

# Staff of Power

March 9, 2023



Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

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# Staff of Striking

March 9, 2023



Staff, very rare (requires attunement)

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# Staff of Swarming Insects

March 9, 2023



Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

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# Spell Scroll

March 9, 2023



Scroll, varies

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# Sphere of Annihilation

March 9, 2023



Wondrous item, legendary

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# Staff of Charming

March 9, 2023



Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

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# Giant Slayer

March 9, 2023



Weapon (any axe or sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "[giant](#)" refers to any creature with the giant type, including [ettins](#) and [trolls](#).

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# Iron Flask

March 9, 2023



Wondrous item, legendary

This iron bottle has a brass stopper. You can use an action to speak the flask's command word, targeting a creature that you can see within 60 feet of you. If the target is native to a [plane of existence](#) other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the flask. If the target has been trapped by the flask before, it has advantage on the saving throw. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't need to breathe, eat, or drink and doesn't age.

You can use an action to remove the flask's stopper and release the creature the flask contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

An [identify](#) spell reveals that a creature is inside the flask, but the only way to determine the type of creature is to open the flask. A newly discovered bottle might already contain a creature chosen by the GM or determined randomly.

d100	Contents
1–50	Empty
51–54	<a href="#">Demon</a> (type 1)
55–58	<a href="#">Demon</a> (type 2)
59–62	<a href="#">Demon</a> (type 3)
63–64	<a href="#">Demon</a> (type 4)
65	<a href="#">Demon</a> (type 5)
66	<a href="#">Demon</a> (type 6)
67	<a href="#">Deva</a>

68–69	<a href="#">Devil</a> (greater)
70–73	<a href="#">Devil</a> (lesser)
74–75	<a href="#">Djinni</a>
76–77	<a href="#">Efreeti</a>
78–83	<a href="#">Elemental</a> (any)
84–86	<a href="#">Invisible stalker</a>
87–90	<a href="#">Night hag</a>
91	<a href="#">Planetar</a>
92–95	<a href="#">Salamander</a>
96	<a href="#">Solar</a>
97–99	<a href="#">Succubus/incubus</a>
100	<a href="#">Xorn</a>

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## Efreeti Bottle

March 9, 2023



Wondrous item, very rare

This painted brass bottle weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke flows out of the bottle. At the end of your turn, the smoke disappears with a flash of harmless fire, and an [efreeti](#) appears in an unoccupied

space within 30 feet of you.

The first time the bottle is opened, the GM rolls to determine what happens.

d100	Effect
01–10	The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic.
11–90	The efreeti serves you for 1 hour, doing as you command. Then the efreeti returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic.
91–100	The efreeti can cast the <a href="#">wish</a> spell three times for you. It disappears when it grants the final wish or after 1 hour, and the bottle loses its magic.

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## Deck of Illusions

March 9, 2023



Wondrous item, uncommon

This box contains a set of parchment cards. A full deck has 34

cards. A deck found as treasure is usually missing 1d20 - 1 cards.

The magic of the deck functions only if cards are drawn at random (you can use an altered deck of playing cards to simulate the deck). You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you.

An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. The creature then appears translucent.

The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.

Playing Card	Illusion
Ace of hearts	<a href="#">Red dragon</a>
King of hearts	<a href="#">Knight</a> and four <a href="#">guards</a>
Queen of hearts	<a href="#">Succubus or incubus</a>
Jack of hearts	<a href="#">Druid</a>
Ten of hearts	<a href="#">Cloud giant</a>
Nine of hearts	<a href="#">Ettin</a>
Eight of hearts	<a href="#">Bugbear</a>



Two of hearts	<a href="#">Goblin</a>
Ace of diamonds	Beholder
King of diamonds	<a href="#">Archmage</a> and mage apprentice
Queen of diamonds	<a href="#">Night hag</a>
Jack of diamonds	<a href="#">Assassin</a>
Ten of diamonds	<a href="#">Fire giant</a>
Nine of diamonds	<a href="#">Ogre mage</a>
Eight of diamonds	<a href="#">Gnoll</a>
Two of diamonds	<a href="#">Kobold</a>
Ace of spades	<a href="#">Lich</a>
King of spades	<a href="#">Priest</a> and two <a href="#">acolytes</a>
Queen of spades	<a href="#">Medusa</a>
Jack of spades	<a href="#">Veteran</a>
Ten of spades	<a href="#">Frost giant</a>
Nine of spades	<a href="#">Troll</a>
Eight of spades	<a href="#">Hobgoblin</a>
Two of spades	<a href="#">Goblin</a>
Ace of clubs	<a href="#">Iron golem</a>
King of clubs	<a href="#">Bandit captain</a> and three <a href="#">bandits</a>
Queen of clubs	<a href="#">Erinyes</a>
Jack of clubs	<a href="#">Berserker</a>
Ten of clubs	<a href="#">Hill giant</a>
Nine of clubs	<a href="#">Ogre</a>
Eight of clubs	<a href="#">Orc</a>
Two of clubs	<a href="#">Kobold</a>
Jokers (2)	You (the deck's owner)