



BALLYFOS' INVENTORY OF MINOR MAGIC ITEMS

Fill your treasure hoards and arcane shops with delightful magical items balanced for low-level players

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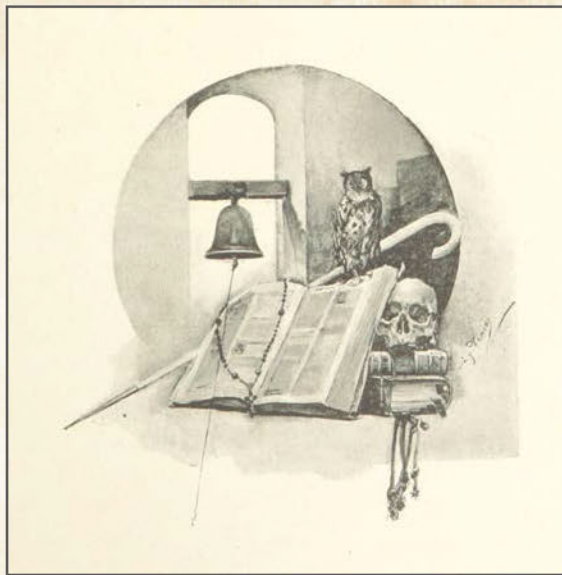
Additional thanks to Ballyfos for graciously allowing the use of his store.

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“The sturdy old door creaks as you enter the shop. You jostle an unseen bell that sends a cheery chime to announce your entrance. The little store is cluttered, and it's not immediately obvious what exactly they specialize in. Is this just a knick-knack store? The shelves are crowded with all manner of curios. Perhaps the rumors were just that. This couldn't be the repository of magic wonders you heard about.

The strong scent of potpourri hangs in the air. You can't quite place the mixture of spices and dried flowers, but it has a decidedly exotic aroma.

You see an older, thin man behind a counter on the far side of the room. He looks up from his ledger and greets you.

“Welcome friends! Please come in! Have a look around, let me know if you see anything that catches your interest. Happy to help with any questions you might have.”

He seems to pick up on your bemusement.

“On second thought, maybe I should give you a quick tour of my wares. You can call me Ballyfos.”

What is this Supplement For?

This supplement is intended to provide you with a bevy of magic items suitable for players between 1st and 3rd levels. The idea is to feature interesting, but not game breaking, treasure. For the purposes of pricing, all items marked as common can be sold between 50 and 100 gold pieces. Items marked as uncommon should be sold for 101 to 500 gold, and rare items up to 1,000.

These items can be placed throughout your adventures as random treasure or you can drop Ballyfos' entire store into whichever town the players are exploring this week. Additionally, feel free to toss out Ballyfos as the owner and proprietor of the magic shop in favor of your preferred NPC. I've spoken with him, and he'll understand, really.

Ballyfos' Inventory of Minor Magic

Anopsic Powder

Wondrous Item, Uncommon

"I'm told this little collection of spores is harvested from an extremely rare fungus that grows only in the deepest regions of the underdark. It's said the unique defensive properties stem from growing atop veins of mithril."

This beige powder has been compacted by unknown means into a solid 1 inch cube. If it is on your person upon falling to 0 hit points, you may have it burst into a cloud of dust. All creatures within 5 feet of you must succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. This item is consumed after one use.

Apothecary's Cruet

Wondrous Item, Rare



"There was a time early in my career where I was very nearly drowning in potions I could not sell. I made the mistake of purchasing nearly every magical draught that adventurers brought me thinking I could turn them around quickly and make a tidy profit. After a while..."

...I had a storeroom spilling over with unsold bottles of Jump and Longstrider potions. Everyone can always use a healing potion, though. I wish I had discovered this little treasure much, much sooner."

Any magical potion poured into this fine glass container is instantly transformed into a Potion of Healing. This effect only lasts so long as the potion is drunk from the cruet. Once removed from the cruet, any liquid loses all magical properties. A potion can be stored indefinitely in this container.

Book

Wondrous Item, Common (Requires Attunement)



"When trekking 200 leagues, many people underestimate boredom as one of the major perils. How long before you've heard every joke, war story, and anecdote of your traveling companions? I can't tell you how many countless nights this engrossing work preserved my sanity. Even beyond the entertainment value, you just might find a fact or two in here that may help you along your way. Be careful, though. it is quite tough to put it down once you've begun reading."

The contents of this book are constantly changing and always mention something in which you are interested. It confers proficiency in the history skill as long as you have the time to leisurely peruse.

Candy Dish of Avarice

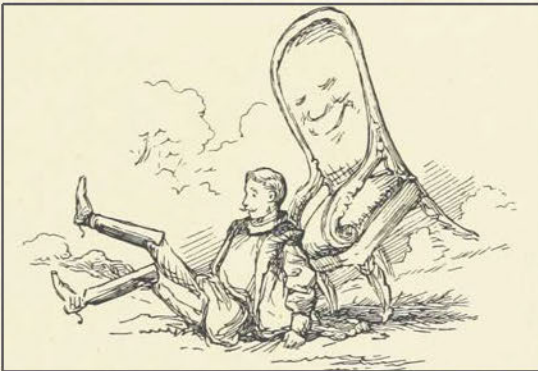
Wondrous Item, Common

"I gained six pounds before I realized the cursed thing was magical. I found myself polishing off its contents by the end of each day. With my robes tightening and my coin purse shrinking, I realized this was the culprit. Perhaps if you kept raw vegetables in it, you could see some sort of positive benefit."

While open with edible contents inside, any creature within five feet of this ornate, jeweled box must succeed on a DC 13 Constitution saving throw or be compelled to consume its contents.

Capricious Chair

Wondrous Item, Common



"Court jester Marno the Wastrel made great use of this enchanted piece of furniture. He would sit down only to be comedically ejected. After the novelty of simply falling out of the chair wore off, he began placing increasingly outlandish set pieces in front of him to fall into. He went from cakes to wash tubs to chamber pots, always seeking a bigger laugh. Once the king had tired of this bit, he set poor Marno's chair next to a trapdoor that led directly down to the castle dungeons."

You must spend an hour slowly approaching the chair to establish control of the object. Once this ritual is complete, the chair considers you its owner. Anyone other than the owner who sits in the chair must make a DC 16 Dexterity saving throw or be forcefully thrown to the ground directly in front of it, taking 1d4 falling damage.

Colporteur's Spoon

Wondrous Item, Common

"I must confess I despise psychics. I just find the intrusions on the mind so much more unwholesome that a strike from an axe or even a bolt of fire lobbed at my head. I have kept one of these on me every day for at least twenty years just in case."

Any psychic damage directed at the holder of this silver spoon can be transferred to the spoon instead. If the spoon absorbs more than 10 damage during the course of 24 hours, it crumbles into dust and is useless.

The Crock of Rhygenydd the Cleric

Wondrous Item, Uncommon



"Rhygenydd famously carried no weapon into battle and never struck a foe in anger. As an adventurer, I would find this at least a tad annoying. Despite this, he never lacked for travel companions. Some attribute that to his mastery of boons and protection magic, but I subscribe to the theory that his ability to cook around the campfire ingratiated him far more than his spells."

Any edible matter you place inside this pot is transformed into an equal volume of any food the user desires. The crock has a capacity of one spheric foot. It can transmute a total of three spheric feet of food per day.

Damage Dice

Wondrous Item, Uncommon (Requires Attunement)

“Also called ‘troll hunter dice,’ these were a must have for frontier rangers. Not only did the dice allow them to gain an advantage over their quarry, they alleviate boredom in between skirmishes. The unique faces on these trinkets must have made for an interesting game. However, the rules of ranger dice are as closely guarded a secret as the druidic language, so I don’t suppose I’ll get to play any time soon.”

Once per day, you can choose a damage type. Weapon attacks you make deal the chosen type of damage instead of their normal damage type. The weapon deals no additional damage, but weapon attacks are considered magic for the purposes of overcoming damage reduction.

Diabolical Bond

Wondrous Item, Rare

“These contracts have been known to appear mysteriously in adventurers’ packs. A thousand gold can be quite tantalizing for a rookie adventurer. But I can’t stress this enough: there are quite a few strings attached.”

The first clause, written in Common, is as follows:

“The signee of this contract shall immediately receive one thousand (1000) gold coins in exchange for a reasonable favor to be collected by the guarantor at a future date.”

After that, the rest of the contract is written in Infernal in extremely small print. Anyone who can read Infernal can make a Wisdom (Insight) check to further parse the dense legalese.

DC 10: Typical repayment methods are 1,500 gold or a newly found magic item.

DC 15: A devil can compel a quest from the signee.

DC 20: This contract is transferable- meaning it can be sold to anyone including the signee’s worst enemies.

Any character that signs this agreement has a black treasure chest filled with 1,000 gold coins appear in the nearest unoccupied space. In most cases, nothing happens immediately, but the character has entered into a contract with a fiend. The power and type of fiend is up to the DM’s discretion. The fiend will usually attempt to collect their due at the most inopportune moment. Typical repayments the fiend will demand are 1,500 gold, a newly found magic item, or a compulsory quest from the signee. Any character who signs this contract is considered to be under a 9th level Geas spell with no save, so if they fail to fulfil their end of the deal they suffer immediate consequences. If the fiend is unable to think of a suitable way to recoup its investment, it will often sell the contract to an enemy of the signee, who can then exact any of the above payment options.

Dimensional Claw

Wondrous Item, Uncommon (Requires Attunement)

“I’m going to be honest with you: I don’t know for certain from what species this hand originates. I have my suspicions, but nothing firm at this point. However, I can attest to its effectiveness. Imbued with potent teleportation magic, this little appendage can be recalled from great distance in the blink of an eye...”

...For a time, I used this to summon my front door key from inside the house, but I'll bet you can come up with less frivolous uses for it

Any item that would fit into a four inch by four inch cube can be grasped by this bird-like claw. So long as the claw is within 100 miles of you, the claw can be instantly transported to your location as a bonus action.

Door Squid

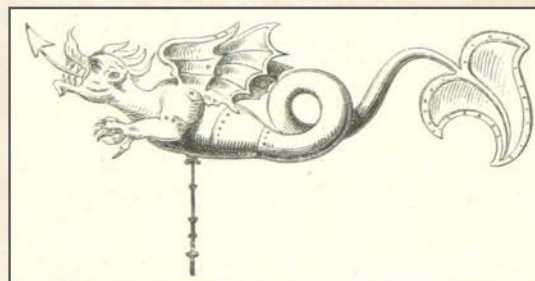
Wondrous Item, Common

"Pay no mind to the cramped confines of this poor creature. Believe it or not, this is the ideal habitat for the Door Squid. In the wild, they spend the majority of their time crammed into the tiniest crevices of deep aquatic caverns in restful hibernation. Aside from that, the life cycle of this creature is not well understood. However, we do know the squid exhibits a very novel stress response. It displays preternatural strength and rigidity when agitated. Nobody has observed how this survival strategy helps it fend off predators, but we don't need to know that in order to benefit from it."

When removed from its jar, this creature can be tossed at a closed door. The creature instinctively anchors itself to the nearest wall, the floor, or ceiling (whichever is closest). While attached to a door, it causes the Strength DC to open it to increase by +10. If the door is locked, the DC to pick the lock is unaffected, but a strength check is required to open the door. After 24 hours, the squid will become fatigued, detach itself, and try to find a water source to submerge in.

Dragon Toy

Wondrous Item, Uncommon



"I love the delicious irony of such banal-seeming plaything being such an effective hedge against dragon attacks. Many brave warriors placed one these in their children's toy boxes in case of a surprise attack. I wonder if these trinkets are why so many of you adventuring types are orphans of dragon attacks?"

You can use this item as an immediate reaction. All effects and damage of a breath weapon that would normally apply to you are instead absorbed by the toy. Other creatures are affected as normal. The item crumbles and is useless after one use.

Egg Sac of Ire

Wondrous Item, Common

"These are harvested from a small demi-plane entirely populated by invertebrates. The insects that hatch from these defy all logic and are never the same between pods. Horrible little things. Some of them have mandibles all over their body, others are tangled masses of pincers and legs. I once saw a one that was a single, inch-wide compound eye with impossibly long antennae protruding on all sides. Sends a shiver down my spine just thinking about them. I almost wonder if they're not actual creatures at all, but rather the very incarnation of insecthood; a fact supported by their unusual ability to travel back to their home across space and time."

When tossed with sufficient force, the sac bursts open and releases a swarm of tiny, otherworldly insects.

The insects will not follow any instructions or carry out commands (unless they are controlled by other magical means), but they will scurry around aimlessly for 10 minutes. They have no combat capabilities, but they will aggressively climb over any creatures or furniture near them. After 10 minutes, the insects all disappear back to the plane from which they originated.

Gambler's Box

Wondrous Item, Uncommon

"When I think about the great minds that were broken in the pursuit of alchemy, it makes this little contraption all the more puzzling. Through some shrewd magical engineering, it has the ability to permanently transform a small amount of silver into entirely different materials. Strangely, its output is left entirely to chance. Because of this, it's little more than an amusement, but the world needs amusements as much as anything else, doesn't it?"

This contraption is about eight inches long, six inches wide, and three inches deep. The front of this small box has three windows that display several different images. Once per day, if a silver piece is inserted into a small slot, you can pull a lever on the side. If you do, roll a d6 to determine the result below. The silver piece you insert is immediately consumed and cannot be retrieved.

1	Three skulls. The user takes 1d2 force damage.
2	No images line up (no effect).
3	No images line up (no effect).
4	Three cherries. A fruit flavored piece of hard candy is produced.
5	Three swords. A 2" tall tin soldier is produced.
6	Three treasure. 1d4 gold coins are produced.

Gentlefolk Lantern

Wondrous Item, Uncommon



"A very popular implement in mines operated by humans. However, many failed to realize that, on its own, the lantern does not produce the blinding effect on unwanted creatures. It requires a special oil as well. Keep that in mind so you don't end up facing down a hoard of troglodytes with soft lighting as your only weapon."

When lit in dark conditions, this lantern emits a wavelength of light that is harmful to creatures with darkvision. They suffer disadvantage on attack rolls while in its 20 foot light radius. Creatures with darkvision adjust and lose this penalty after 1d3 rounds. The lantern carries up to 12 hours of magic oil. Once the oil is entirely consumed, this becomes a mundane item.

Glass of Auscultating

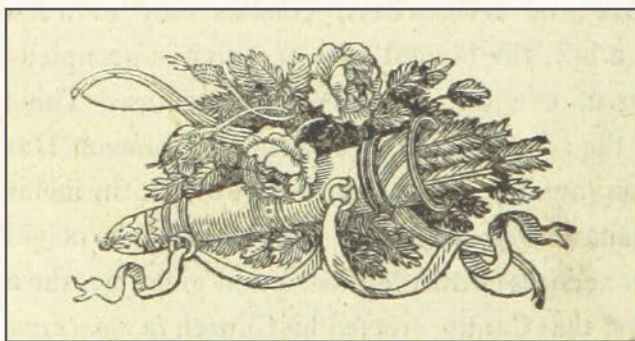
Wondrous Item, Uncommon (Requires Attunement)

"When it comes to the art of stealth, perception is a powerful ally. Have you ever heard the story of the burglar who picked the lock of the king's bedchamber only to find the room filled with guards? Of course not, because the burglar didn't live to tell the tale. I cannot overstate the advantage of knowing what lies beyond a locked door. A favorite among thieves because if you're caught with it, it doesn't arouse any suspicion."

If you press this fine crystal tumbler against a wall, window, or door and the other end against your ear, you have advantage on Wisdom (Perception) checks that rely on hearing.

Gloaming Arrows

Weapon (arrow), Uncommon



“There couldn’t be a better weapon for night raids or sneak attacks. Imagine enjoying your dinner by a roaring fire after a hard day’s travel only to find yourself instantly in a cold, impenetrable darkness. My will to fight would certainly be tested if that happened to me... I might make myself a nice cup of tea to banish the mere thought.”

When using this bundle of arrows, you pick a spot (the spot need not be occupied by anything). You must make an attack against the chosen spot, which is considered to have an AC of 5. If the attack fails, the arrow does nothing but harmlessly strike the ground. When the arrow reaches the intended spot, it causes all flames or nonmagical light sources within 20 feet to extinguish. Additionally, a gloom hangs over the area making vision in the area heavily obscured even in daylight condition. This effect dissipates after one minute.

Halcyon Sword

Weapon (wooden sword), Uncommon (Requires Attunement)



“Maybe it’s too precious of me, but this wooden sword makes me feel warm and also a little wistful. It may look like a child’s toy, but this is a serious weapon. Something about it makes me so painfully nostalgic for my youth running through fields pretending to be a knight.”

This sword has roughly the same size and weight of a standard shortsword but is made entirely of wood. While wielding this sword, you can cast Magic Missile as a first level spell as an action. You can only use this ability while your HP is full. You must also be proficient with shortswords to use this ability.

Wooden Sword

Melee weapon (martial, sword)

Damage: 1d3

Damage Type: Bludgeoning

Properties: Finesse, Light

Weight: 2 lbs

Ink of the Magi

Wondrous Item, Uncommon



“Some mages can’t fathom that their years of study and accumulated knowledge will just disappear when they die. The less scrupulous flirt with lichdom in the vain hope that they will never perish. But there is a small group of wizards that hope to live on in a smaller way and help another magic user in death. They ask that their earthly remains be blended into ink and used to further the magical arts. A rather beautiful and fitting end, isn’t it?”

This vial of ink contains 1d4 uses. You can expend one of these uses while crafting a scroll. Alternatively, the ink can be applied to improve an existing scroll. If you do, the scroll is augmented beyond a normal degree. All numerical variables are maximized when this scroll is used. For example, if a spell would deal 3d6 damage, it would automatically deal 18 damage instead.

Leopard's Bane Vial

Wondrous item, Common

“Faking your death is one of life’s simple pleasures. I was able to skip my cousin’s wedding with a judicious application of this mixture. But please bear in mind it’s the type of trick you can only convincingly pull off once. If you get a reputation for frequently dying, people become suspicious.”

Upon drinking this potion you appear to be dead. You no longer breathe, your heart ceases beating, and you become cold to the touch. The effect is so convincing that a DC 25 Wisdom (Medicine) check is required to detect any signs of life. You will awaken 1d6+4 hours later completely unharmed.

Mormet's Pack

Wondrous item, Common

“Haven’t you ever wanted to just strike out and see the world on your own? Well, I suppose you’re an adventurer, so you’ve pretty much already done that. But have you ever wanted to be in two places at once? I’m fairly certain even someone as well traveled as you hasn’t been able to accomplish that. Granted it won’t actually be you, but most people won’t know the difference and that’s just as good in most cases.”

When opened, this haversack spawns an exact simulacra of you that is holding a replica of this item. You may point in a direction and this clone walks silently that way for 1 day. It has your apparent weight and is corporeal with 1 HP. It can do nothing but walk. It disappears after 1 day but the haversack returns to you.

Mystic Jellied Candy

Wondrous Item, Uncommon

“This was famously used by Palanur the elf bandit in her daring escape from the palace dungeon. In a moment of pity, guards allowed her fiance to deliver her a single one of these treats. Of course, that’s all she needed to slip out and continue her crime spree.”

After eating this candy, for 1 minute, you and your immediate possessions can squeeze through a space as narrow as 1 inch wide. Your speed is reduced to 5 feet for the duration. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it’s in the smaller space.

Necro-candy

Wondrous item, Common

“I don’t much go for anise flavor, but then again, this isn’t meant to just be a treat. I suspect the strong taste is to mask the fact that this confection is made with...”

...a not insignificant amount of grave dirt and powdered coffin wood. This particular batch was sold to me by a necromancer who would use it to steal into dismal... tombs infested with undead in order to covertly study their nature. For the love of the gods though, please promise me you won't swallow it."

While chewing on this gum-like candy, you (including your clothing, armor, weapons, and other belongings on your person) take on the appearance of an undead creature. Your size and type remain the same, so you must adopt a form similar to your original one. Otherwise, you can appear as a skeleton, zombie, ghost or any other humanoid undead creature.

The change provided by this candy will fail to hold up to physical inspection. For example, if you appear as a skeleton, the hand of someone who reaches out to touch your bones will feel your flesh instead.

Undead with Intelligence scores of 7 or less will accept this illusion without question and will not attack you unless you attack them first. More intelligent undead creatures may try to discern you are disguised. A creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check of DC 12.

Nightmare Tooth

Wondrous item, Uncommon

"It's been said these are made from the wisdom teeth of a lich. If that's true, I don't want to think about how it was collected. This particular example was given to me by a mage-hunting assassin. She would first steal into their bedchambers to store the tooth in the floorboards. After a couple days of sleep deprivation she'd return to finish off the weakened magic-user."

Any intelligent creature that attempts to sleep within 5 feet of this object is plagued by horrific nightmares.

As a result, they cannot gain the benefit of a long rest. If a creature leaves the area of effect, they can once again rest as normal, but continue to suffer any ill-effects until they can undergo an appropriate period of sleep. Elves and other creatures that do not require sleep are not affected by this object.

Plunger's Potion

Wondrous Item, Uncommon

"For the sake of full disclosure, I received this elixir as a birthday gift, and I've never quite summoned up the courage to drink it. In most matters, I prefer to eliminate luck from the equation. Will this extra fortification be the difference between life and death? The upside is you'll be thanking me if this boon to your endurance saves your life. If it goes the other way, well, at least I won't be hearing from you."

Contained within a small dusty wine bottle, this crimson liquid permanently confers or removes one to your maximum HP. After drinking you roll 1d10. On a roll of 1-5, you lose one HP. On a roll of 6-10 you gain one. This effect can only be undone by a wish spell.

Postcautionary Marker

Wondrous item, Uncommon



"Have you heard the tale of the three crusades of Zid? In his first, he led an army."

He had nearly secured victory when an unlucky crossbow bolt struck him dead. Clerics in his homeland were able to bring him back to life thanks to this magical memorial. On his second crusade, he put together an elite warband to exact his revenge, but this time he was slain just outside the Empress' palace. The best healers again revived him. For his third attempt, Zid was forced to wage war on his own. However, this time his foes realized their mistake, captured the lone warrior, and simply imprisoned him until he died of old age and beyond the reach of resurrection magic."

You may inscribe your name on this marble headstone. If you do and your name still appears on it when you die, your remains will materialize within 5 feet of the Postcautionary Marker in 1d4 days. No matter how damaged you were at the time of death, your teleported remains will be in perfect condition. If your corpse was disintegrated, melted, or burned to cinders, it reconstitutes and is made complete again. This process does not revive or return the creature to life. This effect does not work on undead creatures.

Precious Bauble

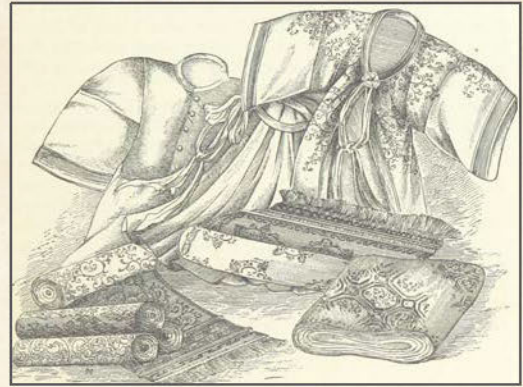
Wondrous Item, Uncommon

"Careful with that."

As an action, you can toss the bauble at a humanoid creature within 20 feet of you. The creature must make a DC 12 Intelligence saving throw or drop everything they are holding to attempt to catch it. The bauble can't be used this way again until the next dawn.

Regnant Manteau

Wondrous item, Uncommon (Requires Attunement)



"For better or worse, the blue bloods care about credentials and pedigree, but we can use this to our advantage. This fine garment will not only help you look the part but also adds a little extra silver to your tongue. This cape may be magical but it can't work miracles. Try to keep your claims or demands from becoming too outlandish."

While wearing this fine cloak, you gain advantage on Charisma (Persuasion) and Charisma (Deception) checks made against members of the nobility. For the purposes of this effect, a member of the nobility is any creature that exerts political power based on a hereditary title. Elected officials, their guards, and those in positions of non-hereditary authority are unaffected.

Respite In a Bottle

Wondrous item, Common

"A delicious little beverage. Tastes of raspberry with a delightful hint of mint. Aside from quenching your thirst, it's quite the little pick me up. I've known quite a few mages who sat all night in cramped libraries surrounded by stacks of old tomes spurred on by a couple of these. I have heard rumors of adverse effects of long-term consumption, but this potion is rare enough to where that won't likely be an issue for you."

You gain the benefit of a long rest when you drink this potion. However, if you do not undertake a long rest within 12 hours of drinking this, you gain 3 levels of exhaustion.

Ring of the Linguist

Wondrous Item, Common (Requires Attunement)

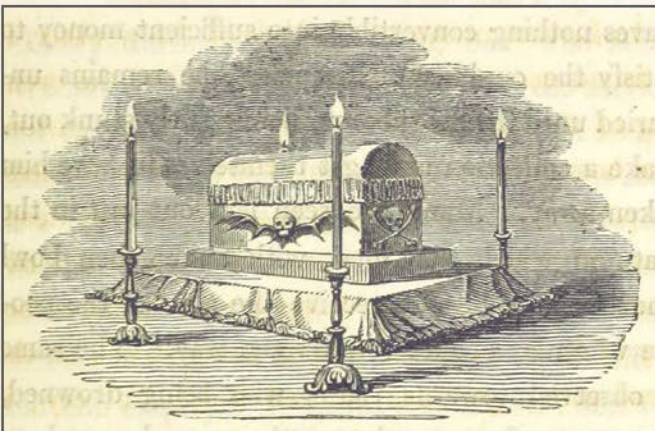
“These used to be much more common back when dwarf traders were likely to traverse the surface. Rings like this were a must have for anyone trading on the frontiers. It’s a fine example of the union of dwarven wizards and smiths.”

This ring has two languages assigned to it when it is crafted. The DM can decide which two or pick two of the languages below at random. You are able to speak, understand, and read those two languages while the ring is worn.

Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Orc, Abyssal, Celestial, Draconic, Deep Speech, Infernal, Primordial, Sylvan, Undercommon

Susi Snuffbox

Wondrous item, Common



“This curiosity comes to us from a remote mountain community. Inside this handsome container you’ll find a mixture of pulverized botanicals intended to be ingested via the nose. The exact proportion and...

incantations used to prepare them have been lost to time, as the villagers that used to make this stuff were all sadly eaten by wolves.”

This small, ornately carved box contains a forgotten mixture of aconite, agrimony, and blessed thistle and is intended to be ingested through the nose. If you enjoy all of its contents, you are permanently immune to lycanthropy and lycanthropy you have contracted is cured.

Tippler's Madstone

Wondrous Item, Common

“Halfling traders and diplomats used to carry these as they sojourned in the land of the big folk. Thanks to these little stones, a halfling could keep up with their hosts and throw back human-sized tankards without also doubling their drunkenness. This was especially useful when carrying out negotiations over several bottles of wine.”

As long as you hold this stone you are unable to become intoxicated by non magical means. You can still discern any qualities of substances you normally would, such as taste or smell.

Vainglorious Mint

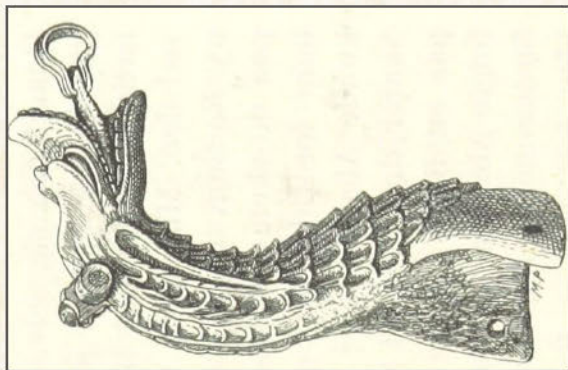
Wondrous item, Common (Requires Attunement)

“I got this from a barbarian chieftain, who said it was used to motivate his continuous raids of the borderlands. Seeing himself represented on his plunder reminded him that there was an uncountable mass of treasure that could be his if only he were vicious and bold enough to seize it. It carried the added benefit that when his soldiers were paid, it was his visage they saw on their coins, strengthening his legitimacy. It was given to me when he had decided it was better for coins bearing his mark to become more rare and thus more valuable.”

This treasure box removes any markings on coins placed inside and permanently engraves them with an image of you. It has a capacity of 500 coins at a time. This process takes 10 minutes to complete.

Weatherwane of Odernek

Wondrous Item, Common



“The truth is nobody knows what Odernek was a god of. There are no more surviving sects of the obscure deity. All the adherents have long since disappeared. They left behind a decent amount of these things, though. Whatever their practices and beliefs were, we can be certain they at least knew if it was going to rain, and that’s not nothing.”

Once per day as an action, this item gives you 100% accurate knowledge of the weather in a nine square mile area centring on you. You can forecast the weather 2 hours in the future per character level. The weatherwane recharges every day at dawn.

Withered Seed

Wondrous Item, Rare

“Every so often one of these strange seeds will turn up. They don’t ever seem to take root on their own, so they must be planted quite deliberately to grow. It needs watering only once, which leads me to believe it must draw nutrients from some other source. Rather than sprouting and growing steadily, a fully formed horror will spring from the ground almost instantly after three months. A menacing, gnarled thing I’ve been told. It carries no sympathy or gratitude to whomever planted it, so I’d steer clear when it’s approaching maturity. There are some stories of druids taming these creatures, but it’s not clear to me how that would work. Many a village has been wrecked by one, so don’t plant it near anything you wouldn’t want to see smashed by a branch in the near future.”

Three months after planting and watering, a treant-like monster called the withered arbor grows in its place. It emerges hostile to every creature or settlements it can perceive of. The withered arbor has the following stats:



Withered Arbor

Huge Undead, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	3 (-4)	16(+3)	12 (+1)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Vulnerabilities radiant

Senses Perception 13

Languages Understands Common, Druidic, Elvish, and Sylvan but can't speak

Challenge 9 (5,000 XP)

False Appearance. While the withered arbor remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The withered arbor deals double damage to objects and structures.

Undead Fortitude. If damage reduces the withered arbor to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the withered arbor drops to 1 hit point instead.

Actions

Multiattack. The withered arbor makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, reach 60/180 ft., one target. Hit: (4d10 + 6) bludgeoning damage.

As an action, you can activate this small statuette. Until the end of your next turn, you know the location of any aberration-type creature within 60 feet of you. You know the type (beholder, mind flayer, aboleth, etc) of any being whose presence you sense, but not its identity (the beholder Xanathar, for instance). The figurine will glow with increased brightness depending on how powerful the detected creature is.

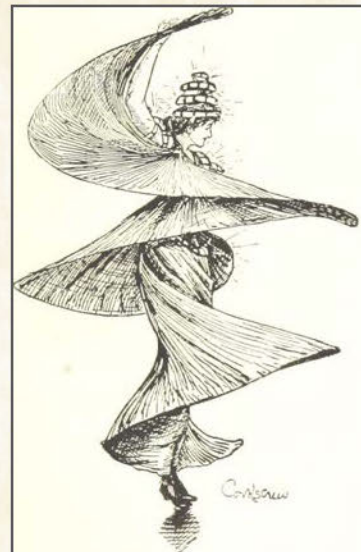
This ability can be used three times per day. The idol recharges each day at dawn.

Wrecking Ball Gown

Wondrous Item, Uncommon (Requires Attunement)

"I often hear swords described as the most graceful weapons, but I think that mindset reveals a deep lack of imagination. What's more elegant than lace, and what's more subtle than an attack from nowhere? This garment will surely liven up the next ball, cotillion, or soiree you have to attend."

Although the Wrecking Ball Gown is indistinguishable from an elegant formal dress, it confers you the ability to perform a melee slam attack as an action. The attack deals 1d8 + Strength bludgeoning damage. While attuned, you have proficiency with attacks made with the gown.



Woebegone Idol

Wondrous Item, Uncommon (Requires Attunement)

"A panic had broke out amongst the aristocracy around a hundred years ago. A rumor surfaced that Illithids would tunnel up through their wine cellars in order to eat their brains in the night. A cottage industry of warriors investigating basements with these trinkets immediately sprung up. Of course, the possibility of Mind Flayers burrowing up next to their Cabernet Sauvignon was so remote that counterfeit versions of this item were extremely common, as the real ones so rarely went off during an inspection. Rest assured though, this is the genuine article."