A LITTLE LESS PREP. A LITTLE MORE WONDER.

Wondrous items



Boots, cloaks, amulets, bags and stranger discoveries. Every published 2024 wondrous-item profile in our snapshot has a place in this table.

How to use. Roll d1000 and find the matching range. Read 000 as 1000. Roll three decimal dice as hundreds, tens and units. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d1000	Wondrous items	Price / rarity	Quick reminder
001-007	**Amulet of Health** *	Rare	Constitution becomes 19, unless it is already higher.
008-014	**Amulet of Proof against Detection and Location** *	Uncommon	While wearing this amulet, you can't be targeted by Divination spells or perceived through magical scrying sensors unless you allow it.
015-021	**Amulet of the Planes** *	Very rare	Spells include Plane Shift.
022-028	**Apparatus of the Crab**	Legendary	Two Medium or smaller occupants, one pilot. AC 20, HP 200; walk/swim 30 ft. with legs extended, otherwise 0.
029-035	**Bag of Beans**	Rare	3d4 beans, not replenished. Plant and water for the random/GM-selected effect; dumping one or more beans causes the explosion.
036-042	**Bag of Devouring**	Very rare	Animal/vegetable matter wholly inside is lost forever. Partial living entry has 50% pull-in risk; start turn inside destroys body.
043-049	**Bag of Holding**	Uncommon	Extradimensional storage: up to 500 lb. and 64 cubic feet.
050-056	**Bag of Tricks**	Uncommon	Choose gray, rust or tan for an instance; only its corresponding 1d8 creature table applies.
057-063	**Bead of Force**	Rare	Dexterity DC 15: failure takes 5d4 Force. Fully enclosed failed-save creatures are trapped for 1 minute. No damage stated on success.
064-070	**Belt of Dwarvenkind** *	Rare	Constitution +2, maximum 20, and Dwarvish while wearing.
071-077	**Belt of Giant Strength (Cloud)** *	Legendary	While wearing this belt, your Strength changes to a score granted by the belt.
078-084	**Belt of Giant Strength (Fire)** *	Very rare	While wearing this belt, your Strength changes to a score granted by the belt.
085-091	**Belt of Giant Strength (Frost or Stone)** *	Very rare	While wearing this belt, your Strength changes to a score granted by the belt.
092-098	**Belt of Giant Strength (Hill)** *	Rare	While wearing this belt, your Strength changes to a score granted by the belt.
099-105	**Belt of Giant Strength (Storm)** *	Legendary	While wearing this belt, your Strength changes to a score granted by the belt.
106-112	**Boots of Elvenkind**	Uncommon	Silent footsteps and Advantage on Dexterity (Stealth) checks.
113-119	**Boots of Levitation** *	Rare	Spells include Levitate.
120-126	**Boots of Speed** *	Rare	Double your Speed for up to 10 minutes per Long Rest.

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127-133	**Boots of Striding and Springing** *	Uncommon	While you wear these boots, your Speed becomes 30 feet unless your Speed is higher, and your Speed isn't reduced by you carrying weight in...
134-140	**Boots of the Winterlands** *	Uncommon	These furred boots are snug and feel warm.
141-147	**Bowl of Commanding Water Elementals**	Rare	Obeys commands and acts immediately after you on your Initiative; ends after 1 hour, death, or Bonus Action dismissal. Once until next dawn.
148-154	**Bracers of Archery** *	Uncommon	While wearing these bracers, you have proficiency with the Longbow and Shortbow, and you gain a +2 bonus to damage rolls made with such weapons.
155-161	**Bracers of Defense** *	Rare	Gain +2 AC while wearing no armor and using no shield.
162-168	**Brazier of Commanding Fire Elementals**	Rare	Obeys commands and acts immediately after you on your Initiative; ends after 1 hour, death, or Bonus Action dismissal. Once until next dawn.
169-175	**Brooch of Shielding** *	Uncommon	While wearing this brooch, you have Resistance to Force damage, and you have Immunity to damage from the Magic Missile spell.
176-182	**Broom of Flying** *	Uncommon	Ride a flying broom; speed depends on the load carried.
183-189	**Candle of Invocation** *	Very rare	Spells include Gate.
190-196	**Cape of the Mountebank**	Rare	Cast Dimension Door as a Magic action, once per dawn.
197-203	**Carpet of Flying**	Very rare	Fly on a carpet; speed and capacity depend on its size.
204-210	**Censer of Controlling Air Elementals**	Rare	Obeys commands and acts immediately after you on your Initiative; ends after 1 hour, death, or Bonus Action dismissal. Once until next dawn.
211-217	**Chime of Opening**	Rare	Spells include Knock.
218-224	**Circlet of Blasting**	Uncommon	Cast Scorching Ray (+5 to hit), once per dawn.
225-231	**Cloak of Arachnida** *	Very rare	Spells include Web.
232-238	**Cloak of Displacement** *	Rare	Attacks against you have Disadvantage; damage pauses this effect.
239-245	**Cloak of Elvenkind** *	Uncommon	Advantage on Stealth; checks to perceive you have Disadvantage.
246-252	**Cloak of Protection** *	Uncommon	Gain +1 to AC and saving throws while wearing it.

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253-259	**Cloak of the Bat** *	Rare	Spells include Polymorph.
260-266	**Cloak of the Manta Ray** *	Uncommon	While wearing this cloak, you can breathe underwater, and you have a Swim Speed of 60 feet.
267-273	**Crystal Ball** *	Very rare	Spells include Scrying.
274-280	**Crystal Ball of Mind Reading** *	Legendary	Spells include Scrying, Detect Thoughts.
281-287	**Crystal Ball of Telepathy** *	Legendary	Spells include Scrying, Suggestion.
288-294	**Crystal Ball of True Seeing** *	Legendary	Spells include Scrying.
295-301	**Cube of Force** *	Rare	Spells include Mage Armor, Shield, Tiny Hut.
302-308	**Cubic Gate**	Legendary	Spells include Gate, Plane Shift.
309-315	**Decanter of Endless Water**	Uncommon	Splash 1 gallon; Fountain 5; Geyser 30 in a 30×1-foot Line. Choose fresh/salt water.
316-322	**Deck of Illusions**	Uncommon	Harmless illusions, not summoned creatures. Physical contact reveals illusion; Study Investigation DC 15 also identifies it.
323-329	**Dimensional Shackles**	Rare	Prevent a bound creature from teleporting or traveling planes.
330-336	**Dragon Orb** *	Artifact	Spells include Cure Wounds, Daylight, Death Ward.
337-343	**Dust of Disappearance**	Uncommon	This powder resembles fine sand.
344-350	**Dust of Dryness**	Uncommon	1d6 + 4 pinches; one turns up to a 15-foot Cube of water into a pellet. Smashing releases water and destroys pellet.
351-357	**Dust of Sneezing and Choking**	Uncommon	Resembles Dust of Disappearance and Identify reveals it as that misleading item. One use.
358-364	**Efficient Quiver**	Uncommon	Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing...
365-371	**Efreeti Bottle**	Very rare	1d10: 1 attacks; 2–9 obedient for 1 hour, three uses total and 24-hour lock between; 10 grants one Wish within the hour.
372-378	**Elemental Gem**	Uncommon	This gem contains a mote of elemental energy.

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379-385	**Eversmoking Bottle**	Uncommon	60-foot Emanation; Heavily Obscured. Grows by 10 ft. each minute open, to 120 ft.
386-392	**Eyes of Charming** *	Uncommon	Spells include Charm Person.
393-399	**Eyes of Minute Seeing**	Uncommon	These crystal lenses fit over the eyes.
400-406	**Eyes of the Eagle**	Uncommon	These crystal lenses fit over the eyes.
407-413	**Feather Token (Anchor)**	Uncommon	Vessel cannot be moved by any means for 24 hours; touching token again ends it. Token disappears when effect ends.
414-420	**Feather Token (Bird)**	Rare	Roc statistics, cannot attack; 500 lb. at 16 mph, maximum 144 miles/day, 1 hour rest per 3 flying. Can carry 1,000 lb. at half speed.
421-427	**Feather Token (Fan)**	Uncommon	Strong wind fills sails of one ship, increasing speed by 5 mph for 8 hours; Magic action to dismiss.
428-434	**Feather Token (Swan Boat)**	Rare	50 × 20 ft., self-propelled at 6 mph. While aboard, Magic action to move or turn up to 90°. Lasts 24 hours or until dismissed as Magic action.
435-441	**Feather Token (Tree)**	Uncommon	Creates a nonmagical oak, 60 ft. high, trunk diameter 5 ft., branches spreading 20 ft. at top. Requires outdoors.
442-448	**Feather Token (Whip)**	Rare	This object looks like a feather.
449-455	**Figurine of Wondrous Power (Bronze Griffon)**	Rare	Griffon: up to 6 hours; reuse after 5 days.
456-462	**Figurine of Wondrous Power (Ebony Fly)**	Rare	Giant Fly: up to 12 hours; reuse after 2 days.
463-469	**Figurine of Wondrous Power (Golden Lions)**	Rare	Lion: up to 1 hours; reuse after 7 days.
470-476	**Figurine of Wondrous Power (Ivory Goats)**	Rare	A Figurine of Wondrous Power is a statuette small enough to fit in a pocket.
477-483	**Figurine of Wondrous Power (Marble Elephant)**	Rare	Elephant: up to 24 hours; reuse after 7 days.
484-490	**Figurine of Wondrous Power (Obsidian Steed)**	Very rare	Nightmare: up to 24 hours; reuse after 5 days.
491-496	**Figurine of Wondrous Power (Onyx Dog)**	Rare	Mastiff: up to 6 hours; reuse after 7 days.
497-502	**Figurine of Wondrous Power (Serpentine Owl)**	Rare	Giant Owl: up to 8 hours; reuse after 2 days.

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503-508	**Figurine of Wondrous Power (Silver Raven)**	Uncommon	Spells include Animal Messenger.
509-514	**Folding Boat**	Rare	Unfold a small wooden box into a Rowboat or Keelboat.
515-520	**Gauntlets of Ogre Power** *	Uncommon	Strength becomes 19, unless it is already higher.
521-526	**Gem of Brightness**	Uncommon	50 charges, no recharge specified. At zero, becomes a nonmagical jewel worth 50 GP; that is not the magic item's sale price.
527-532	**Gem of Seeing** *	Rare	120 ft. for 10 minutes only when peering through gem; 1 charge per activation.
533-538	**Gloves of Missile Snaring** *	Uncommon	If you're hit by an attack roll made with a Ranged or Thrown weapon while wearing these gloves, you can take a Reaction to reduce the damage by...
539-544	**Gloves of Swimming and Climbing** *	Uncommon	While wearing these gloves, you have a Climb Speed and a Swim Speed equal to your Speed, and you gain a +5 bonus to Strength (Athletics) checks...
545-550	**Goggles of Night**	Uncommon	Gain 60-foot Darkvision, or extend existing Darkvision by 60 feet.
551-556	**Handy Haversack**	Rare	Carry supplies in three extradimensional pouches.
557-562	**Hat of Disguise** *	Uncommon	Cast Disguise Self while wearing the hat.
563-568	**Headband of Intellect** *	Uncommon	Intelligence becomes 19, unless it is already higher.
569-574	**Helm of Brilliance** *	Very rare	Spells include Daylight, Fireball, Prismatic Spray.
575-580	**Helm of Comprehending Languages**	Uncommon	Spells include Comprehend Languages.
581-586	**Helm of Telepathy** *	Uncommon	Spells include Detect Thoughts, Suggestion.
587-592	**Helm of Teleportation** *	Rare	Spend a charge to cast Teleport.
593-598	**Horn of Blasting**	Rare	Blast a 30-foot Cone with Thunder damage; risk of explosion.
599-604	**Horn of Valhalla (Brass)**	Rare	3 Berserker spirits, immune to Charmed/Frightened, for 1 hour or 0 HP. Reuse after 7 days.
605-610	**Horn of Valhalla (Bronze)**	Very rare	4 Berserker spirits, immune to Charmed/Frightened, for 1 hour or 0 HP. Reuse after 7 days.

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611-616	**Horn of Valhalla (Iron)**	Legendary	5 Berserker spirits, immune to Charmed/Frightened, for 1 hour or 0 HP. Reuse after 7 days.
617-622	**Horn of Valhalla (Silver)**	Rare	2 Berserker spirits, immune to Charmed/Frightened, for 1 hour or 0 HP. Reuse after 7 days.
623-628	**Horseshoes of a Zephyr**	Very rare	Up to 12 hours per day without Exhaustion from extended travel.
629-634	**Horseshoes of Speed**	Rare	All four on the same eligible creature: +30 ft. to Speed. Not +30 per horseshoe.
635-640	**Instant Fortress** *	Rare	Each roof, door and wall: AC 20, 100 HP, immune to Bludgeoning/Piercing/Slashing except siege weapons; Resistance to all other damage.
641-646	**Ioun Stone (Absorption)** *	Very rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
647-652	**Ioun Stone (Agility)** *	Very rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
653-658	**Ioun Stone (Awareness)** *	Rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
659-664	**Ioun Stone (Fortitude)** *	Very rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
665-670	**Ioun Stone (Greater Absorption)** *	Legendary	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
671-676	**Ioun Stone (Insight)** *	Very rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
677-682	**Ioun Stone (Intellect)** *	Very rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
683-688	**Ioun Stone (Leadership)** *	Very rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
689-694	**Ioun Stone (Mastery)** *	Legendary	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
695-700	**Ioun Stone (Protection)** *	Rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
701-706	**Ioun Stone (Regeneration)** *	Legendary	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
707-712	**Ioun Stone (Reserve)** *	Rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
713-718	**Ioun Stone (Strength)** *	Very rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.

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719-724	**Ioun Stone (Sustenance)** *	Rare	Benefits require orbiting; maximum three stones at once. Magic action to orbit, Utilize action to stow; worn object, avoids attack/snatching.
725-730	**Iron Bands**	Rare	Throw iron bands to restrain a Huge or smaller creature.
731-736	**Iron Flask**	Legendary	Empty flask; visible creature within 60 ft. native to a different plane: Wisdom DC 17. Previously contained creatures have Advantage.
737-742	**Lantern of Revealing**	Uncommon	Invisible creatures and objects are visible only in the lantern's Bright Light. Lowering the hood leaves only Dim Light in a 5-foot radius.
743-748	**Mantle of Spell Resistance** *	Rare	Gain Advantage on saving throws against spells.
749-754	**Manual of Bodily Health**	Very rare	This book contains health and nutrition tips, and its words are charged with magic.
755-760	**Manual of Gainful Exercise**	Very rare	This book describes fitness exercises, and its words are charged with magic.
761-766	**Manual of Golems**	Very rare	At least two level-5 spell slots; an ineligible reader takes 6d6 Psychic.
767-772	**Manual of Quickness of Action**	Very rare	This book contains coordination and balance exercises, and its words are charged with magic.
773-778	**Marvelous Pigments**	Very rare	This fine wooden box contains 1d4 pots of pigment and a brush (weighing 1 pound in total).
779-784	**Medallion of Thoughts** *	Uncommon	Spells include Detect Thoughts.
785-790	**Mirror of Life Trapping**	Very rare	Commands from within 5 ft. permit communication/release. Shattering frees everyone. Extradimensional storage creates the specified Astral hazard.
791-796	**Mysterious Deck**	Legendary	All cards return except Fool and Jester; reroll a removed Fool/Jester result. Donjon and Void prevent further draws.
797-802	**Necklace of Adaptation** *	Uncommon	While wearing this necklace, you can breathe normally in any environment, and you have Advantage on saving throws made to avoid or end the...
803-808	**Necklace of Fireballs**	Rare	This necklace has 1d6 + 3 beads hanging from it.
809-814	**Necklace of Prayer Beads** *	Rare	1d4 + 2 magic beads; GM/1d20 chooses each, duplicates allowed. The template does not guarantee every spell.
815-820	**Pearl of Power** *	Uncommon	Recover an expended spell slot of level 3 or lower, once per dawn.
821-826	**Periapt of Health** *	Uncommon	While wearing this pendant, you can take a Magic action to regain 2d4 + 2 Hit Points.

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827-832	**Periapt of Proof against Poison** *	Rare	This delicate silver chain has a brilliant-cut black gem pendant.
833-838	**Periapt of Wound Closure** *	Uncommon	While wearing this pendant, you gain the following benefits.
839-844	**Pipes of Haunting**	Uncommon	These pipes have 3 charges and regain 1d3 expended charges daily at dawn.
845-850	**Pipes of the Sewers** *	Uncommon	While these pipes are on your person, ordinary rats and giant rats are Indifferent toward you and won't attack you unless you threaten or harm them.
851-856	**Portable Hole**	Rare	Source says next to nothing; exact numeric weight remains unspecified.
857-862	**Robe of Eyes** *	Rare	Darkvision and Truesight, both 120 ft.
863-868	**Robe of Scintillating Colors** *	Very rare	Until end of next turn: Bright Light 30 ft., Dim 30 ft. more; attackers who can see you have Disadvantage.
869-874	**Robe of Stars** *	Very rare	Gain +1 to saves; expend embroidered stars for Magic Missile.
875-880	**Robe of the Archmagi** *	Legendary	Base AC 15 + Dexterity modifier only while not wearing armor; not +15 to existing AC.
881-886	**Robe of Useful Items**	Uncommon	This robe has cloth patches of various shapes and colors covering it.
887-892	**Rope of Climbing**	Uncommon	Command a 60-foot rope to climb and fasten itself.
893-898	**Rope of Entanglement**	Rare	DC 15 Dexterity save or Restrained. Target can use an action for DC 15 Strength (Athletics) or Dexterity (Acrobatics) to escape.
899-904	**Scarab of Protection** *	Legendary	This beetle-shaped medallion provides three benefits while it is on your person.
905-910	**Slippers of Spider Climbing** *	Uncommon	Walk on walls and ceilings, except slippery surfaces.
911-916	**Sovereign Glue**	Legendary	This viscous, milky-white substance can form a permanent adhesive bond between any two objects.
917-922	**Sphere of Annihilation**	Legendary	This 2-foot-diameter black sphere is a hole in the multiverse, hovering in space and stabilized by a magical field surrounding it.
923-928	**Stone of Controlling Earth Elementals**	Rare	Obeys commands and acts immediately after you on your Initiative; ends after 1 hour, death, or Bonus Action dismissal. Once until next dawn.
929-934	**Stone of Good Luck (Luckstone)** *	Uncommon	While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

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935-940	**Talisman of Pure Good** *	Legendary	8d6 radiant on touch and at each end of turn while held/carried; targets depend on creature type, not alignment.
941-946	**Talisman of the Sphere** *	Legendary	While holding or wearing this talisman, you have Advantage on any Intelligence (Arcana) check you make to control a Sphere of Annihilation.
947-952	**Talisman of Ultimate Evil** *	Legendary	8d6 necrotic on touch and at each end of turn while held/carried; targets depend on creature type, not alignment.
953-958	**Tome of Clear Thought**	Very rare	This book contains memory and logic exercises, and its words are charged with magic.
959-964	**Tome of Leadership and Influence**	Very rare	This book contains guidelines for influencing and charming others, and its words are charged with magic.
965-970	**Tome of Understanding**	Very rare	This book contains intuition and insight exercises, and its words are charged with magic.
971-976	**Universal Solvent**	Legendary	Initial 1d6 + 1 ounces; each dissolves up to 1 square foot of adhesive instantly, including Sovereign Glue.
977-982	**Well of Many Worlds**	Legendary	This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief.
983-988	**Wind Fan**	Uncommon	Spells include Gust of Wind.
989-994	**Winged Boots** *	Uncommon	Spend a charge for a 30-foot Fly Speed for 1 hour.
995-000	**Wings of Flying** *	Rare	If aloft when the wings disappear, you fall. After they disappear, wait 1d12 hours before reuse.

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