



**BIRD OF A FEATHER**  
*Wondrous item, common (single use) or uncommon*

This small stuffed roc toy is filled with an enchanted down. While holding onto the toy and concentrating, you magically gain a flying speed of 20 feet for up to one minute. The stuffed toy's weak magic cannot carry anything weighing more than 200 pounds. If you take any damage while flying, you lose concentration on the magical toy early 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.

**BOW OF MIND THIEVERY**  
*Weapon (shortbow), rare (requires attunement)*

Your ranged weapon attacks made with this bow deal an additional 1d4 psychic damage to creatures you hit with it. Once per day, you can designate a humanoid struck with an arrow fired from this weapon to make a DC 15 Wisdom saving throw (after dealing the arrow's damage). On a failed save, the target falls under the effects of the *Dominant Person* spell for up to one minute. In addition to sharing a telepathic link with the creature, you can choose to look through its eyes and hear through its ears instead of your own: blinding and deafening you while you do.

**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 using an action on your turn to one of these four colors.

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 cannot do so again until the following dawn.

Alternatively, the cloth can be fashioned to be an effective sling: dealing damage as a sling normally would, but changing the damage type of the ammunition to match the sling's color. Refer to the table below for a reference of the Chromacloth's associated 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 at the dawn of each day. When you hit a creature with this weapon you can expend one 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.

**COLDSNAP**  
*Weapon (whip), rare (requires attunement)*

Attacks you make using this magical weapon deal an additional 1d4 cold damage with each hit. You have a +1 bonus to attack and damage rolls made with this weapon. This icy whip has 3 charges that are replenished each dawn. When you hit a creature that is not immune to cold damage with this weapon, you can expend a charge to inflict a biting chill, causing the creature to make a DC 16 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.

**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 that number. 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 weapon 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 one 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)*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This blade's hilt is hollow, made to accommodate up to 3 spell scrolls. Cantrip scrolls left within the compartment for one minute activate one of the three clear gems adorning the blade's grip. Once activated, these cantrips can be cast at-will by the wielder using their spellcasting modifier. If they do not have a spellcasting modifier, use their Intelligence modifier instead. They have proficiency with the cantrips cast from it. Cantrips cast from the blade use the weapon as an arcane focus, and allow the wielder to perform any somatic components using the weapon instead of a free hand. Scrolls are not consumed when cast from the sword. When a cantrip cast from the sword would deal damage, the weapon's damage type changes to match the cantrip's for up to one minute. The wielder can end this effect early (no action required).

**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, as determined by the DM, the resource can be forged



into a 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, the weapon's draconic magic comes forth to deal an extra 1d6 damage of the original dragon's damage type. Refer to the Monster Manual to determine the dragon's color and associated damage 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 with a +2 bonus instead.

### EYE OF THE BOOKWORM

*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 whenever 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 not be used again until the following dawn.

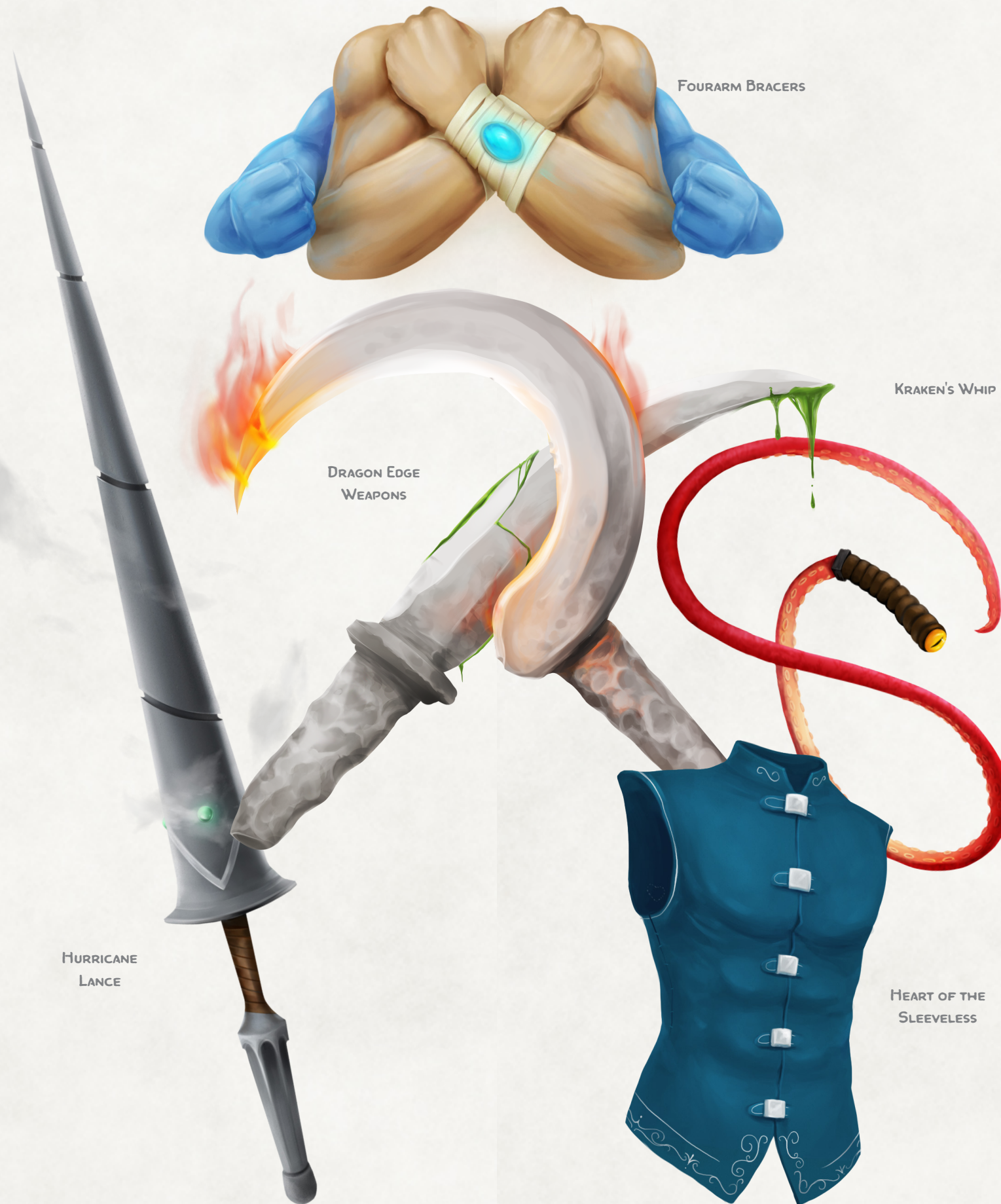
### FOURARM BRACERS

*Wondrous item, very rare (requires attunement)*

These bracers can summon another pair of arms below your existing ones. The spectral arms can be summoned using an action and last for up to a minute before dissolving. 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 contain a total of 5 charges and recharge 1d4+1 each dawn. By uttering the bracers' command word using a bonus action and expending a charge, you can empower the arms to immediately make two unarmed weapon attacks against a target within five feet of you. The arms have a Strength modifier of +3 which is used when making the attack and use your proficiency bonus. Each strike does 1d4 magical bludgeoning damage

*Four thumbs up.*



upon a successful hit. These attacks do not benefit from the Monk's Martial Arts ability.

Alternatively, you can expend a charge to double the arms' carrying capacity and extend their duration for up to five minutes.

### FROSTBITTEN BUCKLER

*Armor (shield), uncommon*

This icy shield has three charges, recharging them all each day at dawn. When a creature you can see hits you with a melee weapon attack, you may use a charge as your reaction (after receiving the damage) to deal 2d4 cold damage back to the attacker, granting you that same amount of damage as temporary hit points for up to one minute.

### 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 item'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

### 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 a charge to surround yourself with a flurry of wind for one minute, allowing you to use a bonus to take the Disengage 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 are currently riding. If you dismount or are forced off your mount, the effect





LOVE'S EMBRACE

MAGMA  
WAR PICK

fades from the creature. The effect ends early if you fall unconscious or are no longer wielding the lance.

In addition, you can use the lance to cast thunderwave once per day at 3rd level (save DC 18).

#### KRAKEN'S WHIP

Weapon (whip), uncommon

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

As an action, you may try to wrap a Medium or smaller creature within the weapon's range using the whip's tentacle. The target must succeed on a DC 14 Strength saving throw or become constricted by the tentacle, dealing 1d4+2 bludgeoning damage immediately after failing the saving throw and again at the end of each of its subsequent turns while gripped by the tentacle. The creature may reattempt the saving throw as an action each turn to try and escape the tentacle again. While holding a creature in this way, you cannot make attacks with the whip. You may end this affect at any time (no action required).

While constricted, a creature cannot move or be more than 10' away from you in any direction, and your speed is halved. If you drop the whip while a creature is gripped by the tentacle, both your and the creature's movement returns to normal, although the tentacle will continue to hold and damage the creature until it breaks free.

#### 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 allied creatures at the same time so long as they attune to it 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 two 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, 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.

Once per day, each attuned creature can cast *fire shield* at 4th level without expending a spell slot. You do not need material or somatic components when casting it in this way.

#### MAGMA WAR PICK

Weapon (war pick), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you land a hit with this war pick, the impact deals an additional 1d4 fire damage.

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

#### 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 one of the berries raw yields a taste and texture like that of a rich shortbread: the perfect way to end a day of adventure.

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. Your DM will determine any necessary dice rolls and DCs needed to prepare the Merry Berry.

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

#### REAP AND SEW

Weapon (light crossbow), rare (requires attunement)

This magical crossbow grants the wielder a +2 bonus to attack and damage rolls made with the weapon.

The crossbow comes with a special needle-like bolt that is magically bound to it. When fired, this bolt leaves a faint thread of ethereal energy behind it as it flies. Creatures struck by the bolt take force damage instead of piercing, as it effortlessly passes through them. Immediately after making an attack, the bolt flies back to the crossbow and reloads itself neatly, making it immediately ready for another shot. When the needle-like bolt is used, this crossbow ignores the loading property.

This weapon has 4 charges, recharging 1d4 each dawn. You can expend a charge following a successful attack with the crossbow to attach the bolt's arcane thread to a point on the ground within 5 feet of the target. If the tethered creature attempts to move more than 10 feet away from that point before the end of your next turn, it must succeed on a DC 16 Strength saving throw or be forced to remain within 10 feet of the point you chose until the start of its next turn.

While attuned to this weapon, you can cast the *mending* cantrip at will.

If this crossbow's unique bolt is somehow destroyed or lost, the bolt reappears, already loaded into the crossbow, after 24 hours so long as both the bolt and crossbow are on the same plane of existence. The crossbow functions as a normal, nonmagical weapon while separated from the bolt.

**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 an hour before being able to rest. When firing the crossbow, you can sometimes hear the bolt giggle as it careens towards its target. 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.

#### SCREAMING LONGBOW

Weapon (longbow), rare (requires attunement)

Arrows fired from this sickly and ornate longbow let out a out a screeching howl as they fly. Creatures struck by each of these arrows take an additional 2d4 thunder damage. When you land a critical hit with a shot fired from this weapon, all creatures within 5 feet of your target must succeed on a Constitution saving throw (DC 16) or be deafened for one minute.

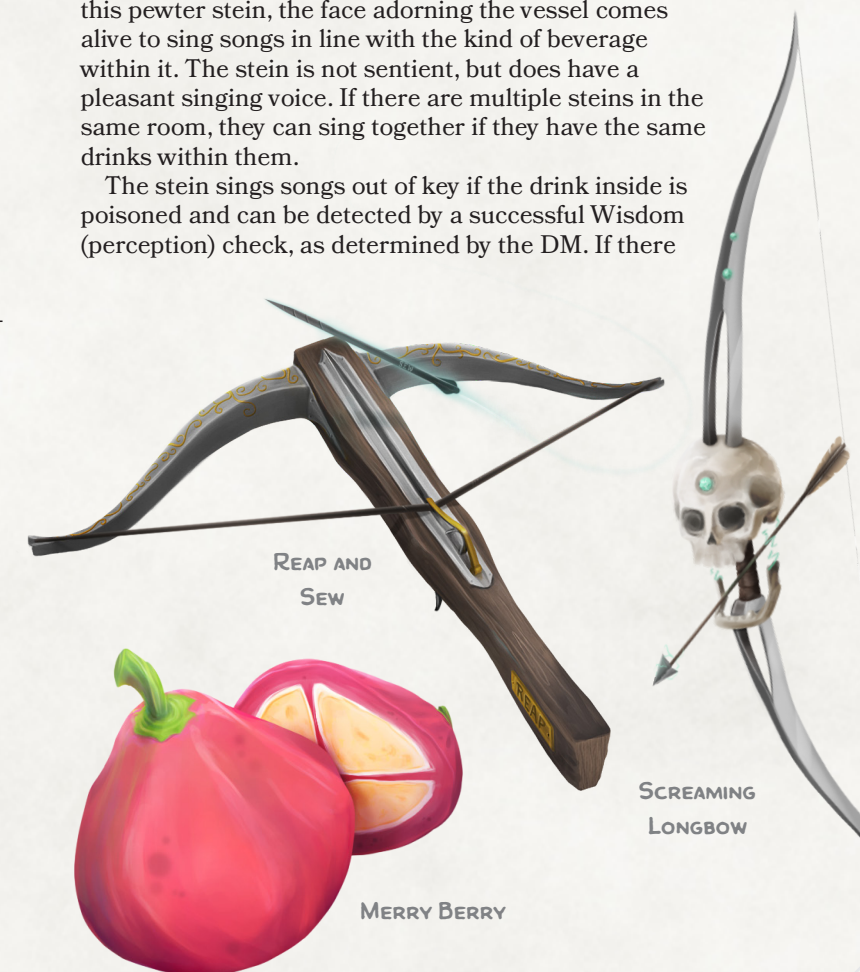
Unobstructed creatures within 80 feet of these arrows' flight paths become aware of your presence as your arrows scream by.

#### SINGING STEIN

Wondrous item, common

While at least a sip's worth of potable alcohol is held by this pewter stein, the face adorning the vessel comes alive to sing songs in line with the kind of beverage within it. 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 if they have the same drinks within them.

The stein sings songs out of key if the drink inside is poisoned and can be detected by a successful Wisdom (perception) check, as determined by the DM. If there



REAP AND  
SEW

MERRY BERRY

SCREAMING  
LONGBOW



are multiple kinds of alcohols 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

### 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. For each potato you eat, your normal unarmed damage increases to 1d4 for one hour. You can eat up to 3 potatoes per day 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 affect, but is nonetheless delicious.

### SQUASHER

*Weapon (greatclub), uncommon*

This enormous, magical squash is strangely durable. Druids wielding Squasher are proficient with the weapon, and can use their Wisdom modifier for the attack and damage rolls with it instead of Strength. Squasher functions as a normal magical greatclub if the wielder is not a Druid.

### 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.

### THUNDEROUS FLAIL

*Weapon (flail), rare (requires attunement)*

The flail has three charges and regains 1d3 expended charges each day at dawn. You can cast *thunderwave* at first level while attuned to this weapon by expending one of these charges as an action (DC save 14). The ball of the flail is the origin of the spell. As long as the flail has one or more charges, you deal an additional 1d6 lightning damage to the first target you hit with it each turn.

If you make a melee weapon attack using this weapon, you may immediately expend one of its charges 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 electrical connection, but can be released at will. You can make a ranged weapon attack to fling the ball at a creature you can see within 20/60 feet, or a point you can see within range. As a bonus action after releasing the ball, you can magnetically pull it back. When you do, it slowly rolls its way back up to 15 feet towards the flail. It magically reattaches itself to the end of the chain when it enters the same space as the flail.

While the ball is detached from the flail, the area of effect for *thunderwave* becomes a 15' sphere. You automatically succeed on the saving throw if you're affected by a *thunderwave* spell that you cast.

### TUB OF CHURNING AND FERMENTATION

*Wondrous item, uncommon*

This squat wooden and ceramic tub has a screw-on lid that fits snugly around its base. The tub seems to be able to hold about two gallons of liquid or one 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 emits a slight click sound before locking its lid shut for ten minutes.

After ten 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 additional ingredients into the tub can influence the end result's flavor.

Once the tub has been used in this way, it cannot 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

*This flavor text tastes funny. But also good? This is weird. Why does my head feel fluffy?*



### WINDSWEPT WYVERNPLATE

*Armor (halfplate), rare (requires attunement)*

This half plate armor feels like any other when first put on. Once attuned, however, the armor seems to breathe along with you, growing lighter with your inhalations. While you are attuned to this armor, you can hold your breath at any point to both lighten the armor and quiet its clattering, negating the usual disadvantage imposed on Dexterity (stealth) checks by half plate. If you speak while holding your breath, whether it be to your party or to cast a spell requiring verbal components, you will need to stand still until you can take another breath in order to retain any previous Dexterity (stealth) roll you made.

In addition, if you are falling while wearing this armor, you can hold your breath as a reaction to cast *feather fall*, targeting only yourself, at will. While falling in this way, you must succeed on a Constitution saving throw, as if maintaining concentration, each time you take damage to continue holding your breath or else the spell effects end. If you fail and begin falling again, you can use your reaction on your next turn to hold your breath again and slow your descent.



## PART 2: STORIES FROM THE SADDLE

The items you carry can tell quite a storied tale of this histories. Some folks may have held the same sword that you do, or donned the same armor. What adventures have your belongings taken already? Have you asked them?

Below are tales from some of the Inventory's stock. Stories can give context and perspective, as well as a potential new appreciation for a piece of equipment you already cherished. Listen well, friend, for if you're to rely on your items in the future, you should pay them the respect to learn of their past.

### CINNABAR RAPIER

*"Cinnabar is used primarily for the arts, but often at the cost of the artists themselves. It can cause convulsions, insanity, and, ultimately, death. So, naturally, I decided that a masterfully crafted blade such as this should share those same effects with everyone else."*

*-Blaine Grimfire, Dwarven guild artisan*

### DRAGON EDGE WEAPONS

*And with a final blow, the great beast collapsed and lay still. After a moment's pause, the band erupted in cheers and howls of elation, hugging and congratulating one another for the heroic efforts. And while there was a dragon's hoard to be had, the real prize lay in its remains. Even in death as newly fashioned swords and sickles, this powerful beast would live on to serve the men and women who defeated it.*

### HEART OF THE SLEEVELESS

*"She slapped me again, Feh'raar," said the man in the indigo vest before slumping down in his chair.*

*He rubbed his now red cheek with a careful tenderness: whether it was to soothe the pain he felt or caress the hand that caused it remained uncertain. His cup stared back at him for a while before the man took another drink, heaved a great, heartfelt sigh, and took back off towards to the waitress: the vest now a vibrant, light green.*

### MAGMA WAR PICK

*The party heard a low rumble coming from deeper into the chasm. Konstanz drew out his obsidian war pick, brandishing it in front of him: the embers and glowing trickle of molten rock casting a foreboding red hue.*

*Guera's nose wrinkled in disdain. "Ugh, Konstanz, do you have to use that thing? It smells like brimstone - sulfur. It's ghastly."*

*Konstanz's stare didn't leave the blackness ahead of them, "Magma, yes. Brimstone, no. Sorry, last meal not agree with stomach. Gassy. Not ghastly."*

### SINGING STEIN

*The tavern was raucous from outside. While Idelin didn't hear music, she did hear the drunken singing of the patrons within. Seeing as this was the last stop she could make before the long day's journey ahead of her, she strode up to the Drunken Skull's door. The name itself gave her pause, but she didn't have the luxury of choice for respite tonight.*

*Inside, over a dozen grizzled adventures sang around a single table. At their center sat a single cup of mead, and while the mead itself was nothing extraordinary, the cup that held the drink was. The metal stein had a face friendly enough for a cup, she guessed, but its voice was so heartfelt and full of life that she joined in and sang along.*

### SMASH POTATOES

*Kaert spoke up while he and his companions were putting their mess kits and bed rolls away, the campfire now long dead. "Hey, were the potatoes okay last night?"*

*"Oh, they were great!" said Veera.*

*"Truly. Smashing, even." said Yaring, wiping his mouth to offer a small smirk.*

*Kaert beamed with pride, picked up his loose teeth, and was ready for the day. His swollen eye didn't bother him in the slightest.*

### STORM THROWER HARPOON

*With a final, thunderous cry, Corryn hurled the trident downward. It found its mark and buried itself in the great beast's shell: finding purchase within the gashes left by her fallen comrades. From above the boat came a flash of light, followed by a deafening roar, as a pillar of white, hateful lightning pierced the Dragon Turtle, causing everything but her steeled resolve to shudder from the impact.*

*The surrounding water hissed and crackled as it vaporized, and the fearsome creature let out a final, defiant cry. The water calmed, and the floating carcass of V'resh the Sea Tyrant now lay resting before her: the glimmer of gemstones and untold riches now catching in the returning sun.*

*She waited a long moment before retrieving her trident with a flick of her mighty wrist. The storm in her heart had begun to die down, but the soft mist and spark of her great weapon would always remind her.*