

# Yargons Magic Items

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## Introduction

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The following are a number of magic items that I have developed. These are being released for anyone to use and include in their campaigns.

Feel free to change anything included for your campaign or leave out any items you wish, these are only baseline.

## Rapier of a thousand souls

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Requires Attunement - Rare

This Rapier was forged from the blood of a thousand innocent victims and lusts for more. When it comes into contact with blood for the first time, the rapier claims the owner of that blood as its target. Once the rapier has claimed a target, it becomes a +1 rapier that deals 1d6 necrotic damage against its target in addition to 1d8 + 1 + your Dexterity or Strength modifier piercing damage. However, when used against a being other than the target it becomes a -1 rapier, dealing only 1d6-1 piercing damage.

The Rapier's thirst for blood gives it no interest in automaton's or beings that cannot bleed. When used against such beings it is treated as a non-magical Rapier.

## Spear of immovability

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Rare

This spear was created by combining a spear and an immovable rod. as a bonus action on your turn you can press a button on its hilt. Pressing this button magically fixes the spear in place until another creature presses the button. When fixed in place the spear will not move, even if it is defying gravity. The spear can hold up to 7,000 pounds of weight. More weight will cause the spear to deactivate and fall. A creature can use its action to make a DC 30 Strength check, moving the rod up to 10 feet on a success.

The spear requires 2 hands to operate and deals 1d8 +1 + your dexterity modifier piercing damage. On a successful attack roll the button can be pressed as a bonus action to pin a target in place. Until deactivated the target has a movement speed of 0 and cannot take the dodge action. If the creature pinned by this spear is of size medium or smaller, all melee attacks against it are at advantage until the spear is deactivated.

The spear has a reach of 10ft but cannot pin or attack two creatures simultaneously.

## Amulet of the dragon

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Requires Attunement - Legendary

This golden amulet contains the soul of a brass dragon. It is in the shape of a dragon with outspread wings. When attuned, you are able to communicate telepathically with the dragon's soul. The dragon is thankful for a companion and will be friendly towards you. The dragon has control of the amulet and is able to move, see and speak as if it were alive. It is only an inch in length and will prefer to stay with its new friend at all times. The dragon may remain friendly or become hostile towards you depending on how you treat it.

Once per day, the dragon can grant a limited power to its friend and do one of the following:

- You grow a pair of large draconic wings, gaining a flying speed of 60ft for 4 hours.
- Your strength increases to 22 and you gain advantage on strength saves for 1 hour.
- You gain true sight up to 120 feet and can detect magic for 20 minutes.

This power recharges at the next sunrise.

## Hat of rabbits

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uncommon

This hat can take on any form the wearer desires. When viewed from the underside, it contains a small pocket. Reaching into the pocket will produce a small fluffy ball. This ball, when taken out of the hat will transform into a white rabbit. This rabbit can be returned to its pocket by placing it inside the hat which will cause it to return to its original form. This Rabbit is consistent and will remember events that happen to it. If the rabbit is killed it will be magically returned to its place inside the hat's pocket at the next sunrise but will remember its death. This rabbit is intelligent and a message cantrip or other telepathic ability can communicate with it, it will also understand any instruction it is given. The rabbit can be magically returned to its place in the pocket as a bonus action whenever you are wearing the hat. The rabbit will initially be friendly towards you and your companions but may become hostile depending on how it is treated.

## Ring of Teslamancy

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Requires attunement - Rare

This ring appears as a band of pure electrical energy. Whilst attuned to this ring the caster deals double damage on any electrical based

spell, and all saving throws made against them impose disadvantage on your targets. Whilst wearing this ring the caster deals half damage on any non-electrical based spell and all saving throws against non-electrical spells impose advantage on your targets.

## Axe of Dwarvern glory

Requires attunement - Very rare

This Battle Axe +2 is delicately engraved with dwarfish runes and depictions of great beasts. When attuned to a new wielder the engravings are removed and replaced with engravings of every creature that the wielder has killed with this axe.

Once this axe has made a successful attack roll against a target, the wielder becomes entranced with the glory of battle and must make a DC 15 wisdom save or must attack that target regardless of risk to the wielder, until that target has been defeated. If the wielder has extra attack, action surge or another ability that grants an additional attack roll they must use this ability.

Whilst wielding this axe, you do not provoke attacks of opportunity, take half damage from sneak attacks and gain a +1 to your AC.

## Hipflask of endless disappointment

common

This hipflask has a face engraved on the side and can store twice the volume of liquid it appears to be capable of holding, however whenever an alcohol is poured from this flask the face will change expression for 1 minuet, becoming disappointed and will verbally express it's disappointment towards you.

## Ring of lying

Uncommon

Whilst wearing this ring you are unable to tell the truth but gain advantage on deception checks.

## Potion of handswapping

common

This dark blue potion changes the drinker's dominant hand for 1 hour.

## Potion of greater handswapping

uncommon

This dark blue potion permanently changes the drinker's dominant hand.

## Ring of geas

Rare

Whilst wearing this ring, you gain the jack of all trades ability. However, whilst wearing this ring you follow all commands from the ring's creator as if under the influence of the geas spell. When identified, this ring is indistinguishable from a 'ring of skill'.

## Ring of skill

Rare

Whilst wearing this ring, you gain the jack of all trades ability.

## Circlet of femininity

Requires attunement - Very Rare

Whilst wearing this circlet you become female. Any items you are holding or wearing when you equip this circlet are magically adjusted to fit you and will return to their original shape when you remove the circlet.

## Bracers of masculinity

Requires attunement - very Rare

Whilst wearing this bracers you become male. Any items you are holding or wearing when you equip this bracers are magically adjusted to fit you and will return to their original shape when you remove the bracers.

## Dagger of roguishness

Rare

Whilst wielding this dagger +1, you double all sneak attack damage dealt and take half damage from sneak attacks.

## Glass of unshattering

Common

This glass can be worked into many shapes, such as a drinking glass, windows, lenses, ect.

When broken this glass remains shattered for 1d4 turns before reforming, as if travelling backwards through time to the point at which it was shattered. Any creature in the path of these reforming shards must make a DC 10 Dexterity saving throw or take 1d4 piercing damage. If the glass cannot be re-formed into it's original shape, the enchantment ends and the glass becomes mundane.

## Rope of untanglement

Common

Any knots tied in this rope will be magically unfastened after 1 hour.

## Armour of planar shifting

Uncommon

This +1 platemail armour is enchanted to never take damage. Whenever an attack or other effect causes the wearer to take damage the armour is transported to the ethereal plane until the end of your next turn. If you move before the end of your next turn the armour will reappear in the same place, to the nearest unoccupied tile. If you do not move, it will return to you and become re-equipped.

## Shades of coolness

Common

While wearing these darkened glasses you see bright light as dim light and dim light as darkness, however you gain +2 to all Charisma based ability checks and disadvantage on all Wisdom (perception) checks based on sight.

## Greater potion of change

Very rare

After drinking this bright green potion, one of your ability scores of your choice decreases by 1 and one of your ability scores of your choice increases by 1.

## Potion of change

Rare

After drinking bright green this potion, one of your ability scores of your choice decreases by 1 and one of your ability scores of your choice increases by 1, for 1 hour.

## Unironable blanket

Common

No amount of ironing can remove the many creases from this simple blanket.

## Ironed blanket

common

This simple blanket never requires ironing.

## Chromatic Bow

Rare

This bow +1 deals 1d8 + Dexterity modifier + 1d6 damage of an element of your choice.

## Robes of comfort

Common

These robes have been enchanted for maximum comfort. If you wear these robes for more than 10 minutes you must make a DC 10 wisdom save or fall asleep for 8 hours. You are awoken if you take damage or another creature uses their action to wake you.