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For Levels 1 - 3
Open Dungeons™
Magic Items
First Discoveries
Treasures for Early Adventurers

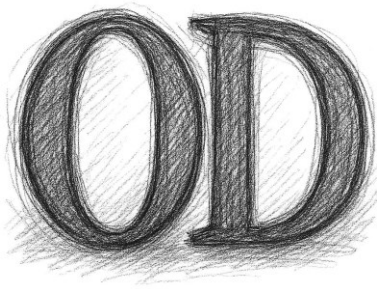
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Magic Items

Treasures for Early Adventurers



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Contents

Magic Items Use by Class 11
Who Can Use Scrolls? 11
Who Can Use Wands? 11
Who Can Use Staves? 11
Who Can Use Rods? 11
Magic Stacking and Nature of Magic 11
Destination Stacking 11
Spell and Magic Limitations 11
Examples of Stat Stacking 11
Attack Bonuses vs Saving Throws 11
Magical Backlash 12
Cursed Items 12
Durability and Vulnerability 12
Identifying Magic Items 12
Magical Charges and Use Limits 12
Crafting Magic Items 13
Checks 13
About Potions 13
About Ammunition 13
Magic Value 13
Barbed Arrows 14
Fire Arrows 14
Frost Arrows 14
Rope Arrows 14
Silvered Arrows 14
Whistling Arrows 14
Hearthstone Pendant 15
Insight Pendant 15
Lifeblood Pendant 15
Pendant of Vital Force 15
Silverleaf Pendant 15
Stonehide Amulet 15
Vitality Amulet 15

Woundknit Pendant 15
Beastward Hide 16
Dragonscale Replica 16
Greatbeast Hide 16
Guardplate of the Sentinel 16
Ironbound Leather 16
Ironclad Splint 16
Links of Warding 16
Masterwork Quilted Armor 16
Nightwalker Leather 17
Quilted Warder 17
Riveted Guardian Armor 17
Serpentscale Mail 17
Shadowtanned Leather 17
Silvered Chain Shirt 17
Belt of Dexterity 17
Titan's Girdle 18
Boots of Soft Step 18
Ghostwalk Boots 18
Winterborn Boots 18
Whisperleaf Boots 18
Deflection Bracers 18
Frostbite Bracers 18
Charm of Luck 19
Four-Leaf Clover 19
Rabbit's Foot Charm 19
Circlet of Wisdom 19
Headband of Intellect 19
Mindbridge Circlet 19
Silver-Tongue Circlet 20
Brambleweave Cloak 20
Cloak of Billowing 20
Cloak of Elvenkind 20
Cloak of Protection 20
Cloak of the Bat 20

Leafshadow Cloak 20
Mantle of the Bear 20
Traveler's Cloak 21
Potion of Healing 21
Potion of Minor Healing 21
Earring of Keen Hearing 21
Pearl Earrings 21
Silver Moonstone Earring 21
Studs of Balance 21
Brute Gauntlets 22
Flameheart Gauntlets 22
Gloves of Dexterity 22
Nimblegloves 22
Crownhelm of Deflection 22
Helm of Alertness 22
Iron Cap of Clarity 22
Skullguard Helm 22
Dirge Pipes 23
Echoing Horn 23
Flute of Calm 23
Ratcall Pipes 23
Whisperflute 23
Oil of Acid Resistance 23
Oil of Darkness 24
Oil of Preservation 24
Elixir of Health 24
Elixir of Passion 24
Flameguard Potion 24
Potion of Acid Touch 24
Potion of Adhesion 24
Potion of Animal Friendship 24
Potion of Animal Speech 24
Potion of Barkskin 25
Potion of Bloodhound 25
Potion of Blur 25

Potion of Bouncing 25
Potion of Breathless 25
Potion of Burrow 25
Potion of Chameleon 25
Potion of Charm 25
Potion of Climbing 25
Potion of Cold Resistance 26
Potion of Cool Relief 26
Potion of Courage 26
Potion of Darkvision 26
Potion of Eagle Eyes 26
Potion of Endurance 26
Potion of Feather Fall 26
Potion of Feather Step 26
Potion of Flame Breath 26
Potion of Fortitude 27
Potion of Frost Breath 27
Potion of Gaseous Form 27
Potion of Giant Strength 27
Potion of Glibness 27
Potion of Growth 27
Potion of Haste 27
Potion of Heroism 27
Potion of Intimidation 27
Potion of Invisibility 28
Potion of Iron Stomach 28
Potion of Ironhide 28
Potion of Jump 28
Potion of Keen Ears 28
Potion of Lesser Restoration 28
Potion of Levitation 28
Potion of Nightvision 28
Potion of Sharpness 29
Potion of Shield 29
Potion of Shrinking 29

Potion of Silence 29
Potion of Slipperiness 29
Potion of Stoneskin 29
Potion of Spider Climb 29
Potion of Tongues 29
Potion of Thunderfist 29
Potion of Tremorsense 30
Potion of Truesight 30
Potion of Venom Spit 30
Potion of Vigor 30
Potion of Warding 30
Potion of Warmth 30
Potion of Water Breathing 30
Potion of Water Walking 30
Everwarm Band 30
Fasting Band 31
Featherfall Band 31
Fortitude Band 31
Glimmering Circlet 31
Mindband 31
Ring of Elemental Immunity 31
Springheel Ring 32
Wardring 32
Wellspring Flask 32
Robe of the Apprentice 32
Robes of Protection 32
Robes of Warmth 32
Traveling Robes 32
Anchor Rod 32
Rod of Elemental Mastery 33
Scroll of Aegis 33
Scroll of Arcane Sight 33
Scroll of Burning Hands 33
Scroll of Comprehend Languages 33
Scroll of Detect Magic 34

Scroll of Feather Fall 34
Scroll of Light 34
Scroll of Lockbreak 34
Scroll of Mage Armor 34
Scroll of Sleep 34
Scroll of Strength 34
Scroll of Swiftness 34
Scroll of Veil 35
Scroll of Vital Mending 35
Scroll of Water Walking 35
Scroll of Web 35
Aegis of the Protector 35
Bulwark of the Defender 35
Talisman of Warding 35
Driftwood Wand 35
Ironbark Wand 36
Wand of Unerring Bolts 36
Arcanist's Rod 36
Bladedancer's Edge 36
Bonecrusher Cudgel 36
Cavalier's Pride 36
Champion's Lance 37
Corsair's Fang 37
Duelist's Honor 37
Duskblade Dagger 37
Eagleeye Bow 37
Harvester's Blade 37
Hearthguard Dagger 37
Lifeblade Shortsword 37
Piercer's Reach 38
Quickblade 38
Razorsharp Shortsword 38
Reaper's Edge 38
Seafarer's Blade 38
Sentinel's Flail 38

Shadowstrike Dirk 38
Skullpiercer Pike 38
Skullsplitter Maul 39
Trueflight Longbow 39
Viper's Fang 39
Vitality Staff 39
Wanderer's Staff 39
Warden's Flail 39
Bottle of Endless Smoke 40
Brewmaster's Flask 40
Desiccation Dust 40
Doomward Talisman 40
Dust of Blindness 40
Dust of Dullness 40
Echo-Stones 41
Everflame Torch 41
Gossamer Wings 41
Forager's Pouch 41
Living Idol 41
Heartleaf Tonic 41
Masquer's Cap 41
Mantle of Resilience 41
Mirror of True Sight 42
Mirage Powder 42
Revelation Powder 42
Moonwell Vial 42
Shadowmend Kit 42
Sands of the Oasis 42
Shadowstep Mantle 43
Sneeze-Salt 43
Three-Throated Flask 43
Starlight Compass 43
Starfall Aegis 43
Thought-Cord 43
Thoughtcatcher Medallion 43

Throat-Grit 44
Trail-Eater Dust 44
Transmuter's Jug 44
Trickster's Deck 44
Truthseeker's Monocle 44
Vanishing Powder 44
Vigorwell Phial 45
Wall-Walker Slippers 45
Whisperwind Treads 45



ABOUT MAGIC AND ITEMS

Magic Items Use by Class

Magic items do not require attunement.

All classes can use rings, potions, magical armor and weapons (with respect to their class limitations or restrictions), jewelery, etc.

Who Can Use Scrolls?

Only wizards and clerics can read scrolls. Those without spellcasting ability (i.e fighter, thieves) cannot activate a scroll's power.

Caster directs scroll magic at target.

Who Can Use Wands?

Wands hold stored spells that respond to will and training.

Only Wizards can use any wand.

Who Can Use Staves?

A staff acts as an extension of a caster's will.

Only wizards and clerics may unlock any magical or spell casting staves.

Who Can Use Rods?

Rods are relics of great potency.

Only wizards and clerics can command them.

Magic Stacking and Nature of Magic

Powerful magic spells and magic items cannot be stacked, not because it is volatile, but because it is the very nature of magic to dissipate under such circumstances. Like water heated to its boiling point, lesser enchantments simply evaporate when a greater one is present. Two smaller magics can build together, but when power grows past the threshold, the weaker effects fade away, leaving only the strongest enchantment behind.

Destination Stacking

No more than 2 magical effects (spells or items) can apply to the same destination. A destination is any single stat or value, such as AC, attack bonus, damage bonus, a specific Save Roll, a skill, an ability score, etc. All versions of the same thing count as the same destination. This limit also applies to area effects.

Spell and Magic Limitations

Within a destination, you can benefit from up to 2 modifiers, but only if each one is +2 or lower. If any single modifier to that destination is +3 or higher, only that highest modifier applies and nothing else stacks with it for that destination. This rule also applies to penalties, not just bonuses.

Examples of Stat Stacking

A spell +2 AC and an amulet +1 AC stack for a total of +3 AC. Two effects of +2 or lower to the same destination can stack.

A spell +3 AC and a ring +2 AC do not stack. You get only +3 AC total. The +3 effect suppresses the smaller one.

You cannot use a potion +2 AC, a spell +2 AC, magic armor +2 AC, and a magic sword +1 AC all to AC: That is 4 effects trying to reach the same destination. Only 2 may apply. If more than 2 effects would apply, the creature chooses which 2 apply. Max allowed is 2 magical effects per stat if none are +3 or higher.

A potion of +4 Constitution and a spell +3 Constitution do not give +7 Constitution. You take only +4 Constitution, since a modifier of +3 or higher blocks other stacking on that destination.

Attack Bonuses vs Saving Throws

A magic weapon that gives a bonus to hit or damage does not make a target roll a save. Saving Rolls are only for actual magic effects - like spells from rings, scrolls, wands, rods, staves, etc. should they be used to attack a target or unwilling creature.

Magical Backlash

Magical Backlash, may apply to
magical items being cast.
Dungeon Narrator decides.

Cursed Items

Any item may be cursed which can be determined by the DN and its effects that can be opposite of its magic description and bonus. DN could add flare and other details.

Cursed items usually hide their true nature until used or worn, and the DN decides when and how a curse reveals itself. A character can only be affected by one curse at a time. If another curse is applied, the stronger curse takes over and the weaker one ends or becomes dormant, as the DN decides.

Curses can be removed through many means: specific spells, rare potions, powerful blessings, magical items, rituals, or enough time under the right conditions. The DN determines which method applies based on the story, the strength of the curse, and the needs of the adventure.

Durability and Vulnerability

Magic does not make an item indestructible. If fire burns leather or acid eats steel, a magic version of that item can also be burned or eaten. A magic sword can still chip. A magic cloak can still tear. Protect your gear.

Unlike ordinary equipment, magic items retain their enchantments indefinitely unless specifically dispelled, destroyed, or used up. Magic, however, does not make an item indestructible.

A potion is still a liquid in a simple glass vial that can crack or shatter. A scroll is still parchment that can tear or burn to ash. Magical armor can be eaten away by acid just as easily as mundane steel. Enchanted blades can chip or snap if struck with enough force.

If a magic item's physical form is broken, burned, corroded, or otherwise ruined, its enchantment is lost along with it. The only exceptions are true artifacts or other legendary relics, whose durability is tied directly to their immense power.

Identifying Magic Items

Magic items might be identified if DN states such behavior exists when near it, holding it, wielding, etc. including cursed items.

Magic items do not automatically reveal their properties. A character understands an item's exact function only after examining, testing, or attempting to use it under the DN's guidance. A short period of handling - a few moments or minutes - is usually enough for basic items such as simple weapons, armor, potions, or charms.

More complex items, items with multiple effects, or items tied to a specific tradition may require a longer inspection or relevant lore.

Cursed items can conceal their true nature and may appear entirely normal until used. The DN decides how much information an item reveals during examination and whether additional time, knowledge, or experimentation is needed.

Magical Charges and Use Limits

Some magic items come with a set number of charges. The number may be fixed or determined by a dice roll listed in the item's description. These are not daily uses unless the item states so. Charges do not regenerate on their own. Once an item's final charge is used, its magic is spent and the item becomes non-magical (see Magic Value).

In rare cases, an item may retain a faint magical resonance. The DN may allow it to be recharged under special circumstances - the right ritual, a costly payment, or by seeking an individual or creature capable of re-infusing the item with new energy. Such methods are never assumed and always require DN discretion.

Crafting Magic Items

Crafting magic items is not a skill or proficiency. It is a rare process that requires the right materials, the right conditions, and a reason.

Characters do not learn to craft magic items through training. Instead, the DN decides when creation is possible - usually involving rare ingredients, powerful magic, or an extraordinary source of energy.

Some items call for divine guidance, ancient formulas, or relic fragments. If characters pursue crafting, the DN decides what is required and what the result becomes - often serving as part of the adventure itself.

Checks

Check rolls are Chance Rolls: you take action and see if it works, or attempt something to see if it works.

Example, STR checks, you are attempting to try and do something with physical strength like lifting a fallen beam off a trapped ally.

These are "Chance Rolls." See Core Guide page 5.

About Potions

Drinking a potion takes one round. Its magic takes hold immediately and lasts for the duration listed in the potion; a potion with no stated duration resolves at once. A potion is spent the moment it is drunk, whether or not its full effect was needed.

About Ammunition

Magic arrows, bolts, and similar ammunition are spent once fired. If the attack hits, the magic activates and the ammunition is destroyed or rendered nonmagical. If the attack misses, the DN may allow the ammunition to be recovered, but it returns as ordinary ammunition unless the item says otherwise.

Magic Value

Magic items do not have fixed market prices unless the DN assigns one. Their value depends on rarity, usefulness, condition, reputation, and whether anyone nearby can afford or understand them. A village merchant may offer little or nothing for a strange wand, while a wizard, temple, noble, collector, or guild may pay handsomely.

If a magic item is depleted, broken, or rendered nonmagical, it may still have value as an object. A spent wand may be made of rare wood, a drained ring may still be silver or gold, and a powerless sword may remain a fine weapon. The DN decides whether the item has mundane value, collector value, crafting value, or no meaningful value at all.



AMMUNITION

Barbed Arrows

Type: Ammunition

Damage: 1 HP per round.

Effect: On hit: target takes 1 damage at start of their turn until they use action to remove.

Uses: 1d4 arrows.

About: Cruelly barbed arrowheads. Painful to remove, causing 1HP of damage until removed (Tough Save vs TN 13). It's believed these are created in bundles of up to 4.



Fire Arrows

Type: Ammunition

Effect: Target takes additional 1d4 fire damage. Ignites flammable objects.

Uses: 1d4 arrows.

About: Arrow tips glow with ember-like heat. Whistle when fired.

Frost Arrows

Type: Ammunition

Effect: Target takes additional 1d4 cold damage. Target must make Tough save or movement reduced by 10 feet for 1 round.

Uses: 1d4 arrows.

About: Arrow tips covered in frost. Trail of mist when fired.

Rope Arrows

Type: Ammunition

Effect: Attach up to 50 feet of rope. Will anchor to surfaces every time, any attempt.

Uses: 1d3 arrows.

About: Heavy arrows with rope coiled around shaft. Hook-like tips. First use will anchor magically 100%. If recovered there is only a 40% depending on environmental and surface conditions.



Silvered Arrows

Type: Ammunition

Effect: Count as silvered weapons against lycanthropes and certain creatures, causing an additional 1d8 damage.

Uses: 1d6 arrows.

About: Arrows tipped with pure silver. Gleam in moonlight.

Whistling Arrows

Type: Ammunition

Effect: Make loud whistle in flight. Can be used for signals. +2 to hit vs flying creatures.

Uses: 1d4 arrows.

About: Arrows with special holes that create sound. Heard from 1 mile away in open air.

AMULETS

Hearthstone Pendant

Type: Amulet

Bonus: +1 Tough saves.

Effect: Creates 10-foot radius of comfortable temperature. Allows restful sleep in any environment.

Uses: Permanent.

About: Smooth river stone on leather cord radiates gentle warmth.

Insight Pendant

Type: Amulet

Bonus: +1 Wisdom (max 18).

Uses: Permanent.

About: Small crystal pendant clarifies thought and enhances perception.



Lifeblood Pendant

Type: Amulet

Bonus: +10 to maximum hit points.

Effect: +10 maximum hit points.

Uses: Permanent.

About: Ruby pendant that pulses with steady rhythm. Wearer's blood flows stronger and wounds seem less severe.

Pendant of Vital Force

Type: Amulet

Bonus: +1 Constitution (max 18).

Effect: Does not stack with other Con-boosting magic.

Uses: Permanent.

Silverleaf Pendant

Type: Amulet

Bonus: +1 Mind saves.

Effect: Glows softly when undead within 30 feet.

Uses: Permanent.

About: Delicate pendant made from real silver leaf preserved in crystal.

Stonehide Amulet

Type: Amulet

Effect: DR +1

Uses: Permanent.

About: Rough-carved stone amulet. Skin takes on subtle stony texture.

Vitality Amulet

Type: Amulet

Bonus: +1 Constitution (max 18).

Uses: Permanent.

About: Jade pendant feels warm against skin. Wearer feels more robust.

Woundknit Pendant

Type: Amulet

Effect: Doubles natural healing rate.

Uses: Permanent.

About: Crystal pendant pulses with red light in rhythm with heartbeat. Wounds close cleanly and rarely scar.

ARMOR

Beastward Hide

Type: Armor
Bonus: +1 DR.
Effect: +1 DR.
Uses: Permanent.
About: Treated hide armor from a dire beast. Retains natural toughness.

Dragonscale Replica

Type: Armor
Bonus: +1 DR.
Effect: +1 DR.
Uses: Permanent.
About: Scale mail crafted to mimic dragon scales. Overlapping plates shimmer.



Greatbeast Hide

Type: Armor
Bonus: +2 DR.
Effect: +2 DR.
Uses: Permanent.
About: Hide armor from an ancient beast. Incredibly thick and durable.

Guardplate of the Sentinel

Type: Armor
Bonus: +1 DR.
Effect: +1 DR.
Uses: Permanent.
About: Medium armor breastplate etched with protective runes. Polished to a mirror shine.

Ironbound Leather

Type: Armor
Bonus: +2 DR.
Effect: +2 DR.
Uses: Permanent.
About: Studded leather with iron reinforcements at critical points.

Ironclad Splint

Type: Armor
Bonus: +1 DR.
Effect: +1 DR.
Uses: Permanent.
About: Heavy splint armor with reinforced bands. Weight distributed for easier wear.

Links of Warding

Type: Armor
Bonus: +1 DR.
Effect: +1 DR.
Uses: Permanent.
About: Chain shirt with interlocking rings of silvered steel.

Masterwork Quilted Armor

Type: Armor
Bonus: +2 DR.
Effect: +2 DR.
Uses: Permanent.
About: Padded armor with superior craftsmanship and protective wards woven throughout.



Nightwalker Leather

Type: Armor
Bonus: +2 DR.
Effect: +2 DR.
Uses: Permanent.
About: Black leather armor treated with moonsilver. Nearly soundless when moving.

Quilted Warder

Type: Armor
Bonus: +1 DR.
Effect: +1 DR.
Uses: Permanent.
About: Padded armor with enchanted batting that hardens on impact.

Riveted Guardian Armor

Type: Armor
Bonus: +1 DR.
Effect: +1 DR.
Uses: Permanent.
About: Studded leather reinforced with steel rivets in protective patterns.

Serpentscale Mail

Type: Armor
Bonus: +2 DR.
Effect: +2 DR.
Uses: Permanent.
About: Scale mail with overlapping plates resembling serpent scales. Flexible yet strong.

Shadowtanned Leather

Type: Armor
Bonus: +1 DR.
Effect: +1 DR.
Uses: Permanent.
About: Supple leather armor treated with darkwood oil. Moves silently with the wearer.

Silvered Chain Shirt

Type: Armor
Bonus: +2 DR.
Effect: +2 DR.
Uses: Permanent.
About: Chain shirt woven with silver-threaded links. Gleams in moonlight.

BELTS

Belt of Dexterity

Type: Belt
Bonus: +1 Dexterity (max 18).
Uses: Permanent.
About: Supple leather belt with silver buckle.



Titan's Girdle

Type: Belt

Bonus: +1 Strength (max 18).

Uses: Permanent.

About: Wide leather belt with iron buckle shaped like giant's fist. Wearer's muscles become more defined and grip noticeably stronger.



BOOTS

Boots of Soft Step

Type: Boots

Effect: Footsteps make no sound on any surface. +2 to checks involving moving silently.

Uses: Permanent.

About: Leather boots with impossibly quiet soles that absorb sound of any material you walk on. Anything carried can still make a sound.

Ghostwalk Boots

Type: Boots

Effect: Walk through walls and solid objects. Each charge allows passing through up to 10 feet of solid material (one wall/door). Effect lasts 1 round. If still inside solid material when round ends: shunted to nearest open space and take 1d4 force damage.

Uses: 1d3 charges.

About: Made of solidified mist. Leave no tracks. Cannot end turn inside solid objects.

Winterborn Boots

Type: Boots

Bonus: +2 Tough saves against cold effects.

Effect: Walk normally on ice and snow without slipping.

Uses: Permanent.

About: Thick fur-lined boots radiate warmth. Enchanted fur never gets wet.

Whisperleaf Boots

Type: Boots

Effect: Movement is completely silent. +2 to stealth checks (+20%). Walk on snow/sand/ mud without leaving tracks.

Uses: Permanent.

About: Soft leather boots.

BRACERS

Deflection Bracers

Type: Bracers

Bonus: +1 AC when not using a shield.

Uses: Permanent.

About: Leather bracers reinforced with metal studs. Adjust protection based on incoming attacks.

Frostbite Bracers

Type: Bracers

Bonus: +1 to hit and damage with range weapons.

Effect: Arrows deal +1 cold damage. On hit: target speed reduced by half for 1 minute (Tough save at end of each turn ends early).

Uses: Permanent.

About: Leather bracers lined with white fur that never melts. Always cool to touch.

CHARMS

Charm of Luck

Type: Charm

Effect: Once per day: reroll any die roll and take the better result.

Uses: 1d3 charges.

About: Small carved horseshoe on leather cord. Feels warm when luck is near.



Four-Leaf Clover

Type: Charm

Effect: Once per day: reroll one failed save.

Uses: 1d6 charges.

About: Preserved four-leaf clover in crystal.

Rabbit's Foot Charm

Type: Charm

Bonus: +2 to one skill check per day.

Uses: 1d3 charges.

About: Genuine lucky rabbit's foot on chain. Twitches slightly before fortune.

CIRCLETS

Circlet of Wisdom

Type: Circlet

Bonus: +1 Wisdom (max 18).

Uses: Permanent.

About: Simple bronze circlet that sharpens perception.

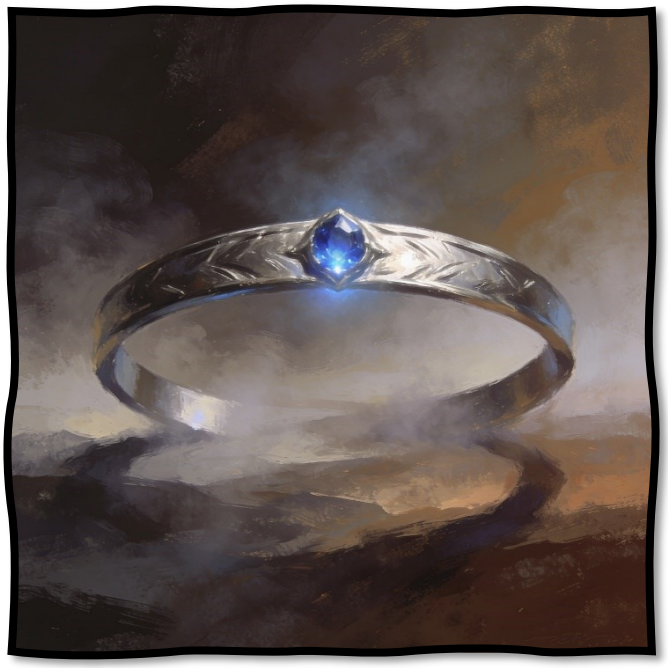
Headband of Intellect

Type: Circlet

Bonus: +1 Intelligence (max 18).

Uses: Permanent.

About: Silver headband with small sapphire centerpiece.



Mindbridge Circlet

Type: Circlet

Effect: Telepathic communication with one willing creature within one mile for up to one hour.

Uses: 1d3 charges.

About: Silver circlet with twin gems connected by hair-thin crystal wire. Gems glow when connection is active.

Silver-Tongue Circlet

Type: Circlet

Bonus: +1 Charisma (max 18).

Uses: Permanent.

About: Delicate silver circlet enhances natural charisma and presence.

CLOAKS

Brambleweave Cloak

Type: Cloak

Effect: Immunity to plant-based toxins. Climb at normal walking speed. Grappling creatures take 1d4 piercing damage. Permanent. Dark green cloak rustles like leaves. Woven with tiny thorns that don't catch.

Cloak of Billowing

Type: Cloak

Bonus: +1 to social interactions involving intimidation or impressiveness.

Effect: Permanent. Dramatic cloak always moves as if in gentle breeze. Never tangles or catches.

Cloak of Elvenkind

Type: Cloak

Bonus: +2 (+20%) to stealth Chance Rolls in natural environments.

Uses: Permanent.

About: Leaf-green cloak that seems to blend with nature. Moves silently.



Cloak of Protection

Type: Cloak

Bonus: +1 to all saves.

Uses: Permanent.

About: Fine cloak woven with protective enchantments. Subtle shimmer in light.

Cloak of the Bat

Type: Cloak

Effect: Can glide when falling. Descend slowly and move forward equal to distance fallen.

Uses: Permanent.

About: Dark cloak with wing-like shape. Catches air when spread.

Leafshadow Cloak

Type: Cloak

Bonus: +2 to stealth checks in wilderness environments.

Effect: Permanent. Mottled cloak's color and pattern shift to match surroundings.

Mantle of the Bear

Type: Cloak

Bonus: +10 to maximum hit point.

Effect: +10 maximum hit points.

Uses: Permanent.

About: Thick fur cloak from a dire bear. Wearer feels hardier and more enduring. Fur is warm and comforting.

Traveler's Cloak

Type: Cloak

Effect: Never gets dirty or wet. Wearer remains comfortable in extreme weather.

Uses: Permanent.

About: Well-worn but always clean cloak. Repels elements naturally.

CONSUMABLES

Potion of Healing

Type: Potion

Bonus: +0.

Effect: Restore 2d6 HP.

Uses: 1 use.



Potion of Minor Healing

Type: Potion

Bonus: +0.

Effect: Restore 1d4+2 HP.

Uses: 1 use.

About: Common.

EARRINGS

Earring of Keen Hearing

Type: Earring

Bonus: +2 to Chance Rolls involving sound or listening.

Uses: Permanent.

About: Small silver hoop that amplifies subtle sounds.



Pearl Earrings

Type: Earring

Effect: Can breathe underwater for 1 hour.

Uses: 1d3 charges.

About: Lustrous pearl earrings. Recharge at dawn.

Silver Moonstone Earring

Type: Earring

Bonus: +1 Wisdom (max 18).

Uses: Permanent.

About: Delicate earring with pale moonstone that glows faintly at night.

Studs of Balance

Type: Earring

Bonus: +1 Quick saves.

Uses: Permanent.

About: Matched pair of simple silver studs. Help maintain equilibrium.

GAUNTLETS

Brute Gauntlets

Type: Gauntlets

Bonus: +2 Strength (max 18).

Effect: Lift/carry/throw as if one size category larger. Permanent. Heavy leather gauntlets reinforced with iron plates. Make hands appear slightly oversized.

Flameheart Gauntlets

Type: Gauntlets

Effect: Unarmed attacks deal +2 fire damage. Ignite flammable objects with touch. +2 Tough saves against fire and cold. Permanent. Heavy leather gloves with metal plates that glow like cooling embers.



GLOVES

Gloves of Dexterity

Type: Gloves

Bonus: +1 Dexterity (max 18).

Uses: Permanent.

About: Fitted leather gloves that enhance manual precision.

Nimblegloves

Type: Gloves

Bonus: +1 Dexterity (max 18).

Uses: Permanent.

About: Supple leather gloves enhance manual dexterity and reflexes. Hands become steadier and more precise.

HELMETS

Crownhelm of Deflection

Type: Helmet

Bonus: +2 DR.

Effect: +2 DR.

Uses: Permanent.

About: Masterwork helmet with angled plates that deflect blows.

Helm of Alertness

Type: Helmet

Effect: Cannot be surprised. +2 to initiative rolls.

Uses: Permanent.

About: Polished steel helm with open face design. Heightens awareness.

Iron Cap of Clarity

Type: Helmet

Bonus: +1 Mind saves.

Effect: Immune to being charmed.

Uses: Permanent.

About: Simple iron cap lined with copper. Mind remains clear and focused.

Skullguard Helm

Type: Helmet

Bonus: +1 DR.

Effect: +1 DR.

Uses: Permanent.

About: Reinforced helmet with extra padding and steel bands.

INSTRUMENTS

Dirge Pipes

Type: Instrument

Effect: When played: all creatures within 30 feet make Mind saves or become frightened for 1d4 rounds.

Uses: Permanent.

About: Set of reed pipes that produce eerie haunting melodies. Music seems to come from everywhere at once.

Echoing Horn

Type: Instrument

Effect: Send short message to any location user has visited. Arrives as whisper after 1d6 hours.

Uses: 1d4 charges.

About: Curved horn of polished bone that amplifies user's voice across impossible distances.



Flute of Calm

Type: Instrument

Effect: Playing for 1 minute soothes emotions. Charm animals within 30 feet for 10 minutes (Mind save negates).

Uses: 1d3 charges.

About: Elegant silver flute with peaceful melody. Animals become docile.

Ratcall Pipes

Type: Instrument

Effect: Playing for 1 round summons 1d4+1 giant rats that obey simple commands for 1 hour.

Uses: Permanent.

About: Set of wooden pipes that can summon and control rats. Rats are loyal but return to normal lives afterward.

Whisperflute

Type: Instrument

Effect: Play a tune to send short message (25 words) to someone within 1 mile.

Uses: 1d3 charges.

About: Delicate wooden flute. Message arrives as musical whisper only recipient hears.

OILS

Oil of Acid Resistance

Type: Oil

Effect: Resistance to acid damage for 1 hour when applied to skin or armor.

Uses: One use.

About: Thick viscous oil with sharp acrid smell. Neutralizes acids on contact.

Oil of Darkness

Type: Oil

Effect: Creates 20-foot radius of magical darkness for 1 hour. Even magical/nightvision cannot penetrate.

Uses: One use.

About: Black oil that absorbs light. Evaporates completely when effect ends.



Oil of Preservation

Type: Oil

Effect: Prevents rot/spoilage/decomposition for 1 month when applied to organic matter.

Uses: One use.

About: Clear odorless oil. Used by travelers for food and scholars for specimens.

POTIONS

Elixir of Health

Type: Potion

Effect: Removes one disease/poison/curse. Does not restore damage already taken.

Uses: One use.

About: Golden liquid glows with inner light. Tastes like sunshine and honey.

Elixir of Passion

Type: Potion

Effect: Induces intense infatuation with first creature seen for 1 hour (Mind save negates). Causes obvious lovesick behavior.

Uses: One use.

About: Pink potion with intoxicating floral scent.

Flameguard Potion

Type: Potion

Effect: Resistance to fire damage for 1 hour. Heat-repelling aura keeps drinker comfortable in extreme temperatures.

Uses: One use.

About: Orange liquid feels warm and smells of cinnamon.

Potion of Acid Touch

Type: Potion

Effect: Touch attack deals 2d6 acid damage.

Uses: One use.

About: Bubbling green liquid in special container. Fingertips smoke and hiss.

Potion of Adhesion

Type: Potion

Effect: Hands and feet stick to surfaces for 1 hour. Climb anything but hard to let go.

Uses: One use.

About: Extremely sticky clear liquid. Everything sticks to you.

Potion of Animal Friendship

Type: Potion

Effect: Makes drinker irresistibly appealing to normal animals for 1 hour. Animals will not attack and may help with simple tasks.

Uses: One use.

About: Green potion with earthy natural scent.

Potion of Animal Speech

Type: Potion

Effect: Speak with animals for 1 hour.

Uses: One use.
About: Earthy liquid with fur floating in it. Animals understand you but may not be friendly.

Potion of Barkskin

Type: Potion
Bonus: +2 AC for 3 hours.
Uses: One use.
About: Brown liquid smells of forest. Skin becomes rough like tree bark.

Potion of Bloodhound

Type: Potion
Bonus: +2 to tracking and scent-based Chance Rolls for 4 hours.
Uses: One use.
About: Liquid smells strongly of everything. Sense of smell enhanced.

Potion of Blur

Type: Potion
Effect: Attacks against you have -2 penalty for 10 minutes.
Uses: One use.
About: Swirling silver liquid. Your form shimmers and blurs.

Potion of Bouncing

Type: Potion
Effect: When you fall bounce back up to half the distance for 10 minutes.
Uses: One use.
About: Liquid bounces frantically in bottle. Like a rubber ball.

Potion of Breathless

Type: Potion
Effect: Don't need to breathe for 1 hour. Uses: One use.
About: Liquid has no smell. Lungs feel still but comfortable.

Potion of Burrow

Type: Potion
Effect: Burrow through soft earth at half speed for 30 minutes. Can breathe underground.
Uses: One use.
About: Brown muddy liquid smells of fresh dirt. Fingers become claw-like.

Potion of Chameleon

Type: Potion
Bonus: +2 to stealth Chance Rolls for 3 hours.
Uses: One use.
About: Liquid changes color constantly. Skin shifts colors to match surroundings.



Potion of Charm

Type: Potion
Bonus: +2 Charisma (max 18) for 2 hours.
Uses: One use.
About: Pink liquid smells of roses. Appear more likeable and attractive.

Potion of Climbing

Type: Potion
Effect: Climbing speed equal to walking speed for 1 hour. Hands and feet become slightly adhesive.
Uses: One use.
About: Sticky green liquid that clings to bottle.

Potion of Cold Resistance

Type: Potion
Effect: Resistance to cold damage for 1 hour. Feel comfortably warm in arctic conditions.
Uses: One use.
About: Pale blue liquid feels cool to touch. Breath no longer steams.

Potion of Cool Relief

Type: Potion
Effect: Immune to natural heat. +2 Tough saves vs fire damage for 8 hours.
Uses: One use.
About: Icy blue liquid that never warms. Never feel hot.

Potion of Courage

Type: Potion
Effect: Immune to fear effects for 30 minutes.
Uses: One use.
About: Bright gold liquid tastes of steel. Feel bold and fearless.

Potion of Darkvision

Type: Potion
Effect: See in darkness up to 60 feet for 4 hours.
Uses: One use.
About: Black liquid with tiny glowing specks. Eyes glow faintly silver.

Potion of Eagle Eyes

Type: Potion
Bonus: +2 to visual Chance Rolls.
Effect: See 4x farther for 2 hours.
Uses: One use.
About: Clear liquid with eagle feather. Eyes become sharp and clear.

Potion of Endurance

Type: Potion
Effect: No need for food or water. Ignore exhaustion for 24 hours. Must sleep 8 hours after.
Uses: One use.
About: Thick gray liquid. Feel tireless but crash afterward.

Potion of Feather Fall

Type: Potion
Effect: No fall damage for 10 minutes. Float gently when falling.
Uses: One use.
About: Light as air liquid floats in bottle. Body feels weightless.

Potion of Feather Step

Type: Potion
Effect: Ignore difficult terrain. +10 feet movement for 4 hours.
Uses: One use.
About: Light purple liquid seems weightless in bottle. Feel light and springy.



Potion of Flame Breath

Type: Potion
Effect: Breathe fire in 15-foot cone for 2d6 damage (Quick save halves).
Uses: One use.
About: Red-orange liquid feels warm. Throat feels warm after drinking.

Potion of Fortitude

Type: Potion
Bonus: +2 Constitution (max 18) for 4 hours.
Uses: One use.
About: Thick amber liquid. Veins glow faintly blue. Feel incredibly hardy.

Potion of Frost Breath

Type: Potion
Effect: Breathe cold in 15-foot cone for 2d6 damage (Quick save halves). Lasts 1 hour.
Uses: One use.
About: Icy blue liquid steams in bottle. Breath steams even in heat.

Potion of Gaseous Form

Type: Potion
Effect: Transform into cloud of gas for 10 minutes. Can pass through small openings but move slowly and cannot manipulate objects.
Uses: One use.
About: Gray misty potion that evaporates and reforms in bottle.



Potion of Giant Strength

Type: Potion
Bonus: +2 Strength (max 18) and +2 melee damage for 2 hours.
Uses: One use.
About: Thick brown liquid tastes of earth and stone. Muscles swell noticeably.

Potion of Glibness

Type: Potion
Bonus: +2 to persuasion and deception Chance Rolls for 1 hour.
Uses: One use.
About: Silvery liquid that flows smoothly. Words flow effortlessly.

Potion of Growth

Type: Potion
Effect: Grow to 1.5x size for 10 minutes. +2 to STR checks -2 to stealth.
Uses: One use.
About: Large bottle with expanding foam. Everything looks smaller.

Potion of Haste

Type: Potion
Bonus: +2 Dexterity Ability, +2 to AC
Effect: Double movement speed. Lasts for 20 minutes. Weary when effect ends.
Uses: One use.
About: Quicksilver that moves frantically in bottle. Heart races. Dexterity Ability Bonus can apply to +2 AC and any other AC Bonus +2 or less (max AC +4 with Potion of Haste).

Potion of Heroism

Type: Potion
Bonus: +2 to all saves for 1 hour.
Effect: Cannot be frightened.
Uses: One use.
About: Golden liquid that tastes of courage. Feel brave and confident.

Potion of Intimidation

Type: Potion

Bonus: +2 to intimidation Chance Rolls.
Effect: Appear larger for 1 hour.
Uses: One use.
About: Dark red liquid that steams. Voice deepens.

Potion of Invisibility

Type: Potion
Effect: Invisible for 10 minutes or until you attack.
Uses: One use.
About: Clear liquid that's hard to see in bottle. Body becomes transparent.

Potion of Iron Stomach

Type: Potion
Effect: Immune to ingested poison and disease for 12 hours. Does not cure existing poison or disease.
Uses: One use.
About: Thick chalky liquid. Can eat anything safely.

Potion of Ironhide

Type: Potion
Effect: DR +1 for 8 hours.
Uses: One use.
About: Metallic gray liquid. Lightweight long-duration protection.

Potion of Jump

Type: Potion
Effect: Triple jump distance and height for 1 hour.
Uses: One use.
About: Pale yellow liquid that bounces in bottle. Legs feel powerful and coiled.

Potion of Keen Ears

Type: Potion
Bonus: +2 to hearing Chance Rolls for 3 hours.
Uses: One use.
About: Liquid whistles softly. Hear whispers from far away.

Potion of Lesser Restoration

Type: Potion
Effect: Removes one disease or poison. Takes 10 minutes to work fully.
Uses: One use.
About: Golden liquid glows softly. Warmth spreads through body.

Potion of Levitation

Type: Potion
Effect: Levitate up to 20 feet for 10 minutes. Movement is slow but can rise/descend at will.
Uses: One use.
About: Light purple potion seems to float in bottle.

Potion of Nightvision

Type: Potion
Effect: Nightvision 60 feet for 2 hours.
Uses: One use.
About: Silvery liquid glows faintly in darkness. Eyes take on silver sheen.



Potion of Sharpness

Type: Potion
Effect: Weapon attacks ignore DR 2 or less for 1 hour.
Uses: One use.
About: Liquid metal that flows like water. Weapon gleams with unnatural sharpness.

Potion of Shield

Type: Potion
Bonus: +1 AC and DR +1 for 30 minutes.
Uses: One use.
About: Clear liquid with floating golden motes. Shimmering force field visible around body.

Potion of Shrinking

Type: Potion
Effect: Shrink to half size for 1 hour. +2 to stealth -2 to STR checks.
Uses: One use.
About: Tiny bottle with compressed liquid. Everything looks bigger.

Potion of Silence

Type: Potion
Effect: Make no sound for 1 hour. Even speech is silent.
Uses: One use.
About: Liquid makes no sound when shaken. Must use gestures to communicate.

Potion of Slipperiness

Type: Potion
Effect: Cannot be grappled. +2 to escape Chance Rolls for 30 minutes.
Uses: One use.
About: Oily liquid impossible to hold. Skin becomes oily and slick.

Potion of Stoneskin

Type: Potion
Effect: DR +2 for 2 hours.
Uses: One use.
About: Skin takes on gray rocky appearance. Feels hard to the touch.

Potion of Spider Climb

Type: Potion
Effect: Climb on walls and ceilings at normal speed for 2 hours.
Uses: One use.
About: Sticky clear liquid clings to bottle. Hands and feet become sticky.

Potion of Tongues

Type: Potion
Effect: Understand and speak any language for 2 hours.
Uses: One use.
About: Liquid babbles different sounds in bottle. Words flow naturally.

Potion of Thunderfist

Type: Potion
Effect: Unarmed attacks deal +1d6 thunder damage for 30 minutes.
Uses: One use.
About: Crackling blue liquid that pops when opened. Fists crackle with sound.



Potion of Tremorsense

Type: Potion

Effect: Sense vibrations through ground within 30 feet for 30 minutes.

Uses: One use.

About: Liquid vibrates in bottle. Detect hidden creatures through ground.

Potion of Truesight

Type: Potion

Effect: See invisible creatures and through illusions for 10 minutes.

Uses: One use.

About: Crystal-clear liquid with rainbow shimmer. Eyes shimmer with rainbow colors.



Potion of Venom Spit

Type: Potion

Effect: Spit poison at target within 20 feet (1d6 poison damage Tough save halves).

Uses: One use.

About: Sickly green liquid. Mouth tastes bitter after drinking.

Potion of Vigor

Type: Potion

Bonus: +3.

Effect: +3 maximum hit points for 4 hours.

Uses: One use.

About: Thick crimson liquid that tastes of iron and honey. Veins glow faintly under skin while active.

Potion of Warding

Type: Potion

Bonus: +1 to one save type (Quick/Tough/ Mind) for 6 hours.

Effect: Choose when drunk.

Uses: One use.

About: Triple-layered liquid that doesn't mix. Choose color layer to drink.

Potion of Warmth

Type: Potion

Effect: Immune to natural cold. +2 Tough saves vs cold damage for 8 hours.

Uses: One use.

About: Red liquid that radiates heat. Never feel cold.

Potion of Water Breathing

Type: Potion

Effect: Breathe underwater for 2 hours. Uses: One use.

About: Blue-green potion tastes of seaweed and salt. Temporary gill slits appear.

Potion of Water Walking

Type: Potion

Effect: Walk on water for 2 hours.

Uses: One use.

About: Light blue liquid that won't mix with water. Surface tension holds your weight.

RINGS

Everwarm Band

Type: Ring

Effect: Protection from natural cold. +1 Tough saves against cold effects. Snow melts within 6 inches of wearer.

Uses: Permanent.

About: Copper ring that always feels pleasantly warm to the touch.



Fasting Band

Type: Ring

Effect: Reduces need for food and water to 1/10th normal amounts.

Uses: Permanent.

About: Plain band that nourishes wearer. Remain healthy and energetic on minimal sustenance. Never feel hungry or thirsty.

Featherfall Band

Type: Ring

Effect: Activate as reaction when falling. Fall slowly and safely with no damage. Landing is graceful and silent.

Uses: 1d3 charges.

About: Ring carved from single piece of white bone. Light as a feather. Recharge at dawn.

Fortitude Band

Type: Ring

Bonus: +6 to maximum hit points.

Effect: +6 maximum hit points.

Uses: Permanent.

About: Bronze ring with iron core. Wearer feels sturdier and more resilient to harm.

Glimmering Circlet

Type: Ring

Effect: Fires searing ray at target within 60 feet for 1d6+1 fire damage (no save).

Uses: 1d3 charges.

About: Thin silver band with single amber gem that pulses with inner fire. Amber dims after each use.

Mindband

Type: Ring

Bonus: +1 Intelligence (max 18).

Uses: Permanent.

About: Simple circlet that sharpens mind and improves reasoning. Easier to recall information and make logical connections.

Ring of Elemental Immunity

Type: Ring

Bonus: +2 to all saves.

Effect: Resistance to chosen energy type. 1-round complete immunity to that element.

Uses: 1d3 charges.

About: Ring cycles through different gemstones representing elements. Appearance changes to match chosen element.



Springheel Ring

Type: Ring
Effect: Triple jumping distance and height. Land softly from any jump. Leap with supernatural grace and precision.
Uses: 1d4 charges.
About: Ring that makes wearer feel light and springy. Recharge at dawn.

Wardring

Type: Ring
Bonus: +1 to all saves.
Uses: Permanent.
About: Simple silver band inscribed with protective runes. Creates subtle defensive field.

Wellspring Flask

Type: Ring
Effect: Produce 1 gallon fresh water OR forceful spray (15-ft cone/Con Tough save/1d4 damage + knock prone/Quick save negates).
Uses: 1d4 charges.
About: Ornate silver flask sloshes mysteriously when empty. Etched with flowing water patterns.

ROBES

Robe of the Apprentice

Type: Robe
Bonus: +1 Intelligence (max 18).
Effect: Can act as arcane focus.
Uses: Permanent.
About: Simple blue robe embroidered with arcane symbols. Favored by beginning mages.

Robes of Protection

Type: Robe
Effect: DR +2 when not wearing armor.
Uses: Permanent.
About: Enchanted robes woven with protective wards. Shimmer faintly with defensive magic.

Robes of Warmth

Type: Robe
Effect: Comfortable in cold weather. +1 Tough saves vs cold damage.
Uses: Permanent.
About: Thick insulated robes that trap heat. Never feel cold.

Traveling Robes

Type: Robe
Bonus: +2 DR when not wearing armor.
Uses: Permanent.
About: Comfortable robe's reinforced with protective weave.



RODS

Anchor Rod

Type: Rod
Effect: When button pressed: rod becomes fixed in space (cannot be moved by force less than 5,000 pounds). Button again releases it. Supports tremendous weight.
Uses: Permanent.
About: Iron rod with button. Resists up to 5,000 lb force. Greater force makes it drift 1 inch per minute and must be re-armed each minute.



Rod of Elemental Mastery

Type: Rod

Effect: Complete immunity to one element type for 1d3 rounds. Deal that damage type with any attack for same duration.

Uses: 1d4 charges.

About: Rod cycles through different elemental forms every few seconds.

SCROLLS

Scroll of Aegis

Type: Scroll

Effect: When read: creates invisible shield of force that grants +2 AC for 30 minutes. Shield moves with caster and blocks physical projectiles.

Uses: One use.

About: Scroll feels strangely solid and protective. Hardens then crumbles after casting.



Scroll of Arcane Sight

Type: Scroll

Effect: When read: reveals all magical auras within 60 feet for 10 minutes. Can sense general school of magic but not specific effects.

Uses: One use.

About: Scroll covered in mystical symbols that glow faintly. Fades like starlight.

Scroll of Burning Hands

Type: Scroll

Effect: When read: 15-foot cone of fire for 2d6 damage (Quick save halves.

Uses: One use.

About: Scroll feels warm to touch. Edges blacken as read then bursts into flames.

Scroll of Comprehend Languages

Type: Scroll

Effect: When read: understand any language for 1 hour.

Uses: One use.

About: Scroll covered in writing from many languages. Words shift and change.

Scroll of Detect Magic

Type: Scroll

Effect: When read: sense magic within 30 feet for 10 minutes.

Uses: One use.

About: Scroll glows when near magic. Reveals auras of enchantment.

Scroll of Feather Fall

Type: Scroll

Effect: When read: no fall damage for 10 minutes. Float gently when falling.

Uses: One use.

About: Scroll feels light as a feather. Floats briefly before fading.

Scroll of Light

Type: Scroll

Effect: When read: create bright light in 20-foot radius for 1 hour.

Uses: One use.

About: Scroll radiates soft glow. Bursts into brilliant light then fades.

Scroll of Lockbreak

Type: Scroll

Effect: When read while touching locked object: unlocks it regardless of complexity. Magical locks get Mind save to resist.

Uses: One use.

About: Scroll rattles as if containing loose keys. Crumbles like old metal.

Scroll of Mage Armor

Type: Scroll

Effect: When read: +2 DR for 8 hours.

Uses: One use.

About: Scroll etched with protective patterns. Creates invisible armor.



Scroll of Sleep

Type: Scroll

Effect: When read: 2d6 HP worth of creatures sleep in 20-foot radius (Mind save negates). Lowest HP first.

Uses: One use.

About: Scroll induces drowsiness when held. Creatures yawn then collapse into slumber.

Scroll of Strength

Type: Scroll

Effect: When read: +2 Strength (max 18) for 1 hour.

Uses: One use.

About: Scroll written in bold forceful strokes. Muscles surge with power.

Scroll of Swiftness

Type: Scroll

Effect: When read: +10 feet movement for 1 hour.

Uses: One use.

About: Scroll seems to flutter on its own. Legs feel faster and lighter.

Scroll of Veil

Type: Scroll

Effect: When read on creature: makes them invisible for 10 minutes or until they attack.

Uses: One use.

About: Scroll seems to fade from view when not looked at directly. Becomes invisible as read then fades completely.

Scroll of Vital Mending

Type: Scroll

Effect: When read while touching creature: restores 2d6+2 hit points.

Uses: One use.

About: Scroll written in silver ink on soft parchment. Glows briefly with healing light before crumbling to dust.

Scroll of Water Walking

Type: Scroll

Effect: When read: walk on water for 1 hour.

Uses: One use.

About:

tension holds weight.

Scroll of Web

Type: Scroll

Effect: When read: creates 20-foot cube of sticky webs for 10 minutes. Creatures entering make Quick saves or become restrained.

Uses: One use.

About: Scroll covered in silk-like threads that move on their own. Dissolves into webbing.

SHIELDS

Aegis of the Protector

Type: Shield

Bonus: +1 AC.

Effect: +1 AC while equipped.

Uses: Permanent.

A steel-reinforced shield built in overlapping layers, each fitted tightly against the next.



Bulwark of the Defender

Type: Shield

Bonus: +2 AC.

Effect: +2 AC while equipped.

Uses: Permanent.

A wooden shield bound in steel bands, plain, sturdy, and made to endure hard blows.

TALISMANS

Talisman of Warding

Type: Talisman

Bonus: +1 to one save type (Quick/Tough/Mind).

Effect: Type chosen when created.

Uses: Permanent.

About: Stone disk carved with protective runes. Specific to one type of danger.

WANDS

Driftwood Wand

Type: Wand

Effect: Push or pull creature/object up to 30 feet (Quick save negates for creatures).

Uses: 1d4 charges.

About: Wand carved from wood that washed ashore from distant lands. Still smells faintly of salt and seaweed.

Ironbark Wand

Type: Wand

Effect: Either heal 1d6+1 hit points with touch OR launch bolt of force dealing 1d6 damage (Quick save halves) at target within 60 feet.

Uses: 1d4 charges.

About: Gnarled wooden wand feels warm to touch and occasionally sparks with tiny motes of light.

Wand of Unerring Bolts

Type: Wand

Effect: Fires 1d3+1 mystic darts that unerringly strike designated targets for 1d6+1 force damage each. Darts can target different creatures within 60 feet.

Uses: 1d4 charges.

About: Crystal wand hums with barely contained energy.

WEAPONS

Arcanist's Rod

Type: Weapon

Damage: 1d4

Bonus: +2.

Uses: Permanent.

Effect: +2 to hit and damage.

Uses: Permanent.

About: Two-handed staff carved with runes. Can be used as arcane focus.



Bladedancer's Edge

Type: Weapon

Damage: 1d6

Bonus: +2.

Effect: +2 to hit and damage.

Uses: Permanent.

About: Light sabre with perfect balance. Seems to move on its own.

Bonecrusher Cudgel

Type: Weapon

Damage: 1d4

Bonus: +1.

Effect: +1 to hit and damage.

Uses: Permanent.

About: Simple ironwood club banded with steel. Devastating impact.

Cavalier's Pride

Type: Weapon

Damage: 1d8

Bonus: +1.

Effect: +1 to hit and damage.

Uses: Permanent.

About: Lance with reinforced shaft. Designed for mounted combat.

Champion's Lance

Type: Weapon
Damage: 1d10
Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: Lance with enchanted tip. Devastating on mounted charge.



Corsair's Fang

Type: Weapon
Damage: 1d6
Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: Light cutlass with serrated edge. Feared by sailors.

Duelist's Honor

Type: Weapon
Damage: 1d6
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: Light sabre with elegant basket hilt. Quick and precise.

Duskblade Dagger

Type: Weapon
Damage: 1d4
Bonus: +1 to hit and damage.
Effect: +1d6 damage when striking from concealment or surprise. Permanent. Curved dagger with polished obsidian blade that reflects no light.

Eagleeye Bow

Type: Weapon
Damage: 1d8
Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: Ranged bow of composite construction. Incredible range and accuracy.

Harvester's Blade

Type: Weapon
Damage: 1d8
Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: Two-handed glaive with wickedly curved blade. Leaves deep wounds.

Hearthguard Dagger

Type: Weapon
Damage: 1d4
Bonus: +10 maximum hit points.
Uses: Permanent.
About: Light, thrown. Silver-bladed dagger with ruby pommel that pulses like a heartbeat.

Lifeblade Shortsword

Type: Weapon
Damage: 1d6
Bonus: +6 maximum hit points.
Effect: Blade glows faintly with green light when wielder is wounded.
Uses: Permanent.

About: One-handed longsword with emerald set in crossguard. Blade is etched with healing runes.

Piercer's Reach

Type: Weapon
Damage: 1d8
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: Two-handed awl pike with razor-sharp tip. Perfectly balanced.

Quickblade

Type: Weapon
Damage: 1d6
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: One-handed shortsword. Lightweight and responsive.



Razorsharp Shortsword

Type: Weapon
Damage: 1d6
Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: One-handed shortsword honed to impossible sharpness.

Reaper's Edge

Type: Weapon
Damage: 1d8
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: Two-handed glaive with curved blade. Whistles when swung.

Seafarer's Blade

Type: Weapon
Damage: 1d6
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: Light cutlass with salt-etched blade. Favored by corsairs.

Sentinel's Flail

Type: Weapon
Damage: 1d10
Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: Two-handed flail with multiple chains. Difficult to defend against.

Shadowstrike Dirk

Type: Weapon
Damage: 1d4
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: Light dagger with blackened blade. Perfectly weighted for throwing.

Skullpiercer Pike

Type: Weapon
Damage: 1d8

Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: Two-handed awl pike with masterwork steel head. Penetrates armor easily.

Skullsplitter Maul

Type: Weapon
Damage: 2d6
Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: Two-handed simple ironwood club reinforced with steel core. Devastating force.

Trueflight Longbow

Type: Weapon
Damage: 1d8
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: Ranged bow made from ancient yew. Arrows fly straight and true.



Viper's Fang

Type: Weapon
Damage: 1d4
Bonus: +2.
Effect: +2 to hit and damage.
Uses: Permanent.
About: Light dagger with wavy blade. Silent when thrown.

Vitality Staff

Type: Weapon
Damage: 1d4
Bonus: +6.

+6 maximum hit points. Can be used as a quarterstaff in combat.

Uses: Permanent.
About: Two-handed ironwood staff wrapped in living vines. Top is carved into a blooming flower, can be arcane focus.



Wanderer's Staff

Type: Weapon
Damage: 1d10
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: Two-handed ironshod staff.

Warden's Flail

Type: Weapon

Damage: 1d10
Bonus: +1.
Effect: +1 to hit and damage.
Uses: Permanent.
About: Two-handed flail with spiked head on reinforced chain.

WONDROUS ITEMS

Bottle of Endless Smoke

Type: Wondrous
Effect: Produces 60-foot radius smoke cloud that heavily obscures vision. Lasts 1 hour or until dispersed by strong wind. Can be recorked to stop. 1d6 charges, Brass bottle with tight cork.

Brewmaster's Flask

Type: Wondrous
Effect: Choose one beverage per charge. +1 to social interactions for 1 hour but -1 to all saves.,1d3 charges, Copper flask etched with hop vines. Always smells faintly of ale.

Desiccation Dust

Type: Wondrous
Effect: Coarse brown powder that absorbs moisture from the air. Can instantly dry up to 75 gallons of water or other liquid, creating a small pellet. The pellet can be thrown to recreate the liquid. Contains 1d4 uses.



Doomward Talisman

Type: Wondrous
Effect: Resistance to death effects. Prevent being reduced below 1 hit point by any single attack (talisman crumbles after use).
Uses: 1d2 charges.
About: Pendant of meteoric iron inscribed with protective symbols that hurt to look at directly.

Dust of Blindness

Type: Wondrous
Effect: Dark powder that swirls ominously in its container. When thrown at a creature's face, causes blindness for 1d12 rounds (Quick save negates). The dust gets in the eyes and creates a temporary dark film. One use.
About: Can be used within 5 feet of target. Attacking target as a melee weapon.



Dust of Dullness

Type: Wondrous
Effect: When thrown at magical item: suppresses its magic for 1d6 rounds. Item becomes mundane and non-functional until dust wears off.
Uses: One use.

About: Gray powder that seems to absorb light and sound.

Echo-Stones

Type: Wondrous

Effect: Send one 25-word message to whoever holds the other stone regardless of distance. Each stone can send one short message once per day.

Uses: 1d3 linked uses.

About: Pair of smooth stones that fit comfortably in palm. Grow warm when message is received.



Everflame Torch

Type: Wondrous

Effect: Bright light 20-foot radius/dim light 20 feet more. Flame never goes out. Can be covered but not extinguished. No heat or smoke. Permanent. Torch with eternal flame.

Gossamer Wings

Type: Wondrous

Effect: Translucent wing-shaped crystals that attach to the shoulder blades. Grant the ability to glide safely from any height, moving forward at half the distance fallen. Contains 1d3 uses before the crystals crack and become mundane glass.

Forager's Pouch

Type: Wondrous

Effect: A small cloth bag that rustles with unseen contents. Contains 1d4+1 charges. Each charge produces a random small animal (rabbit, cat, rat, etc.) that serves loyally for 1 hour before vanishing. The animals are real but temporary.

Living Idol

Type: Wondrous

Effect: A small carved animal that becomes real when activated. Contains 1d3 charges; per charge animate up to 6 hours. The creature serves loyally before returning to figurine form. The type of animal varies by figurine.

Heartleaf Tonic

Type: Wondrous

Effect: Restores 1d20 hit points. One use. Pale green infusion smells of rain and fresh-cut herbs. Warmth spreads from chest as wounds knit.

Masquer's Cap

Type: Wondrous

Effect: A seemingly ordinary hat that can change its appearance at will. Allows the wearer to alter their appearance as if using a disguise kit with perfect results. Each disguise lasts up to 8 hours or until the hat is removed.

Uses: 1d3 charges.

About: Hat feels slightly warm when active. Recharge at dawn.

Mantle of Resilience

Type: Wondrous

Effect: A sturdy traveling cloak woven with protective threads. Grants +1 to all saves. The cloak seems to repel dirt, rain, and minor hazards, keeping the wearer comfortable in adverse conditions.



Mirror of True Sight

Type: Wondrous

Effect: A small mirror that shows not reflections but truth about what is viewed within it. Can see through illusions and reveal shapeshifters' true forms. Contains 1d4 charges. Each charge reveals a single creature's true form and immediate intentions for one viewing. Recharge at dawn.



Mirage Powder

Type: Wondrous

Effect: Iridescent powder that changes color in different lights. When thrown, creates a minor illusion in a 10-foot cube lasting 1 minute. The illusion can be visual, auditory, or both but cannot cause damage. One use.

Revelation Powder

Type: Wondrous

Effect: Sparkling dust that reveals hidden things. When thrown, outlines invisible (illusion, self, save: Wis Mind to disbelieve on interaction, invisible up to 1 minute or until it attacks, cooldown 3 rounds) creatures and objects in a 30-foot radius with glittering motes for 1 minute. Does not grant the ability to see them clearly, just their rough location. One use.

Moonwell Vial

Type: Wondrous

Effect: A crystal vial filled with silver liquid that glows softly in darkness. When consumed, heals 1d4+1 hit points and grants nightvision for one hour. The liquid reforms slowly - one dose per full moon. Currently contains 1d2 doses.

Shadowmend Kit

Type: Wondrous

Effect: A small leather pouch containing needles that seem to be made of crystallized darkness. Can repair any cloth, leather, or rope instantly and invisibly. Contains 2d6 uses. Repairs made with these tools are stronger than the original material.

Sands of the Oasis

Type: Wondrous

Effect: A pinch of this fine sand can absorb water in a 15-foot radius, turning it into a pearlsized bead. The bead can be thrown to release the water as a refreshing spray (elemental, 15ft cone, save: Con Tough, damage + ongoing 1 round, cooldown 2 rounds). Contains 1d4+1 pinches.

Shadowstep Mantle

Type: Wondrous

Effect: Teleport up to 60 feet. Both departure and arrival clouds provide light concealment for one round.,1d2 charges,Dark cape reeks of sulfur and ripples with unseen heat. Acrid smoke when activated.

Sneeze-Salt

Type: Wondrous

Effect: Yellow powder that irritates the nose and eyes. When blown at enemies in a 15-foot cone, causes uncontrollable sneezing for 1d4 rounds. Affected creatures cannot take actions (Tough Save negates). One use.

Three-Throated Flask

Type: Wondrous

Effect: Produce fresh or salt water in three amounts: “Trickle” (2 gallons/”Spout” (3 gallons/”Jet” (20 gallons in powerful spray that can knock down creatures.

Uses: 1d4 charges.

About: Stoppered flask weighs 2 pounds whether full or empty. Recharge at dawn.

Starlight Compass

Type: Wondrous

Effect: Points toward nearest source of magic within one mile when activated. Rough estimation of power. Functions for 10 minutes per use.

Uses: 1d4 charges.

About: Brass compass with polished black stone face dotted with tiny diamonds that pulse brighter as magic grows stronger.

Starfall Aegis

Type: Wondrous

Bonus: +1 AC.

Effect: Shield has 1d6 charges to absorb one magical attack and store energy. Release stored energy as 20-ft radiant burst dealing 2d6 damage (Quick save halves). Shield contains fragment of night sky with slowly moving stars.



Thought-Cord

Type: Wondrous

Effect: 50 feet silk rope moves on mental command. Tie/untie/snake up surfaces to anchor points. Supports 3,000 pounds. Responds to holder’s thoughts within 60 feet. Animated movement requires concentration.

Uses: 1d4 charges.

About: On first binding knots must be tied by hand. Each charge provides 10 minutes of animated rope control. Recharge at dawn.

Thoughtcatcher Medallion

Type: Wondrous

Effect: Detect surface thoughts of creatures within 30 feet for up to 1 minute. Creatures can resist with Mind saves.

Uses: 1d3 charges.

About: Bronze medallion engraved with eye symbol. Thoughts appear as whispered words.



Throat-Grit

Type: Wondrous

Effect: When blown in 15-foot cone: violent coughing prevents spellcasting and speech for 1d4 rounds (Tough save negates. Does not prevent other actions.

Uses: One use.

About: Reddish dust that irritates lungs and throat.

Trail-Eater Dust

Type: Wondrous

Effect: When sprinkled: removes all tracks/ scents/traces of passage from 30-foot radius. Makes tracking impossible in affected area.

Uses: One use.

About: Fine white powder that seems to erase itself from surfaces.

Transmuter's Jug

Type: Wondrous

Effect: Per charge pick one liquid: 2 gallons water/1 gallon wine/4 gallons beer/1 quart oil/8 ounces acid/other common liquids in modest quantities.

Uses: 1d3 charges.

About: Ceramic jug. Recharge at dawn.

Trickster's Deck

Type: Wondrous

Effect: Each card when thrown: creates convincing but harmless phantasm of depicted creature for 10 minutes. Phantasm moves and behaves realistically but cannot cause harm or manipulate objects physically.

Uses: 2d6 cards.

About: Worn leather case containing illustrated cards that shimmer with mischievous magic.

Truthseeker's Monocle

Type: Wondrous

Effect: When activated: illusions appear translucent and shapeshifters show true forms for 10 minutes. Can spend charge to see through any single deception or disguise completely.

Uses: 1d4 charges.

About: Crystal lens in brass frame reveals true nature of things.



Vanishing Powder

Type: Wondrous

Effect: When thrown into air: makes user invisible for 1d4 rounds or until they attack.

Uses: One use.

About: Fine silver powder sparkles in any light. Settles on user like starlight before fading.

Vigorwell Phial

Type: Wondrous

Effect: Restores 2d8 hit points. One use. Clear vial with slow-swirling golden motes. Steadies breath and quiets pain.

Wall-Walker Slippers

Type: Wondrous

Effect: Walk on walls and ceilings at normal speed for up to 10 minutes. Stand on any surface regardless of orientation. Hands must be free. 1d3 charges Soft slippers stick and release automatically.

Whisperwind Treads

Type: Wondrous

Effect: Make no sound on any surface. +2 Quick Saves when moving silently. Walk across creaking floorboards or crunching snow without sound for 15 minutes.

Uses: 1d4 charges.

About: Soft leather boots with soles that barely touch ground.