

ADAMANTINE ARMOR

Armor (medium or heavy, but not hide), uncommon

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

AMMUNITION, +1, +2, OR +3

Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3)

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

AMULET OF HEALTH

Wondrous item, rare (requires attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

AMULET OF THE PLANES

Wondrous item, very rare (requires attunement)

While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence check. On a successful check, you cast the *plane shift* spell. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

ANIMATED SHIELD

Armor (shield), very rare (requires attunement)

While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

APPARATUS OF THE CRAB

Wondrous item, legendary

This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster.

The apparatus of the Crab is a Large object with the following statistics:

Armor Class 20

Hit Points 200

Speed 30 ft., swim 30 ft. (or 0 ft. for both if the legs and tail aren't extended)

Damage Immunities poison, psychic

To be used as a vehicle, the apparatus requires one pilot. While the apparatus's hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside.

The apparatus floats on water. It can also go underwater to a depth of 900 feet. Below that, the vehicle takes 2d6 bludgeoning damage per minute from pressure.

A creature in the compartment can use an action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus of the Crab Levers table.

Table- Apparatus of the Crab

LEVER	UP	DOWN
1	Legs and tail extend, allowing the apparatus to walk and swim.	Legs and tail retract, reducing the apparatus's speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Two claws extend from the front sides of the apparatus.	The claws retract.
5	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage.	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 15).
6	The apparatus walks or swims forward.	The apparatus walks or swims backward.
7	The apparatus turns 90 degrees left.	The apparatus turns 90 degrees right.
8	Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30 feet.	The light turns off.
9	The apparatus sinks as much as 20 feet in liquid.	The apparatus rises up to 20 feet in liquid.
10	The rear hatch unseals and opens.	The rear hatch closes and seals.

ARMOR, +1, +2, OR +3

Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

ARMOR OF INVULNERABILITY

Armor (plate), legendary (requires attunement)

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

ARMOR OF RESISTANCE

Armor (light, medium, or heavy), rare (requires attunement)

You have resistance to one type of damage while you wear this armor. The GM chooses the type or determines it randomly from the options below.

Table- Armor of Resistance

D10	DAMAGE TYPE
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

ARMOR OF VULNERABILITY

Armor (plate), rare (requires attunement)

While wearing this armor, you have resistance to one of the following damage types: bludgeoning, piercing, or slashing. The GM chooses the type or determines it randomly.

Curse. This armor is cursed, a fact that is revealed only when an *identify* spell is cast on the armor or you attune to it. Attuning to the armor curses you until you are targeted by the *remove curse* spell or similar magic; removing the armor fails to end the curse. While cursed, you have vulnerability to two of the three damage types associated with the armor (not the one to which it grants resistance).

ARROW-CATCHING SHIELD

Armor (shield), rare (requires attunement)

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

ARROW OF SLAYING

Weapon (arrow), very rare

An *arrow of slaying* is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both *arrows of dragon slaying* and *arrows of blue dragon slaying*. If a creature belonging to the type, race, or group associated with an *arrow of slaying* takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an *arrow of slaying* deals its extra damage to a creature, it becomes a nonmagical arrow.

Other types of magic ammunition of this kind exist, such as *bolts of slaying* meant for a crossbow, though arrows are most common.

BAG OF BEANS

Wondrous item, rare

Inside this heavy cloth bag are 3d4 dry beans. The bag weighs 1/2 pound plus 1/4 pound for each bean it contains.

If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The GM can choose an effect from the following table, determine it randomly, or create an effect.

Table- Bag of Beans

D100	EFFECT
01	5d4 toadstools sprout. If a creature eats a toadstool, roll any die. On an odd roll, the eater must succeed on a DC 15 Constitution saving throw or take 5d6 poison damage and become poisoned for 1 hour. On an even roll, the eater gains 5d6 temporary hit points for 1 hour.
02-10	A geyser erupts and spouts water, beer, berry juice, tea, vinegar, wine, or oil (GM's choice) 30 feet into the air for 1d12 rounds.
11-20	A treant sprouts. There's a 50 percent chance that the treant is chaotic evil and attacks.
21-30	An animate, immobile stone statue in your likeness rises. It makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours.
31-40	A campfire with blue flames springs forth and burns for 24 hours (or until it is extinguished).
41-50	1d6+6 shriekers sprout.
51-60	1d4+8 bright pink toads crawl forth. Whenever a toad is touched, it transforms into a Large or smaller monster of the GM's choice. The monster remains for 1 minute, then disappears in a puff of bright pink smoke.
61-70	A hungry bulette burrows up and attacks. 71-80 A fruit tree grows. It has 1d10+20 fruit, 1d8 of which act as randomly determined magic potions, while one acts as an ingested poison of the GM's choice. The tree vanishes after 1 hour. Picked fruit remains, retaining any magic for 30 days.
81-90	A nest of 1d4+3 eggs springs up. Any creature that eats an egg must make a DC 20 Constitution saving throw. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes 10d6 force damage from an internal magical explosion.
91-99	A pyramid with a 60-foot square base bursts upward. Inside is a sarcophagus containing a mummy lord. The pyramid is treated as the mummy lord's lair, and its sarcophagus contains treasure of the GM's choice.
100	A giant beanstalk sprouts, growing to a height of the GM's choice. The top leads where the GM chooses, such as to a great view, a cloud giant's castle, or a different plane of existence.

BAG OF DEVOURING

Wondrous item, very rare

This bag superficially resembles a *bag of holding* but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice.

The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can use its action to try to escape with a successful DC 15 Strength check. Another creature can use its action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength check (provided it isn't pulled inside the bag first). Any creature that starts its turn inside the bag is devoured, its body destroyed.

Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The GM determines the time and plane.

If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the Astral Plane.

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *handy haversack*, *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 to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

BAG OF TRICKS

Wondrous item, uncommon

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Table- Gray Bag of Tricks

D 8	CREATURE
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

Table- Rust Bag of Tricks

D 8	CREATURE
1	Rat
2	Owl
3	Mastiff
4	Goat
5	Giant goat
6	Giant boar
7	Lion
8	Brown bear

Table- Tan Bag of Tricks

D 8	CREATURE
1	Jackal
2	Ape
3	Baboon
4	Axe beak
5	Black bear
6	Giant weasel
7	Giant hyena
8	Tiger

BEAD OF FORCE

Wondrous item, rare

This small black sphere measures $\frac{3}{4}$ of an inch in diameter and weighs an ounce. Typically, 1d4+4 *beads of force* are found together.

You can use an action to throw the bead up to 60 feet. The bead explodes on impact and is destroyed. Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 Dexterity saving throw or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can.

An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

BELT OF DWARVENKIND

Wondrous item, rare (requires attunement)

While wearing this belt, you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saving throws against poison, and you have resistance against poison damage.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Dwarvish.

BELT OF GIANT STRENGTH

Wondrous item, rarity varies (requires attunement)

While wearing this belt, your Strength score changes to a score granted by the belt. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants. The *belt of stone giant strength* and the *belt of frost giant strength* look different, but they have the same effect.

Table- Belt of Strength

TYPE	STRENGTH	RARITY
Hill giant	21	Rare
Stone/frost giant	23	Very rare
Fire giant	25	Very rare
Cloud giant	27	Legendary
Storm giant	29	Legendary

BERSERKER AXE

Weapon (any axe), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Curse. This axe 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 axe, 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 a hostile creature damages you while the axe is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

BOOTS OF ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

BOOTS OF LEVITATION

Wondrous item, rare (requires attunement)

While you wear these boots, you can use an action to cast the *levitate* spell on yourself at will.

BOOTS OF SPEED

Wondrous item, rare (requires attunement)

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

BOOTS OF STRIDING AND SPRINGING

Wondrous item, uncommon (requires attunement)

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

BOOTS OF THE WINTERLANDS

Wondrous item, uncommon (requires attunement)

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- ♦ You have resistance to cold damage.
- ♦ You ignore difficult terrain created by ice or snow.
- ♦ You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

BOWL OF COMMANDING WATER ELEMENTALS

Wondrous item, rare

While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the *conjure elemental* spell. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons.

BRACERS OF ARCHERY

Wondrous item, uncommon (requires attunement)

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

BRACERS OF DEFENSE

Wondrous item, rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

BRAZIER OF COMMANDING FIRE ELEMENTALS

Wondrous item, rare

While a fire burns in this brass brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. The brazier can't be used this way again until the next dawn.

The brazier weighs 5 pounds.

BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

BROOM OF FLYING

Wondrous item, uncommon

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

CANDLE OF INVOCATION

Wondrous item, very rare (requires attunement)

This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the *detect evil and good* spell. The GM chooses the god and associated alignment or determines the alignment randomly.

Table- Candle of Invocation

D20	ALIGNMENT
1-2	Chaotic evil
3-4	Chaotic neutral
5-7	Chaotic good
8-9	Neutral evil
10-11	Neutral
12-13	Neutral good
14-15	Lawful evil
16-17	Lawful neutral
18-20	Lawful good

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment matches that of the candle makes attack rolls, saving throws, and ability checks with advantage. In addition, a cleric or druid in the light whose alignment matches the candle's can cast 1st-level spells he or she has prepared without expending spell slots, though the spell's effect is as if cast with a 1st-level slot.

Alternatively, when you light the candle for the first time, you can cast the *gate* spell with it. Doing so destroys the candle.

CAPE OF THE MOUNTEBANK

Wondrous item, rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the *dimension door* spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

CARPET OF FLYING

Wondrous item, very rare

You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided that you are within 30 feet of it.

Four sizes of *carpet of flying* exist. The GM chooses the size of a given carpet or determines it randomly.

Table- Carpet of Flying

D100	SIZE	CAPACITY	FLYING SPEED
01-20	3 ft. × 5 ft.	200 lb.	80 feet
21-55	4 ft. × 6 ft.	400 lb.	60 feet
56-80	5 ft. × 7 ft.	600 lb.	40 feet
81-100	6 ft. × 9 ft.	800 lb.	30 feet

A carpet can carry up to twice the weight shown on the table, but it flies at half speed if it carries more than its normal capacity.

CENSER OF CONTROLLING AIR ELEMENTALS

Wondrous item, rare

While incense is burning in this censer, you can use an action to speak the censer's command word and summon an air elemental, as if you had cast the *conjure elemental* spell. The censer can't be used this way again until the next dawn.

This 6-inch-wide, 1-foot high vessel resembles a chalice with a decorated lid. It weighs 1 pound.

CHIME OF OPENING

Wondrous item, rare

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time, it cracks and becomes useless.

CIRCLET OF BLASTING

Wondrous item, uncommon

While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

CLOAK OF ARACHNIDA

Wondrous item, very rare (requires attunement)

This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

- ♦ You have resistance to poison damage.
 - ♦ You have a climbing speed equal to your walking speed.
 - ♦ You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
 - ♦ You can't be caught in webs of any sort and can move through webs as if they were difficult terrain.
 - ♦ You can use an action to cast the *web* spell (save DC 13). The web created by the spell fills twice its normal area. Once used, this property of the cloak can't be used again until the next dawn.
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CLOAK OF DISPLACEMENT

Wondrous item, rare (requires attunement)

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

CLOAK OF ELVENKIND

Wondrous item, uncommon (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

CLOAK OF PROTECTION

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to AC and saving throws while you wear this cloak.

CLOAK OF THE BAT

Wondrous item, rare (requires attunement)

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

CLOAK OF THE MANTA RAY

Wondrous item, uncommon

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

CRYSTAL BALL

Wondrous item, very rare or legendary (requires attunement)

The typical *crystal ball*, a very rare item, is about 6 inches in diameter. While touching it, you can cast the *scrying* spell (save DC 17) with it.

The following *crystal ball* variants are legendary items and have additional properties.

Crystal Ball of Mind Reading. You can use an action to cast the *detect thoughts* spell (save DC 17) while you are scrying with the *crystal ball*, targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this *detect thoughts* to maintain it during its duration, but it ends if *scrying* ends.

Crystal Ball of Telepathy. While scrying with the crystal ball, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also use an action to cast the *suggestion* spell (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *suggestion* to maintain it during its duration, but it ends if *scrying* ends. Once used, the *suggestion* power of the *crystal ball* can't be used again until the next dawn.

Crystal Ball of True Seeing. While scrying with the crystal ball, you have truesight with a radius of 120 feet centered on the spell's sensor.

CUBE OF FORCE

Wondrous item, rare (requires attunement)

This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn.

You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each face has a different effect. If the cube has insufficient charges remaining, nothing happens. Otherwise, a barrier of invisible force springs into existence, forming a cube 15 feet on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the cube's sixth face, or the cube runs out of charges. You can change the barrier's effect by pressing a different face of the cube and expending the requisite number of charges, resetting the duration.

If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains.

Table- Cube of Force Effects

FACE	CHARGES	EFFECT
1	1	Gases, wind, and fog can't pass through the barrier.
2	2	Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
3	3	Living matter can't pass through the barrier.
4	4	Spell effects can't pass through the barrier.
5	5	Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
6	0	The barrier deactivates.

The cube loses charges when the barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown in the table below.

Table- Cube of Force Charges Lost

SPELL OR ITEM	CHARGES LOST
Disintegrate	1d12
Horn of blasting	1d10
Passwall	1d6
Prismatic spray	1d20
Wall of fire	1d4

CUBIC GATE

Wondrous item, legendary

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. The other sides are linked to planes determined by the GM.

You can use an action to press one side of the cube to cast the *gate* spell with it, opening a portal to the plane keyed to that side. Alternatively, if you use an action to press one side twice, you can cast the *plane shift* spell (save DC 17) with the cube and transport the targets to the plane keyed to that side.

The cube has 3 charges. Each use of the cube expends 1 charge. The cube regains 1d3 expended charges daily at dawn.