

MAGE GATE™

250 BEST
MAGIC ITEMS

For
Barbarians
Druids and Rangers



For
Fifth Edition
Players and GMs

5E

250 BEST MAGIC ITEMS

For
**Barbarians
Druids and Rangers**

JACKSON DEAN CHASE



MAGEGATE

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Discover the **SECRET** to scale ANY 5e magic item up or down in **POWER!**
Start your 1st level character with a **MAGIC ITEM** as a family heirloom...
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WHAT'S INSIDE?

250 Magic Items for Your 5e Game

Including almost every type: armor, rings, rods, staves, weapons, and wondrous items. For **random treasure tables**, turn to Chapter 4, [pages 76-77](#). Happy rolling!

Every item **requires attunement** by a barbarian, druid, or ranger. They're meant to **customize your character** as well as to limit the need to multiclass or to use extra NPCs to round out the roles in smaller parties.

4 New Game Mechanics + GameMaster Advice
Magic items that **scale with your proficiency bonus**. For barbarians, we also add several new ways to use your **rage damage bonus** with these magic items.

Magic item **saving throw DCs that scale** with your ability score modifier and proficiency bonus.

Magic item sets you collect to provide **set bonuses**.

New types of **magic ammunition** that can be reused.

GM tips on how to use these items and **cursed items**.

1 New Type of Magic Item Rarity
Unique magic items bridge the gap between very rare and legendary items and are full of surprises!

As to how the 250 magic items break down, we put the emphasis on **items you can use from 1st to 10th level**. These levels get played the most, allowing you to bring these awesome new items into your game faster.

- 1 **Common** item for 1st–2nd level characters
- 40 **Uncommon** items for 3rd–4th level characters
- 90 **Rare** items for 5th–8th level characters
- 23 **Very Rare** items for 9th level + characters
- 98 **Unique** items for 7th–10th level characters
- 22 **Legendary** items for 11th–20th level characters

2 New Weapon Types + 1 New Weapon Property
Bolas and **Spiked Gauntlets** return! Plus we add the new multipurpose weapon property to **War Picks**.

2 New Types of Wondrous Items
Magical Tattoos and **Shrunken Heads** lore and rules!

Who Is This Book For?

This book is for new and experienced players of 5e, the Fifth Edition of the world's greatest fantasy RPG.

WHY AN ENTIRE BOOK OF CLASS SPECIFIC MAGIC ITEMS?

Because that makes them cooler! More exclusive, more unique, and more memorable. All of our *250 Best Magic Items* books are written with love, and with the understanding that **every class needs different things**.

WHAT MAKES OUR ITEMS SPECIAL?

Our magic items are designed to **bring out the best** in every class and enhance their core competencies. Who doesn't want to be a badass version of themselves? With the items in this book, we guarantee you can become:

- **The Ultimate Barbarian**
- **The Ultimate Druid**
- **The Ultimate Ranger**

That's the first way we make items better. The second way we make our magic items special is to create **items that eliminate the need for larger parties** (whether PC or NPC) or **wasted levels** spent multiclass-ing. We do this by **granting you a portion** of the basic features and functionality of a related class.

In the case of this book, barbarians, druids, and rangers are all **wilderness-based classes**, right? So it makes sense they should have some skill and power overlap. After all, regardless of culture or religion, they spend most of their time **living and adventuring** in similar harsh terrain and conditions.

We also wanted to make each of the classes in this book more attractive, **more fun**, and more capable of taking the spotlight. By the time you finish reading this book, you will have a whole new appreciation and understanding for the classes in this book!

The third and final way we make our magic item books amazing is each one has its own special gimmick. In the case of this book, it's **granting beast traits** to wilderness-based characters. With our bards, sorcerers, warlocks, and wizards book, it's **unlocking arcane secrets** that make certain items more powerful to certain classes or subclasses. For our fighters and rogues book, it's **tying item powers to class features** like Cunning Action, Action Surge, and Second Wind, as well as **granting monster traits**. You get the idea.

We're thinking outside the box so you don't have to.

That means you can just play the game without the headache of wishing your character could do this or that. With **MageGate Games**, you can!

What if you could start your 1st level character with an awesome magic item? A family heirloom that grows in **POWER** and scales with you at **LEVEL UP**? Get your **FREE Heirloom Magic Items** rules at www.MageGate.com

For this book's credits, copyright notice, OGL license, and our declaration of Open Game Content, please turn to [pages 78-79](#).

INTRODUCTION

WELCOME TO MAGEGATE GAMES, your one-stop shop for 5e fantasy fun! Our sourcebooks are designed to be fully compatible with the Fifth Edition of the world's greatest roleplaying game. With minimal tweaking, they should also work for past editions (especially 3e, 3.5e, and 4e), as well as other tabletop roleplaying games (TTRPG) with similar rules and mechanics.

Who we are: MageGate Games are *USA TODAY* best-selling author Jackson Dean Chase and Baba Azizi Tucker, two veteran GMs with over 88 years of gaming between us. We're committed to producing not just top quality supplements, but top creative supplements. This [250 Best Magic Items](#) series is an example of that, and there's more to come!

FOR PLAYERS

Apart from roleplaying, what better defines a character than their magic items?

- King Arthur and Excalibur
- Elric and Stormbringer
- Frodo and the One Ring

Magic items are a huge part of myth and legend, and integral to modern fantasy. But heroes and villains rarely begin with magic items. No, they have to work for them, quest for them, bleed for them. And once they have them, they have to keep them!

Think about your character. You can only achieve so much uniqueness with levels, multi-classing, and feats. But with magic items—*especially the right magic items, the perfect magic items*—anything is possible!

That's why we wrote this book and this series. Because we saw a need for more creative, out of the ordinary magic items in our favorite RPG. Nobody wants a generic item if they can have something clever.

Something cool.

Something memorable!

FOR GAME MASTERS

We've included a Magic Item Rarity table that explains not only what the different rarities in this book mean in terms of their power levels, but where the items can be found and who has them.

While some of the magic items we present are fine for random tables of dungeon treasure, many are far better than that! They should belong to—or be sought after by—your characters' rivals and villains. Their use should be a point of pride, and a testimony to the skill and daring of the owner.

FOR EVERYONE

Regardless of whether you play high, low, or medium fantasy, magic items—and the drive to own or deny them to others—can play a major role in your game. They don't all have to be world-shaking artifacts. Perhaps the items are lost or stolen family heirlooms, sacred relics of a temple, or even a symbol of authority in a kingdom or organization. Perhaps the items are the key to unlocking a much larger puzzle.

It's up to you.

What we do know—and can guarantee—is the items in this book will make your game more fun. They offer shocks, surprises, and something fun you and your group will talk about for years to come.

And speaking of surprises, we'll be tying some of the items from this book into our upcoming adventure modules, so be on the lookout for them.

And remember...

When you enter the MageGate, you open the door to adventure!



Let the magic begin!

JACKSON DEAN CHASE & BABA AZIZI TUCKER
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CHAPTER 1

MAGIC ITEM RARITY

ONE OF THE THINGS players want most are magic items. Yet they are the thing GMs worry about handing out. What if the new items make combat too easy?

When we were designing magic items for our 5e gaming supplements and sourcebooks, we felt we should come up with a consistent system for what magic item rarities mean from a design perspective.

We did this by defining what kind of powers an item should have according to its rarity. We then extended this to include where each type of item can most often be found—and with whom. We also added an exciting new category: *the unique magic item*.

This is the table we use to ensure our products stay consistent. Feel free to adopt or adapt it to your needs.

COMMON

Common magic items are suitable for 1st-2nd level characters. They typically do just one minor thing, and nothing beyond a cantrip. They are often referred to as “curios,” “interesting items,” or “oddities.”

Who has them? [Noteworthy](#) low level NPCs and random loot might have common magic items.

UNCOMMON

Uncommon magic items are suitable for 3rd to 4th level characters. They typically do several decent but relatively minor things equal to cantrips through 1st level spells. If they are weapons or armor, their bonus is +1, and they do little to nothing else.

Who has them? [Noteworthy](#) low level NPCs might have uncommon magic items. Mid-level NPCs will definitely have them.

MAGIC ITEM RARITY

Rarity	Character Level	Spell Level	Combat Bonus	NPC Owner	Random Loot?	Value in GP
Common	1st-2nd	Cantrip	+0	Noteworthy (minor)	Yes	100-250
Uncommon	3rd-4th	Cantrip-1st	+1	Noteworthy (mid-)	Yes	251-500
Rare	5th-8th	Cantrip-2nd	+2	Noteworthy (mid-)	Yes	501-5,000
Very Rare	9th +	3rd-4th	+3	Noteworthy (high)	Yes	5,001-50,000
Unique	7th-10th	3rd-5th	+1 to +3	Important	No	10,001-50,000
Legendary	11th +	3rd-9th	+3	Major	No	50,000+
Artifact	17th +	9th	+3	Godlike	No	Priceless

RARE

Rare magic items are suitable for 5th-8th level characters. They typically do several cool things equal to cantrips through 2nd level spells. If they are weapons or armor, their bonus is +2, and they do little to nothing else. If their bonus is only +1, then they will have some other decent to cool power(s) on top of their bonus to hit and to damage.

Who has them? [Noteworthy](#) mid-level NPCs will definitely have them.

VERY RARE

Very rare magic items are suitable for 9th level characters and up. They typically do several cool things equal to 3rd to 4th level spells. If they are weapons or armor, their bonus is +3, and they do little to nothing else. If their bonus is only +2, then they will have some other decent to cool power(s) on top of their bonus to hit and to damage.

Who has them? [Noteworthy](#) 9th level and higher NPCs will definitely have them.

UNIQUE

Unique magic items are suitable for 7th-10th level characters. They typically do several cool things equal to 3rd to 5th level spells. If they're weapons or armor, their bonus is +1 to +3, and they will have some other cool power(s) on top of their combat bonus.

Who has them? Unique items are just that: *unique*. There is only one of this item in existence, and it is easily identifiable as an important NPC's signature item. Unique items must be won by defeating the current owner, or they could be the object of a quest to recover them. That means unique items are never random loot.



LEGENDARY

Legendary magic items are suitable for 11th level characters and up. They are even stronger in power than the strongest [unique](#) items, not to mention even older and more famous. They may or may not be unique.

Who has them? Legendary items are rarely found on high level NPCs who are not already major heroes, villains, or rulers in a campaign setting. It could be the object of a major quest to locate one and defeat (or win over) the legendary NPC or monster who guards it.

What's their impact? Legendary items tend to affect campaign settings on a national, fiefdom, or city level.

ARTIFACT

Artifacts are suitable for 17th level characters and beyond. These are ancient unique items from a long gone age. They are off the charts crazy powerful!

Who has them? Like [unique](#) and legendary items, artifacts are never found as random loot. When brought into your game, artifacts are the object of the entire campaign—usually to prevent the godlike villain from finding and/or unlocking its power. Once an artifact is recovered, wars and tragedies follow in its wake.

What's their impact? Artifacts can affect your entire game world, or a significant portion of it. Be careful!

THESE ARE GUIDELINES, NOT RULES

It's your game. These guidelines are what makes sense to us. The primary difference between our definitions and the DMG is we bumped legendary items down to 11th level. We did this because in our 88 combined years of gaming, most campaigns never make it that far, so reserving legendary items for 17th level and above likely means never using them. Where's the fun in that?

Disagree? Feel free to make exceptions for every category of rarity—whatever fits your game. There's nothing wrong with players or NPCs getting a better item at an earlier level if that makes things more fun.

WHAT DOES NOTEWORTHY MEAN?

"Noteworthy" is defined as an NPC or location of minor to major importance in your campaign. This could be a dungeon, lair, guildhall, palace, etc.

These people and places often create consequences for the party if they are killed, stolen from, or messed with.

ADVENTURE HOOKS

IF YOU WANT to make magic items special, you need to build adventure hooks around them. This doesn't apply to [common](#) or [uncommon](#) items; those are fine for random loot drops. But once items increase in power beyond that, acquiring them should be a challenge.

EIGHT INTERESTING ITEM HOOKS (choose or roll 1d8):

1. The item is a lost or stolen family, clan, or tribal heirloom. Its recovery will increase both the character's standing in their family unit as well as among their peers and in their community.
2. The item was placed by the character's mentor, patron, or a tribal elder in a dangerous spot on purpose. Its recovery is intended as a rite of passage for the character to attain adulthood or rank or status within the family, tribe, or organization.
3. The item has been placed as the prize (or part of the prize) in a contest by a local ruler or organization, perhaps with a hefty fee and/or tough qualifying test to gain entry.
4. The characters are hired to retrieve the item for an interested party (perhaps the rightful owner). The party is expected to give the item to their employer, but will receive other items in exchange.
5. The item contains a clue to a larger treasure, perhaps as a treasure map hidden inside a hollowed-out weapon hilt, or engraved on the inside of a breastplate or shield, etc.
6. The items are the keys to unlocking some greater force from its magical prison, such as a celestial, demigod, elemental, fey, fiend, god, or undead. Or, it could release the clone of a tyrant or wizard.
7. The ghost of the item's former owner (who may be related to the player) contacts them to retrieve it and "restore their honor." In return, the player can keep it.
8. The character kills a villainous NPC to gain the item, but is later mistaken as the villain by the law and also hunted by the villain's vengeful master, family, friends, and/or allies.



CHAPTER 3

MAGIC ITEMS A-Z

HERE IS AN ALPHABETICAL LIST of the [250 Best Magic Items for Barbarians, Druids, and Rangers](#). Items include a description of their appearance and what school(s) of magic they radiate when *detect magic* or *identify* are cast on them, followed by their powers, charges, limits, etc.

Important: Unless noted otherwise, **all items must be worn, wielded, or carried** to bestow their powers and/or set bonus upon you. **Consumable items** end your attunement after they are consumed. All [curses](#) may be broken in the usual ways (*remove curse*, etc.), but the item remains cursed even if the character isn't.

Magic Ammunition: Some ammunition ([arrows](#), etc.) use **charges** and require attunement. This ammunition can likely only be used once per encounter (unless the character retrieves them). These items are **destroyed** when they run out of charges and cannot be recharged.

Magic Item Powers Per Day: Some items' powers per day are tied to your **proficiency bonus** or to your **rage damage bonus**. This is so magic items will scale when you level up, ensuring they remain useful longer.

If a power tied to your proficiency bonus lets you cast more than one spell or spell-like ability per day, that is the **total number of times** per day you may use **any combination** of those spells or spell-like effects in **24 hours**. Example: An item that lets you cast *animal friendship* or *animal messenger* means if your bonus is +2, you may cast one spell **twice** or both spells once.

Spellcasting Ability Score: Unless specified otherwise, **all items use Wisdom** as your spellcasting ability score for purposes of spells and powers.

Saving Throws: Unless specified otherwise, all item **saving throw DCs** equal **8 + your Wisdom modifier + your proficiency bonus**.

Set Bonus: Some [unique items](#) have special bonus powers tied to a 2 piece **set bonus**. Set items are always listed together. **Set bonus powers** are listed at the end of the **final item** in each set.

AMULET OF THE HAWK

Wondrous item, rare (requires attunement by a barbarian, druid, or ranger)

This amulet is formed of tarnished silver and set with obsidian in the shape of a diving hawk's talons.

Radiates: Conjunction and transmutation magic.

Power: You gain the blood hawk's *keen sight* and *pack tactics* traits (MM).

Power: You gain a +2 **bonus** to passive Perception.

Power: You may cast *find familiar* to gain a **blood hawk** (MM) familiar. It can attack. If your familiar is reduced to zero hit points, it disappears in a puff of red smoke and feathers. It appears within 500 feet when you resummon it. You may cast *find familiar* a number of times per day equal to your proficiency modifier.

Limit: You cannot have more than one familiar at a time. If you already have one, the blood hawk replaces it (this applies to all familiars described in this book).

AMULET OF THE SWARM

Wondrous item, rare (requires attunement by a barbarian, druid, or ranger)

Fangs, claws, feathers, fur, tails, scales, and bones from hang from this sweat-stained leather necklace.

Radiates: Conjunction and transmutation magic.

Power: You gain the vulture's *pack tactics* trait (MM).

Power: You may summon a **swarm** (MM) a number of times per day equal to your proficiency bonus. You may choose from **bats, insects** (including variants), **poisonous snakes, quippers, rats, or ravens**.

The swarm appears at the end of the round you summon it and remains for 1 minute, until your concentration ends, you die or become unconscious, or you choose to dismiss it as bonus action. You may use this power once per short or long rest and a number of times per day equal to your proficiency bonus.

You enjoy a limited two-way *telepathy* with the swarm; only simple thoughts, feelings, and sensory impressions can be shared. You may also choose to see, hear, smell, and taste through the swarm directly; doing so requires a bonus action to begin or end. While you do, creatures have advantage to attack you and you have disadvantage on ability checks and saves.

Special: If you are a barbarian, you may sacrifice one rage per long rest to gain the quipper's *blood frenzy* trait; this must be used during your next rage only.





AMULET OF THE WILD

Wondrous item, uncommon (requires attunement by a barbarian, druid, or ranger)

This polished wooden amulet is in the shape of a wise old owl with two moonstones for eyes.

Radiates: Divination magic.

Power: You cannot become lost in any aboveground wilderness environment regardless of terrain type.

Power: If you encounter difficult or impassable terrain, or seek to detour around enemies, make a DC 10 Wisdom (Survival) check. If you succeed, you find a relatively quick way around the obstacle (GM's choice as to how long this takes in minutes or hours. If you fail, you may roll again after a short or long rest.

ANGLER'S CARESS

Wondrous item, uncommon (requires attunement by a barbarian, druid, or ranger)

This mottled blue-gray cloak is covered in fish scales.

Radiates: Transmutation magic.

Power: You have advantage on Strength and Constitution checks that involve swimming or holding your breath.

Power: You may hold your breath for 30 minutes.

Power: You gain a swim speed of 50 feet.

ANIMAL BONE NECKLACE

Wondrous item, uncommon (requires attunement by a barbarian, druid, or ranger)

This unassuming animal bone necklace is marked with small scratches and decorated with colorful beads.

Radiates: Conjunction magic.

Power: You may cast *find familiar* a number of times per day equal to your proficiency bonus.

ARMOR OF THE COAST

Armor (scale mail), very rare (requires attunement by a barbarian or ranger)

This +2 *scale mail* is colored dark blue like the surface of a moonless sea. The scales resemble those of a fish.

Radiates: Abjuration and transmutation magic.

Power: It weighs only 1/4 as much as regular scale mail, negating the disadvantage that normally applies.

Power: You gain a swim speed of 40 feet.

Power: You may cast *water breathing* or *water walk* as per the [Magic Item Powers Per Day rules on page 7](#).



ARMOR OF THE SHADOWED VALE

Armor (hide), rare (requires attunement by a barbarian, druid, or ranger)

This +1 *hide armor* is made from thick bear hides stitched together with tiny bone needles. It is a camouflage patchwork of black and dark brown fur. It includes an attached bear head helmet the user may don or doff as a free action.

Radiates: Abjuration and transmutation magic.

Power: You have advantage on Dexterity (Stealth) checks made to hide or sneak in forests.

Power: You gain advantage on Wisdom (Perception) checks that rely on smell, emulating the *keen smell* trait.

Power: You may cast *pass without trace* (self only) at will.

ARROW OF DARKNESS

Weapon (arrow), rare (requires attunement by a barbarian or ranger)

This +1 *arrow* has the word "midnight" carved on its shaft in Primordial (Auran). The arrow head is made of obsidian and cold to the touch.

Radiates: Evocation magic.

Power: When loosed from a bow, this arrow casts *darkness* on itself. The darkness lasts for 10 minutes.

Charges: This arrow has a number of charges equal to your Wisdom modifier + your proficiency bonus.

ARROW OF THE DAWNBREAKER

Weapon (arrow), rare (requires attunement by a ranger)

This +1 *arrow* has the word "dawnbreaker" carved on its shaft in Druidic and Sylvan. The arrow head glows dim yellow and is warm to the touch.

Radiates: Evocation magic.

Power: When loosed from a bow, this arrow casts *daylight* on itself.

Charges: This arrow has a number of charges equal to your Wisdom modifier + your proficiency bonus.

ARROW OF LUCK

Weapon (arrow), rare (requires attunement by a barbarian or ranger)

This +1 *arrow* is made of bright, silver-colored metal fletched with owl feathers. The word "luck" is etched on the shaft in Primordial (Auran).





Radiates: Divination magic.

Power: When loosed from a bow, this arrow passes clean through your target on a successful hit to attack an extra target (which may be a creature or object). To qualify, the extra target must be standing up to 30 feet directly behind the original. Make an attack roll with advantage against the secondary target.

Special: If you miss your original target, instead of attacking a bonus target, the arrow circles back around to strike your original target from behind. Reroll your attack, this time with advantage. The arrow does not pass through your target upon circling back.

Charges: This arrow has a number of charges equal to your Wisdom modifier + your proficiency bonus.

ARROW OF RIPPING

Weapon ([arrow](#)), rare (requires attunement by a barbarian or ranger)

This +1 arrow has the word "ripper" carved on its shaft in Primordial (Terran). The head is an unusual furrowed shape that rotates when examined.

Radiates: Transmutation magic.

Power: When loosed from a bow, this arrow sprouts iron barbs along its shaft. It flies in a bizarre tumbling motion accompanied by a powerful whine.

If it hits a creature, the arrow continues to drill its way in, enlarging the wound and causing extra damage. The creature takes an extra 1d8 piercing damage at the end of every round until the arrow is removed, 2 rounds pass (enough time for the arrow to complete its exit from the body), or the creature dies. The creature may remove the arrow as an action (taking an extra 1d4 piercing damage in the process).

Charges: This arrow has a number of charges equal to your Wisdom modifier + your proficiency bonus.

ARROW OF SILENCE

Weapon ([arrow](#)), rare (requires attunement by a barbarian or ranger)

This +1 arrow has the word "silencer" carved on its shaft in Primordial (Auran). It makes no sounds.

Radiates: Illusion magic.

Power: When loosed from a bow, this arrow casts *silence* centered on itself.

Charges: This arrow has a number of charges equal to your Wisdom modifier + your proficiency bonus.

ARROW OF STOPPING

Weapon ([arrow](#)), rare (requires attunement by a barbarian or ranger)

This +1 arrow has the word "stopper" carved on its shaft in Primordial (Ignan). The arrow head is unusually round and hollow, and rattles when shaken.

Radiates: Evocation magic.

Power: When loosed from a bow, this arrow turns into deep purple flames that shoots forward, splits into two shafts that separate from each other, then turns to surround the target in an oval:

- All creatures within 10 feet of the target take 1d8 fire damage and must make a Dexterity saving throw. Any creatures that fail the saving throw are immediately pushed out to the furthest distance they can move, then knocked prone and stunned (a creature with a speed of 0 feet is slammed prone in place and stunned).
- If a creature is wearing heavy armor, or otherwise restricted in its range of motion, it suffers disadvantage on its saving throw.
- On a successful save, the creature is not knocked prone or stunned but can only move half its normal speed for the remainder of that round.

Charges: This arrow has a number of charges equal to your Wisdom modifier + your proficiency bonus.

ARROW OF THE MOON

Weapon ([arrow](#)), rare (requires attunement by a barbarian or ranger)

This +1 arrow has the word "moon" carved on its shaft in Primordial (Aquan). This arrow is cool to the touch and the head shines with a silvery, moonlike radiance.

Radiates: Evocation magic.

Power: When loosed from a bow, this arrow casts *moonbeam* centered on the target creature or object. The spell goes off wherever it lands, hit or miss.

Charges: This arrow has a number of charges equal to your Wisdom modifier + your proficiency bonus.



ARROW OF THE STORM

ARROW OF THE STORM

Weapon (*arrow*), rare (requires attunement by a barbarian or ranger)

This +1 arrow has the word "storm" carved on its shaft in Primordial (Auran).

Radiates: Evocation magic.

Power: When loosed from a bow, this arrow casts *shocking grasp* on itself and crackles with electrical energy. The spell is discharged upon hitting a target or, if it misses, being picked up by anyone but you.

Charges: This arrow has a number of charges equal to your Wisdom modifier + your proficiency bonus.

BARK SHIELD

Armor (*shield*), rare (requires attunement by a druid or ranger)

This wooden +1 shield is covered in bark and moss.

Radiates: Abjuration and transmutation magic.

Power: Whenever you suffer a critical hit, the bark magically expands to block it so you take no damage. The excess bark then explodes in a 15 foot cone in the direction of the attacker whose critical hit was blocked.

All creatures (not just hostile ones) within the cone take 3d6 piercing damage (Dexterity save for half). Creatures wearing metal armor save with advantage. You may use this power a number of times per day equal to your proficiency bonus.

BARKSKIN RING

Ring, uncommon (requires attunement by a druid or ranger)
This ring is made from petrified wood.

Radiates: Transmutation magic.

Power: Your skin is covered in bark and your hair becomes leaves. You gain a natural armor bonus of +1 to your armor class and a +2 bonus to Dexterity (Hide) checks in forest terrain. This effect starts and stops at will whenever you wear or remove this ring.

Power: You gain a +2 bonus to Charisma checks against fey and +4 against intelligent plants. Unintelligent plants and plant or ooze-based dungeon hazards (such as molds and slimes) don't recognize you as food and will not attack you unless you attack them first.

Power: You may cast *barkskin* a number of times per day equal to your proficiency bonus; if you cast it on yourself, you add your natural armor bonus to it, giving you a minimum armor class of 17.

BATTLERAGER ARMOR

Armor (*studded leather*), very rare (requires attunement by a barbarian)

This +2 studded leather armor bears many scars from battles past. It has passed from hero to hero, tribe to tribe, clan to clan, and now it has passed to you.

Radiates: Transmutation magic.

Power: When you perform your reckless attack, any hit you roll is a critical hit, and any critical hit does triple damage. You can use this power once per encounter.

Power: You may cast *enhance ability* (either *bear's endurance* or *bull's strength*) on yourself a number of times per day equal to your rage bonus. This does not require concentration.

BEAST CLOAK

Wondrous item, uncommon (requires attunement by a barbarian, druid, or ranger)

This finely made fur cloak is made from the pelts of many different animals.

Radiates: Transmutation magic.

Power: You gain advantage on Wisdom (Survival) checks made to track beasts and on Wisdom (Animal Handling) checks to interact with them.

BEAST CLUB

Weapon (*greatclub*), rare (requires attunement by a barbarian, druid, or ranger)

This is a massive +1 greatclub with blackened bark and angry, frozen veins of rosewood, iron, and silver.

Radiates: Evocation magic.

Power: When you hit a beast, lycanthrope, or monstrosity with this weapon, you deal an extra 1d8 thunder damage and the creature must make a Wisdom save or become frightened of you for 1 minute. If failed, the creature repeats this save at the end of each of its turns until it succeeds. On a successful save, the creature is no longer frightened, but still suffers a -2 penalty to attack you until you attack another target.

Power: When you reduce a beast, lycanthrope, or monstrosity to half its hit points or less, the creature must succeed at a Wisdom save or flee by the quickest route possible.



If no such route exists, the creature takes whatever route is available. If there is still no escape route, it goes into a frenzy and attacks you with advantage until an obvious opportunity for it to escape appears.

Power: A lycanthrope in beast form who wields or otherwise touches, handles, or is hit by this weapon must make a Constitution saving throw or be stunned for 1 round while it reverts back to its normal form, taking an extra 2d6 psychic damage in the process.

BEAST MASK

Wondrous item, uncommon (requires attunement by a barbarian, druid, or ranger)

This primitive leather headdress is a powerful totem shaped like a beast's face. It features parts of the beast in its design: antlers, bones, fangs, fins, fur, tails, etc.

Radiates: Divination and transmutation magic.

Power: Your voice alters to resemble the beast this mask represents. This grants you advantage on Charisma (Deception, Intimidation, Persuasion) checks against humanoid who love, fear, or respect beasts or creatures of the mask's type.

Power: You may *speak to animals* at will if they are of the same type as your mask, and *comprehend languages* at will against humanoid, magical, and monstrous versions of your mask type, including (but not limited to) lycanthropes; the only

requirement is the creature(s) must share a distinguishing characteristic with the mask's beast type. For example, a horse mask lets you speak to centaurs, nightmares, pegasi, unicorns, and other equine and deer or deer-like creatures like elk and peryton, while a fish mask lets you speak to kuo-toa, merfolk, merrow, quippers, sahaugin, sharks, and other piscine creatures. You gain advantage on Wisdom (Animal Handling) and Charisma (Deception, Intimidate, Persuasion) checks against them.

Power: You may cast *animal friendship* or *animal messenger* (on your beast type only) as per the [Magic Item Powers Per Day rules on page 7](#). These spells do not work on

humanoid, magical, or monstrous

Note: A subtype *beast mask* still gains the power to cast its powers' spells

against creatures of its general type (so a wasp mask could speak to beetles, centipedes, scorpions, etc.).

If discovered as random loot rather than worn by an NPC, roll 1d12 on the following table for mask type:

Die roll (d12)	Mask Type	Mask SubTypes
1	Ape	Gorilla, mandrill, etc.
2	Bear	Brown, polar, etc.
3	Bird	Eagle, owl, raven, etc.
4	Cat	Lion, panther, tiger, etc.
5	Canine/Dog/Wolf	Hyena, gnoll, wolf, etc.
6	Fish/Sea Creature	Crab, shark, squid, etc.
7	Goat	Ram, sheep, etc.
8	Horse/Deer	Pegasus, unicorn, etc.
9	Insect	Beetle, spider, wasp, etc.
10	Pig	Boar, orc, wereboar, etc.
11	Rat	Bat, etc.
12	Reptile/Amphibian	Frog, snake, turtle, etc.

The GM decides the subtype (or roll 1d2, 1d3, etc.).

BELT OF SCOUTING

Wondrous item, rare (requires attunement by a ranger)

This wide leather belt is lined with the fur of a great black bear and decorated with its fangs and claws.

Radiates: Divination magic.

Power: You gain advantage on Dexterity (Hide, Stealth), Intelligence (Investigation), and Wisdom (Perception) checks in your favored terrain.

BELT OF THE MISTWALKER

Wondrous item, very rare (requires attunement by a barbarian, druid, or ranger)

This large leather belt is edged with an embossed pattern of wave-like sigils and runes.

Radiates: Conjunction and transmutation magic.

Power: Your vision is never obscured by natural or magical clouds, fog, mist, rain, sleet, snow, or wind, and you gain advantage on all checks and saves involving them, including spells or spell-like abilities (such as *cloudkill*, *gust of wind*, *sleet storm*, *wind wall*, etc.).

Power: You know the exact square a creature using *misty step* will reappear. You gain advantage on your next melee, ranged, or spell attack against them if made in the same round they reappear.

Power: You may cast *create or destroy water*, *fog cloud*, *gaseous form*, *misty step*, *water breathing* or *water walk* as per the [Magic Item Powers Per Day rules on page 7](#).





Sample file

A RANGER STANDS SENTRY
WEARING THE BELT OF THE
STORMWATCH

BELT OF THE RAGING BOAR

Wondrous item, unique (requires attunement by a barbarian)

This fur-lined belt is set with a sharpened boar tusk.

Radiates: Transmutation magic.

Power: You speak Giant and Orc and may *speak with animals* (porcine beasts only) at will.

Power: You gain advantage on Wisdom (Animal Handling) checks against porcine beasts (pigs, boars, and giant boars); they initially react to you as friendly.

Power: You gain advantage on Charisma (Deception, Intimidation, Persuasion) checks against orcs (including half-orcs), ogres (including half-ogres), and wereboars (in any of their forms).

Power: You gain the *charge* and *relentless* traits of a boar (MM). On a charge, you deal an extra 3 points of damage of a type determined by your weapon. The DC of the Strength saving throw for a creature to avoid being knocked prone is equal to 8 + your proficiency bonus + Strength modifier (minimum of 1).

Power: You may remove the boar tusk from the belt as a free action and use it as a +1 dagger. The dagger remains a magic weapon for 1 minute but is only magical for you. It must be reunited with the belt to recharge itself, which is achieved after a long rest.

BELT OF THE STORMWATCH

Wondrous item, rare (requires attunement by a barbarian, druid, or ranger)

This scaled belt is made of supple gray leather and decorated with dozens of shells and shark's teeth.

Radiates: Abjuration and transmutation magic.

Power: You and anything you wear or carry remains dry and comfortably warm regardless of weather.

Power: You gain resistance to lightning damage.

Power: Once per long rest, you may deal an extra die of lightning damage with any and all melee or ranged weapons you wield during a single encounter.

BELT OF THE UNDYING EARTH

Wondrous item, unique (requires attunement by a druid)

This wide leather belt is dyed dark grey and decorated with a variety of polished, fist-sized stones.

Radiates: Abjuration and transmutation magic.

Power: You speak Primordial (with a Terran accent).

Power: You gain *tremorsense* (60 feet).

Power: Excluding incorporeal creatures, you cannot

be surprised by any creature that moves on, under, or through the earth (burrowing, running, sneaking, etc.).

Power: You gain advantage on all ability checks and saving throws against elementals of the earth subtype.

Power: You may cast *meld into stone*, *spike growth*, or *stone shape* as per the [Magic Item Powers Per Day rules on page 7](#).

BLOODHUNTER'S ARMOR

Armor (leather), rare (requires attunement by a ranger)

This dark red +1 leather armor has a blood drop pattern.

Radiates: Divination and transmutation magic.

Power: You gain advantage on Dexterity (Hide, Stealth) checks against your favored enemies.

Power: You may cast *hunter's mark* a number of times per day equal to your proficiency bonus.

BLADE OF THE LONELY LAND

Weapon (shortsword), unique (requires attunement by ranger)

This +1 shortsword has a dark-hued, wavy steel blade.

Radiates: Abjuration, conjuration, illusion, and transmutation magic.

Power: You gain advantage on Intelligence (Nature) and Wisdom (Survival) checks.

Power: You may cast *alarm*, *blur*, *magic mouth*, *mirror image*, *misty step*, or *nondetection* as per the [Magic Item Powers Per Day rules on page 7](#).

Power: Once per long rest in your favored terrain, you may choose a natural feature within 1 mile of you to become difficult terrain of your choice (such as a bog, cave-in, deadfall, landslide, or sinkhole). It must be terrain you have seen (within 30 feet). It cannot be any part of a building or contain occupied squares. You choose the size, shape, and other features, but the new terrain must be something that could naturally occur in the area, and cannot exceed a number of feet equal to 100 times your Wisdom modifier. The difficult terrain lasts 1 hour, then returns to its previous state.

BONE OF THE BETRAYER

Wondrous item, unique (requires attunement by a barbarian)

This is a small, bone-bladed +1 dagger. It gives an unsettling feeling to anyone not of evil alignment who holds it. There is an old barbarian legend about a powerful warrior who betrayed his people and was cursed with this weapon to wander forever alone.

Radiates: Enchantment and necromancy magic.



Power: Your attacks with this weapon deal an extra 1d6 psychic damage.

Power: You may cast *hold person* on any creature you hit with this weapon in melee or ranged combat. You may use this power a number of times per day equal to your proficiency bonus.

Power: You always know this weapon's exact location and may cast *clairvoyance* on it a number of times per day equal to your proficiency bonus.

Curse. If you die while attuned to this weapon, your spirit hops into the body of a random humanoid that has just died and whose body is intact within a 100 mile radius. You return to life at 1 hit point. You retain your memories, including Intelligence, Wisdom, and Charisma, as well as your class, level, hit points, and alignment. Your Strength, Dexterity, and Constitution are those of your new body which may be a different race, tribe, clan, gender, age, or size than you are used to. You have no access to the memories of the new body your spirit now inhabits.

If you don't like your new body, you can make a DC 17 Wisdom saving throw. If you fail, you remain trapped in your new body. If you succeed, you can switch to a different body that you hope will be more compatible. However, you have no way of knowing if it will be, and you will be stuck in it with no way back if you do decide to body hop. The only thing you will know in advance is that it is one or more steps closer to your old body in some way, whether age, race, tribe/clan, gender, size, or one or more ability scores.

Note: Regardless of which body you end up in, you remain attuned to the weapon. No one else may attune to it unless *remove curse* is cast on it. Doing so breaks your attunement and turns you into a ghost (MM) unless you are already safely living in a new body.

BOOTS OF THE BARBARIAN

Wondrous item, rare (requires attunement by a barbarian)
These black leather boots have intricate carvings of predatory animals on them.

Radiates: Transmutation magic.

Power: Your walking speed increases by 10 feet.

Power: You gain one extra rage per day.

Power: When you rage, you add your rage bonus damage to all attack rolls, ability checks, and saves, but you take 1 level of exhaustion when your rage ends.

BOOTS OF THE DRUID

Wondrous item, rare (requires attunement by a druid)

These handsome leather boots are decorated with Druidic symbols and an acorn and holly leaf pattern.

Radiates: Abjuration magic.

Power: While in any wilderness terrain, you gain advantage on all Wisdom checks and saving throws.

Power: Your walking speed increases by 10 feet.

Power: You may either *pass without trace* as a free action at will or make your tracks appear to be those of any humanoid or beast you have seen, including giant beasts and lycanthropes.

Power: Beasts will not attack you unless you attack them first, even if they are magically compelled to.

Power: You know *druidcraft* and *shillelagh* and may cast *shillelagh* as a reaction to being attacked.

BOOTS OF THE RANGER

Wondrous item, rare (requires attunement by a ranger)

These are unassuming well-used brown leather boots.

Radiates: Transmutation magic.

Power: Your walking speed increases by 10 feet.

Power: You gain advantage on initiative rolls.

Power: You may take the Dash and Disengage actions as a bonus action.

BOOTS OF THE RESOLUTE TRACKER

Wondrous item, uncommon (requires attunement by a barbarian, druid, or ranger)

These sturdy boots are made of leather and decorated with flora and fauna of a specific terrain type.

Radiates: Transmutation magic.

Power: While in these boots' favored terrain, you add your proficiency bonus to your initiative rolls. If found as random loot and not worn by an NPC (in which case, the terrain type will already be known to the GM), roll 1d8 and consult the following table to determine which terrain the boots favor:

Die roll (d8)	Terrain Type
1	Arctic
2	Coast
3	Desert
4	Forest
5	Grassland
6	Mountain
7	Swamp/Jungle
8	Underground



BOOTS OF THE RANGER

