



# ELDRITCH TREASURES

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## VOLUME ONE

A COLLECTION OF ITEMS AND ARTIFACTS TO ENTICE PLAYERS  
OF THE 5TH EDITION OF THE WORLD'S MOST  
POPULAR ROLEPLAYING GAME



## CREDITS

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## Ammunition, Fire

*Weapon (any ammunition), minor, rare*

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. When you hit a target with a ranged weapon attack using a piece of this ammunition, the target takes an extra 2d6 fire damage. Once it hits a target, the ammunition is no longer magical.

## Biting Blade

*Weapon (any sword), major, very rare (requires attunement)*

You have a +1 bonus to attack and damage rolls made with this magic sword. Additionally, you can use a bonus action to speak the sword's command word, causing colorless acid to drip from the blade. While the sword is coated with acid, it deals an extra 2d6 acid damage to any target it hits. The acid damage is increased to 3d6 when attacking objects or structures. The acid lasts until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

## Dragon Slayer Shield

*Armor (shield), major, very rare*

This shield is made from the scales of an adult dragon. The GM chooses the color of dragon or determines it randomly from the options below.

d10	Color
1	Black
2	Blue
3	Brass
4	Bronze
5	Copper
6	Gold
7	Green
8	Red
9	Silver
10	White



While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. If you are subjected to the breath weapon of a dragon of the shield's color, you can use your reaction to raise your shield between you and it, granting advantage on the saving throw. In addition, you take no damage if you succeed on the saving throw, and only half damage if you fail.

## Metamagic Rod, Lesser Extend

*Rod, major, very rare (requires attunement by a spellcaster)*

This rod has 3 charges. When you cast a spell of 6th level or lower that has a duration of 1 minute or longer, you can expend 1 charge to double its duration, to a maximum of 24 hours. This effect counts as Metamagic. Regardless of the source, you can use only one Metamagic option on a spell when you cast it, unless otherwise noted. The rod regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rod crumbles into dust and is destroyed.

## Mithral Net

*Weapon (net), major, very rare (requires attunement)*

This fine net is woven from a thin mithral chain. While you are attuned to the net, being within 5 feet of a hostile creature doesn't impose disadvantage on ranged attack rolls that you make with it. In addition, the net is immune to slashing damage, and the DC for a creature to free itself or another creature restrained by it is 15.

## Potion of False Death

*Potion, minor, rare*

When you drink this potion, you appear dead to all outward inspection and to spells used to determine your status for 1 hour. During this time, you are blinded and incapacitated, and your speed drops to 0. You have resistance to all damage except psychic damage. If you are diseased or poisoned when you drink the potion, or become diseased or poisoned while under the spell's effect, the disease and poison have no effect until the effect of the potion ends. Flecks of plant matter float throughout this dark green liquid.

## Ring of Arming

*Ring, minor, uncommon*

This light gold ring has a knightly crest imprinted on it. While you are wearing the ring, you can use a bonus action to speak the ring's command word and cause any armor, weapons, and clothing you are wearing to disappear and be stored magically within the ring. At the same time, any items currently stored within the ring appear in the appropriate places on your body (items that must be held appear at your feet if you don't have free hands).

## Scout Lens

*Wondrous item, minor, uncommon*

Scout lenses come in pairs, each a simple monocle with a gold frame and a crystal lens. While you are wearing one lens, you can use an action to see through the eyes of the wearer of the other. This effect lasts until you use your action to return to your normal senses. While perceiving through another creature's eyes, you gain the benefits of any special senses possessed by that creature, though you are blinded to your own surroundings. If no creature wears the other lens, you know that fact as soon as you use the lens and it has no effect.

## Shock Cloak

*Wondrous item, major, very rare*

This dark cloak smells faintly of ozone. When a creature attempts to grapple you, you can use your reaction to speak the cloak's command word, causing arcs of electricity to strike the creature. The target must make a Dexterity saving throw, taking 8d6 lightning damage on a failed save, or half as much on a success. If the creature must make a Strength (Athletics) check in order to grapple you, it does so with disadvantage.

Once used in this way, this property of the cloak cannot be used again until the next dawn.

## Wand of Identify

*Wand, minor, uncommon*

This wand has 4 charges. While holding it, you can use an action to expend 1 of its charges to cast the identify spell.

The wand regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

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