“ Ahmad
Sara Alice Reynolds
Sara Gavillucci
Sarah “Alaynisha“ Browning
Sarah and Sam
Sarah Baker
Sarah Beal
Sarah Burton
Sarah Cameron
Sarah Dillon
Sarah Ewing
Sarah Hall
Sarah Meyers
Sarah Prosser
Sarah Schiller
Sarah Teugels
Sarah Troeh
Sarah V.
Sarah Varmalis
Sarah Wiener
Sardrel
Sarryn Shadowcloak
Sashi Settarra
Savannah Leamon
Savannah Mitchell
Savannah Woods
Sax
Sayakiko
Schinhofen Books
Schro Holmes
Scolerin
Scott “Operator“ Berger
Scott atwood
Scott Avick
Scott Barrie
Scott Campbell
Scott Cullenane
Scott Dornian
Scott Ellison
Scott Ferris
Scott Fowler
Scott Gerrell
Scott Gibbs
Scott J. Dahlgren
Scott James Remnant
Scott Kemper
Scott Kiehl
Scott Knuchel
Scott M. Armstrong
Scott Markwell
Scott Nendick
Scott Nicholson
Scott Paine
Scott R. Wolf
Scott Reilly
Scott Reiners
Scott Serro
Scott Shafer
Scott Shewmaker
Scott Simmons
Scott staples
Scott Wieborg
Scotto
Scotty Weddle
Scowny
Scried Raven
SeaLandRay
Seamus McNiff
Sean & Molly
Sean “Loki“ Reilly
Sean A. Marchi
Sean A. Veira
Sean and Jay Ah-mon-Fox
Sean Baker
Sean Batter
Sean C Sullivan
Sean C. Sexton
Sean Callahan
Sean Connell “Samael76“
Sean Daugherty
Sean Foley
Sean Gilley
Sean Gilmore
Sean Greenlaw
Sean Halihan
Sean Harrison
Sean Harrison
Sean Harvey
Sean Keckler
Sean Kent
Sean Keoghan
Sean Leslie
Sean M. Cooper
Sean M. White
Sean Maguire
Sean McDonough
Sean McFarland
Sean McNeilly
Sean Michael Jarnagin II
Sean Millar
Sean Miller
Sean Miller
Sean Mitra
Sean Oldenburg
Sean Owens
Sean Pelkey
Sean Pilutti
Sean Purcella
Sean ‘Rex Reich’ Dickinson
Sean Schmitt
Sean Tadsen
Sean Taylor
Sean Timm
Sean White
Sean Winser
Seanan McGuire
Seanchai2025
Seb & Julie
Seb “Sealkhayl“ Bensaid
Sebastian Allen
Sebastian Coulter
Sebastian Doiber
Sebastian Hovseth
Sebastian Johansson
Sebastian Kleebinder
Sebastian Larsen
Sebastian Mueller
Sebastian Rauscher
Sebastian Van Den Dungen
Sebastian von Conrad
Sébastien Haman
Sébastien Meilleur
Sebastien Rioux
Sebby
Seffi Adams
Selox
Sentor
Septemberox
Seraph1337
Sergey Yulin
Sergio O. Ortiz
Sergio Ramírez Olloqui
Sergio Rossi
Seth Beard
Seth Belli
Seth Day
Seth Fields
Seth Klein
Seth Lang
Seth Largent
Seth McCracken
Seth Stevens
Sevegon
SFX0078
SH Tan
Shadow, teacher of heroes
Shadow4wolf
ShadowKillion
ShadowMoon
Shaedn
Shaelynn Bingham
Shaggy
shahar osher
Shalidar13
Shamsia Ahmed - Stott
Shan Zhang
Shane
Shane & Lauren
Shane “Asharon“ Sylvia
Shane “Chekov“ Graham
Shane “Th’ebin” Fannan
Shane Austin Press
Shane Celis
Shane Dunn
Shane Dupre
Shane F. Beddingfield
Shane Green
Shane Huston
Shane Lynch
Shane MacMillan
Shane Malone
Shane nowak
Shane Stone
Shannon Bockstahler
Shannon Carl
Shannon Kane
Shannon Kelly
Shannon L Williams
Shannon Rain
Shaquille T. Alexis
Sharanjit Paddam
Shaun Carter
Shaun Gannaway
Shaun M
Shaun Mayne
Shaun McMillan
Shaun Moloney
Shaun Pilbrow
Shaun W.
Shauna Hadinger
Shaunna Y.
Shawn Batsel
Shawn Burnette
Shawn E. Batten
Shawn Ellsworth
Shawn Ferguson
Shawn Fortier
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