

# MAGIC ITEMS FOR EACH SUBCLASS

I must've googled "good magic items for an 'X'" at least a hundred times during my DMing career. Each time, I find forum posts of people asking the same question, and I never really felt like I got what I was looking for in the answers. To my mind, a good magic item should do at least some of the following, and preferably all of them:

- Make your character feel or perform more like examples of their archetype from popular fiction
- Expand your range of options in and out of combat
- Provide meaningful choices about whether and when to use it
- Tell you something about the person or conditions that produced or wielded it. Every magic item has a history.
- Feel specific and unique. Magic item crafting takes dozens or hundreds of hours. Nobody is putting that much labor into a generic product.
- Feel like something appropriate to a legend, regardless of rarity

To that end, I've compiled here a list of magic items, each one tailored to make a PC of a particular subclass feel like their best self.

## ARTIFICER:

### MUTAGENIST'S FALSE TOOTH

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*Wondrous Item, uncommon (requires attunement by a creature that has imbibed a potion without knowing its effects)*

This gleaming tooth is made of enchanted mithril. When you drink a potion as an action, you may immediately use a bonus action to exhude that potion from your skin, applying its effects to another creature within 5 feet of you, in addition to yourself. You may use this ability once, regaining the ability to do so on a short or long rest.

### MASS CHARM

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*Wondrous Item (charm) uncommon*

You may attach this lead charm to a nonmagical shield or piece of heavy armor to confer its effects. When you take the dash action, you may move in a straight line through the space of any creature with AC less than yours without spending additional movement. Large or smaller creatures whose space you move through must make a DC14 Dexterity save, taking damage equal to your proficiency bonus and being knocked prone on a failure.

### REFURBISHED PARTS

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*Wondrous Item, uncommon (requires attunement by a creature that has disassembled and studied a hostile artificer's creation)*

Whenever you use a class feature or expend a spell slot to create a magical object as an action, you may create an additional one of a different type. If you are ordinarily restricted to one such item, you are restricted to two instead. If the objects require a bonus action to activate one, you may activate the other one as an action.

### ARCANE RESONATOR

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*Wondrous Item, uncommon (requires attunement)*

You may attach this item to any willing construct and can imbue it with a spell of third level or lower with a casting time of one action if you're attuned to it and it's empty. To do so, you cast the spell while holding it. The spell is stored in the object instead of having any effect. As an action, the construct may release the spell, triggering its effect immediately.

While the gem is empty, any creature within 30 feet of it can cast spells as though they were in the construct's space, though they must use their own senses.

## BARBARIAN:

### RECLINING MOON

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*Weapon (halberd), rare (requires attunement by a creature that has conversed with an incorporeal undead)*

When you score a critical hit with this weapon, a spectral ally that lasts for 1 minute appears within ten feet of you. As a bonus action, you may move the ally up to 30 feet and make an attack with this spear from the ally's location. The ally may not flank or make attacks of opportunity, and dissipates when targeted with an attack. A creature that dies while attuned to this weapon can be restored to life only by means of a true resurrection or a wish spell.

### BOOTS OF TRAMPLING

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*Wondrous Item (boots) uncommon (requires attunement by a creature that has been damaged while at 0 HP)*

When you take the dash action, you may make an attack as a bonus action. A prone creature that is no more than one size category larger than you has vulnerability to all damage this attack deals. You may use this ability once, regaining the ability to do so upon completing a short or long rest.

## HORNS OF CERNUNNOS

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*Wondrous Item (headdress) Uncommon (requires attunement by a creature that has successfully shoved a Large or larger creature)*

Unarmed Attacks and attacks with Natural Weapons that you make deal thunder damage instead of any other type. Once per turn, when you strike a large or smaller creature with an unarmed attack or a natural weapon, you may force it to make a DC 14 Strength Save or be pushed 10 feet in a direction of your choice. If a creature is pushed into the air or a solid object, they take an additional 1d6 points of bludgeoning damage.

## REVOLT

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*Weapon (greataxe) rare (requires attunement by a barbarian that has slain a powerful spellcaster.)*

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

When you fail a wisdom save, you regain a use of their Rage feature. Once you use this ability, you must finish a short or Long Rest before you can use it again.

## FORKED BLAZON

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*Weapon (trident) very rare (requires attunement by a creature that has survived a storm at sea)*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

Whenever you take lightning damage, you may force any number of creatures within ten feet of you to take the same amount of damage. Whenever you score a critical hit, you may call down a bolt of lightning, forcing a creature within 10 feet of you to make a DC14 Dexterity save or take 2d6 lightning damage.

## TATTOO OF THE WILDLANDS

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*Wondrous Item (tattoo) uncommon (requires attunement by a creature that has vowed to never slay a beast)*

Beasts of CR equal to your level or below are friendly to you and understand you when you speak.

## HEARTVINE CUIRASS

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*Armor (breastplate) uncommon (requires attunement in a zone of wild magic)*

When a creature within 10 feet of you casts a spell of first level or higher, you may use your reaction to force them to roll on the wild magic table. Once you use this ability, you must finish a Short or Long Rest before you can use it again.

## REVENANT MALA

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*Wondrous Item (prayer beads) rare (requires attunement by a creature who has died and been resurrected)*

A creature attuned to these blood-red prayer beads may not spend hit dice to recover HP. Instead, an attuned creature may spend one minute in meditation to heal themselves up to half their hit point maximum.

## BARD

### LOVING CUP

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*Wondrous Item (arcane focus) rare (requires attunement by a creature with no living siblings)*

This item has one charge, which it regains when you share a drink with a new friend for the first time. You may spend a charge to use wine poured from this cup in place of the material components for the Awaken spell. Creatures summoned or animated using this as a focus bear some faint resemblance in appearance or behavior to the friend that charged it.

### SOPHISTIC TENDANCY

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*Weapon (rapier) rare (requires attunement by a bard who has been acquitted of a crime they did, in fact, commit)*

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

You always have the Sanctuary spell prepared, which counts as a bard spell for you and does not count against your spells known. When you score a hit with this weapon, you may spend a point of bardic inspiration to cast the Sanctuary spell without expending a spell slot.

### HARMLESS GIFT

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*Wondrous Item, rare (requires attunement in a fairy ring)*

This neatly giftwrapped package contains an endless chain of smaller identical packages. A creature that willingly accepts this gift without offering something in return has disadvantage on the first save it makes against a spell you cast in the next hour. A creature that thanks you for the gift has disadvantage on all saves it makes against spells you cast in the next hour.

### LOREMASTER'S RUNESTONE

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*Wondrous Item, very rare*

*This carved runestone is covered in tiny script in an ancient language.*

If you spend 48 hours over a period of 6 days or fewer studying the script with a magnifying glass, you can choose one of the Magical Secrets you know to replace with another spell of your choice from any class, which also must be of a level for which you have spell slots.

## LIMINAL SHAMISEN

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*Wondrous Item (arcane focus) rare (requires attunement by a creature that has been buried alive)*

Whenever you cast a spell of first level or above using this as a focus, you may cast prestidigitation as a bonus action.

As an action, you may pluck out a melancholic melody. Mindless undead that can hear it have a portion of their old personality reawakened, and must make a DC15 wisdom save or be charmed by you until you stop playing.

You have advantage on all Charisma checks made to interact with dead or undead creatures.

## DUELIST'S SLIGHT

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*Weapon (club) rare (requires attunement by a creature that has won a duel against a worthy opponent while wielding it)*

*This slender length of flexible wood implies a casual disregard for a foe's abilities as a swordsman.*

This magic weapon has the finesse property.

You double their proficiency bonus for attack rolls made with weapons you are proficient with. If you lose a duel while attuned to it, the Duelist's Slight loses its magic and is destroyed.

## BATTLE RHYTHM

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*Weapon (Shortbow) rare (requires attunement by a creature that has fought as part of, or against, a military force)*

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

This bow has a single charge, which it regains when you roll a natural one on an attack roll. When you score a critical hit with this weapon, you may spend this charge to regain your highest level expended spell slot, or to replace one of the spells you know with another spell from your class' spell list, which also must be of a level for which you have spell slots.

## FIXER'S CHEST

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*Wondrous Item, rare*

*This miniature sculpture of a chest is carved from waxy, pale stone.*

You may activate this item as an action, summoning a chest that can contain twelve cubic feet of material (3 feet by 2 feet by 2 feet). It can be dismissed the same way. An attuned creature may place a written request for an item or information in the chest, along with a sum of gold. If the sum of gold is sufficient for the task requested, in 3d10 days the chest will reappear containing the requested item or information. When this chest is activated, it may contain a request and a sum of gold. If it does, the request may be fulfilled by placing the requested item or information into the chest. If a creature takes the gold contained within without fulfilling the request, the sculpture becomes inert and no longer functions. Requires attunement by a creature that has fulfilled a request for it.

## CLERIC

### ARMAROS, THE UNRAVELER

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*Weapon (quarterstaff) rare (requires attunement in a zone of dead magic)*

*This sharpened crook has a guarded edge of nullsteel.*

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

This magic weapon has three charges, and regains one each dawn. When a creature within 5 feet of you casts a spell, you may use your reaction and spend a charge to cast counterspell at third level, without any somatic or verbal Components.

### TWILIGHT METEOR

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*Weapon (warhammer) very rare (requires attunement by a creature who has exorcised a haunting)*

*Description of the item.*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

When you reduce a medium-sized non-undead creature to 0 HP with this weapon, they rise again under your control at the beginning of your next turn. They have the statistics of a zombie and obey your verbal commands. Your control over them lasts one minute, though they remain animated after that.

When you reduce an undead creature to 0 HP with this weapon, you may restore hit points equal to 2x your wisdom modifier, divided as you choose among any number of creatures within 30 feet of you.

### STRESS TEST

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*Weapon (light hammer) very rare (requires attunement by a creature that has crafted a magic item)*

*Description of the item.*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

A creature wearing metal armor takes an additional 1d12 damage from this weapon. Forged items made of adamantium take half as long for an attuned creature to craft.

### SEPULCHURAL BULWARK

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*Armor (shield) rare (requires attunement by a creature that has dug a grave)*

*Description of the item.*

When you are targeted with a melee attack, you may activate this shield as a reaction. For the next minute, any time a melee attack misses you, the attacker acquires an infestation token. At the beginning of its turn, an afflicted creature takes 1d6 piercing damage for each infestation token it has. As an action, a creature may attempt to make a DC15 Dexterity save to remove all infestation tokens. When the minute has expired, the scarabs retreat to your shield and once again go dormant, and all infestation tokens are removed. When you use this ability, you may not use it again until you have completed a short or long rest.

## ATGEIR

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Weapon (quarterstaff) rare (requires attunement by a creature that has made an original discovery)

This ironwood staff is splintered and broken at one end. Faint music can be heard emanating from it when it is carried into battle.

As an action, you may activate this staff to unlock its stored knowledge. For the next minute, you have advantage on saves caused by creatures you have faced in battle before. You may use this ability once, regaining the ability to do so on a long rest.

## CANONISE

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Wondrous Item (arcane focus) rare (requires attunement by a creature that has resurrected a stranger for purely altruistic reasons)

You may expend half of your maximum hit dice (rounded down) to reduce the material cost of a spell by half. You may use this ability once, regaining the ability to do so on a short or long rest.

## JUDEX CREDERIS

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Weapon (maul) rare (requires attunement by a creature that has defeated a fiend on the material plane)

This maul appears to be a construct of pure light, bound in a lattice of runic gold

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

It does radiant damage, rather than any other type, when wielded by a lawful good aligned creature. When you roll a 20 on your attack roll with this magic weapon, the target takes 7 additional radiant damage.

**Blinding Gaze:** As an action, the wielder may force one creature within 30 feet to make a DC 15 Constitution Save or be blinded. It may repeat this save at the end of each of its turns. You may use this ability once, regaining the ability to do so on a long rest.

## KNOTWEED CORD

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Wondrous Item (arcane focus) rare (requires attunement by a creature that has spent a week without shelter)

When you cast cantrip using this as a focus, you may choose acid, cold, fire, lightning, or thunder damage. If you do, the spell does an additional damage die of that type. If the spell ordinarily does no damage, the damage die is a d4.

## MALLEUS APOSTATUM

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Weapon (warhammer) uncommon (requires attunement by a creature that has consecrated an altar)

Description

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

This weapon becomes wreathed in a bright red light in the presence of the False and the Faithless. When a humanoid creature who does not worship a god is struck by this weapon for the first time on a turn, it must make a DC12 Wisdom save or be frightened until the end of its next turn.

## PENITENT'S CHAIN

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Wondrous Item, rare (requires attunement)

When initiative is rolled, you may decline to roll. Instead, you may choose to take your turn at the end of any enemy creature's turn, treating that as your initiative thereafter. When you target an ally within 5 feet with a spell of first level or higher, you may take the help action as a bonus action.

## CIRCA REGNA TONAT

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Armor (shield) rare (requires attunement by a creature who has been struck by nonmagical lightning)

This shield smells strongly of ozone, and emits a faint whine when charged.

You have resistance to lightning damage.

This magic item has a single charge, which it regains when a creature within 30 feet scores a critical hit.

You may spend a charge as an action to call down a bolt of lightning at a point they can see within 30 feet. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one.

Alternately, you may spend the charge as a reaction to taking damage from a melee attack, dealing 1d10 lightning damage to the attacking creature.

## MISER'S WITHE

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Adventuring Gear (staff) rare (requires attunement at dawn)

As part of attuning to this staff, you must expend half your hit dice and all of your spell slots.

If a spell you cast has no effect due to a creature passing its save, you may roll a d6. On a 4+, you regain the spell slot. You may use this ability a number of times equal to your proficiency bonus, regaining all uses on a long rest.

## TWILIGHT EFFULGENCE

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Wondrous Item (ring) rare (requires attunement by a creature who has at least three levels of exhaustion)

You can see in moonlight of any degree as though it were bright light. Additionally, spells you cast under moonlight have their durations doubled.

## CASUS BELLI

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*Wondrous Item (wand) rare (requires attunement by a creature who has at least three levels of exhaustion)*

*This wand is one of fourteen crafted in the Iron Plains of Acheron for the bloodmad battlemages of the Pearl Lamassu. It is said that this wand's owners are doomed to master it but briefly*

While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

This wand has a single charge. When you Cast a Spell that forces a creature to make a saving throw to resist its Effects, you can spend one charge to give one target of the spell disadvantage on its first saving throw made against the spell. It regains its charge only when you take half your hit point maximum or more in damage from a single blow.

## DRUID

### MANTLE OF UNREALITY

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*Wondrous Item (cloak) uncommon (requires attunement by a druid who has cast the Dream spell)*

You may expend a use of your Wild Shape feature to cause a target creature within 30 feet perceive the world as if in a dream. While in this state, they have resistance to damage from spells and magical effects. When the effect ends, the target must make a Wisdom save against your spell save DC, forgetting all identifying details of events that transpired during the affected period. This effect lasts for ten minutes, or until you lose your concentration (as if you were concentrating on a spell).

### GHILLIE CLOAK

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*Wondrous Item (cloak) uncommon (requires attunement in a Druid Grove)*

When you attune to this item you may choose a terrain. While in that terrain, you have advantage on stealth checks, and may attempt to hide in plain sight.

### BEASTBLESSING SCAR

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*Wondrous Item (scar) uncommon (requires attunement by a creature that has defeated a beast in single combat without dealing lasting harm.)*

This scar received in a contest of might with a beast is imbued with magic, and may be attuned to. An attuned creature has a +1 magical bonus to attack and damage rolls made with unarmed attacks and attacks with natural weapons. The scar maintains its appearance and effects even if the form of its bearer changes.

## CROWN OF THE MUTANT

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*Wondrous Item (crown) rare (requires attunement by a druid who has healed the effects of a magical disaster on the land)*

This item has 5 charges, and regains one charge at dawn. When using your wildshape feature, you may expend any number of charges to treat your druid level as being 1 higher per charge expended for the purposes of selecting a form. In addition, you may transform into monstrosities in addition to beasts, otherwise following the same restrictions as normal.

### SPIRITLINK BLOOM

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*Wand, uncommon (requires attunement by a creature that knows a name of each spirit they habitually summon)*

*This wand has tiny white flowers blooming along its length, and motifs of flowering vines carved into its surface*

When a beast that you have conjured would take damage from an attack, you may use your reaction to take that damage instead. When you would take damage from an attack, you may use your reaction to cause a beast that you have conjured to take that damage instead. This damage can't be reduced. Once you use either of these abilities, the flowers wilt, and you must finish a Short or Long rest before they bloom and you can use the wand again.

### GILLED JINGASA

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*Wondrous Item (hat) common*

*The underside of this wide bamboo hat is striated with lacey frills of cloth that can be loaded with spores, that can be released with a particular jerk of the head*

You may use their Symbiotic Entity feature as a bonus action, rather than an action. Once you use this ability, you must finish a Long Rest before you can use it again.

### HARMONIC ASTROLABE

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*Wondrous Item (Arcane Focus) uncommon (requires attunement by a creature that has successfully made a specific prediction with the aid of divination magic that later came to pass)*

As a bonus action, you may impose disadvantage on a willing creature's next attack. If the attack hits, it does an additional 2d6 points of radiant damage. You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses of it when you complete a long rest.

### ASH PAINT

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*Wondrous Item, uncommon*

This glass jar, 4 inches in diameter, contains 1d8 + 1 uses of a dull grey body paint made from the ashes of an ancestor tree's heartwood. The jar and its contents weigh 1 pound. As an action, one use of the paint can be applied to the skin. For the next eight hours, an affected creature has resistance to fire damage and has the Fireball spell prepared, which counts as a druid spell for them.

## FIGHTER

### SAMILDANACH

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*Weapon (longbow) uncommon (requires attunement by a creature with at least 5 skill proficiencies)*

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

This magic item has three charges. Whenever you hit a creature that is the same size category as you with a ranged weapon attack with Samildanach, you may spend a charge to force it to make a DC13 Charisma save. On a failure, you trade places with it. This bow can be used a number of times equal to your intelligence modifier, and you regain all expended uses on a long rest.

When you attune to Samildanach, you may choose a skill you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiencies for as long as you remain attuned.

### BREACHSEEKER

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*Weapon (pike) uncommon*

*This long spear has fittings for attaching a flag with a personal sigil or coat of arms*

You have advantage on initiative checks. If you roll a higher initiative than any of your allies, each of your allies has advantage on the first attack they make on their first turn in combat.

### MANUAL OF MARTIAL TECHNIQUE

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*Wondrous Item, very rare*

This manual contains the musings and illustrations of a great martial philosopher of ages past, and is charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents, you learn a maneuver of your choice from among those available to the Battle Master archetype in the fighter class. The manual then loses its magic, but regains it in a century.

If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). You gain one superiority die, which is a d8 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

### NEBELMEER

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*Weapon (Lance) uncommon (requires attunement by a creature that has successfully made a specific prediction with the aid of divination magic that later came to pass)*

*This pale blue lance constantly sheds wisps of cool mist. Its presence in a camp compels quiet self reflection*

This lance has three charges, which it regains when you complete a long rest. When you hit a creature with a melee attack with Nebelmeer, you may spend a charge. If you do, the creature is blinded at the beginning of its next turn as a thick fume of cold steam billows from its nose and mouth, engulfing its head if it has one. If the creature moves more than 15 feet on its turn, it is no longer blinded. A creature that lacks a mouth and nose is unaffected.

### TAILTEANN GLOVES

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*Wondrous Item (handwraps) uncommon (require attunement by a creature who has lost a fist fight)*

Unarmed attacks you make while wearing these cloth handwraps add both your Strength and Dexterity Modifiers to their damage. All weapons without the Thrown property have the Thrown property while you wield them, dealing their ordinary damage with a normal range of 20 feet and a long range of 60 feet.

### DUNAMANTIC DIFFERENCE ENGINE

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*Wondrous Item, rare (requires attunement by a creature that can wield the power of Dunamis)*

This intricate clockwork device has dozens of moving parts, each quietly clicking and whirring, moving at different speeds. Once per long rest, you may ask it a question whose answer is easy to verify, but hard to locate, then roll a D100. If you roll below your character level, a strip of paper feeds out of the device with a truthful answer on it.

### DUELIST'S SHEATH

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*Weapon (club) uncommon (requires attunement by a creature with proficiency in shields)*

This sheath may be held along your forearm to deflect attacks, increasing your AC by 1, and contains a gem in which a spell of second level or lower with a range of touch may be stored. When an attack misses you, you may make an attack with this weapon as a reaction. When you hit a creature with the Duelist's Sheath, you may release the spell stored as part of the attack, applying its effects in addition to the attack's damage.

### BLADE OF GRASS

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*Weapon (halberd) rare (requires attunement by a creature that has vowed never to strike a foe without warning)*

*This sweeping blade of this halberd is astoundingly light, nearly all of its weight coming from the eight magical rings embedded in its spine, which despite their weight always orient themselves with the direction of the breeze.*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

The Blade of Grass has eight charges, and regains 1d4+1 charges at dawn. When you are hit with a ranged weapon attack, you can use your reaction to attempt to deflect the missile with this weapon. When you do so, make an attack roll against an AC of 20. On a hit, the missile deals no damage and you may spend a charge to regain your reaction.

## LARGE BOULDER

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*Wondrous Item uncommon (requires attunement by a creature that speaks Giant)*

This large boulder is size Small, and functions as a ranged weapon with the thrown 20/60 property, that deals 1d10+STR bludgeoning damage on a hit. An attuned creature is considered proficient with it. When you make an attack with it, you may speak the command word, causing it to enlarge in flight to size Large, and increasing the damage to 4d10+STR. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

## JUZUMARU

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*Weapon (Longsword) very rare (requires attunement by a creature that has voluntarily accepted punishment for a transgression)*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

This curved longsword is adorned with a string of 108 wooden beads. You may sheath it as part of taking the dodge action. If you do, attacks that you make with it on your next turn have a reach of 10 feet, and deal maximum damage, instead of rolling.

Whenever you score a critical hit with this weapon, you may take the dodge action as a bonus action.

An undead creature of CR 4 or lower that is struck by this blade twice in a turn must make a DC16 Wisdom save or be turned.

## MONK

### EMPTY MIND LANTERN

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*Wondrous Item (Lantern) very rare (requires attunement on the Astral Plane.)*

The thick, warped glass of this lantern distorts the image of the flame within, rendering it unearthly and prismatic. An attuned creature may spend a long rest in intense meditation, studying the dancing flame. If they do, they treat the long rest as a short rest and gain the effects of the Mind Blank spell. Requires attunement on the Astral Plane.

### EIGHT IMMORTALS WINE

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*Wondrous Item, rare (requires attunement by a creature that has gotten drunk with a celestial, fiend, or fey creature.)*

This gourd contains 8 doses, and replenishes 1d4-1 doses at dawn. As part of taking the Dodge action or using your Patient Defense feature, you may consume a dose. When you do, you regain one expended ki point.

## WATER MARGIN

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*Wondrous Item (handwraps) rare (requires attunement by a creature that has climbed the face of a waterfall)*

You have +1 to unarmed attack and damage rolls. These handwraps are always dripping wet, and emit splashes of water whenever they strike something. You may activate them as part of an attack. If you do, for the next minute all of your unarmed attacks are accompanied by an echo of crashing water, dealing an additional 1d4 points of bludgeoning damage and extinguishing any unprotected flames. You may end this effect early as an action to cast the spell Tidal Wave. You may activate this item once, regaining the ability to do so on a long rest.

## CLOUD WALK KOTACHI

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*Weapon (Shortsword) legendary (Requires attunement by a creature that defeated its previous wielder)*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

Creatures provoke an opportunity attack from you when they enter the reach you have with this weapon or miss you with an attack.

When you make an attack of opportunity, you can move up to half your speed. This movement doesn't provoke opportunity attacks.

As an action, you may activate this magic weapon. Until the beginning of your next turn, you may make attacks of opportunity without using your reaction.

You must yield this weapon to any creature that defeats you in a duel.

## LIAR'S GIMLET

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*Weapon (dagger) rare (requires attunement by a creature that has attacked a sleeping foe)*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

This push dagger can easily be concealed in a sleeve. A creature struck with this weapon is shrouded in silence until the beginning of its turn.

## CENTIPEDE SUNTETSU

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*Wondrous Item (Fist Weapon) common*

These iron fist weapons are designed to abrade the skin, allowing toxins to be introduced to the body. While wielding them, you may apply poison to your unarmed strikes. A creature that takes poison damage from this weapon must make a DC 12 Constitution Saving Throw or be Poisoned until the end of its next turn.

## GRANDMASTER DAGUA

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*Adventuring Gear (wondrous item, robe) very rare (requires attunement by a creature that has defeated its mentor in single combat)*

Whenever a creature leaves your reach without spending movement, you may make an unarmed attack against it.

## BLASTING CESTUS

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*Wondrous Item (Fist Weapon) uncommon (requires attunement by a creature that has survived an explosion.)*

These leather handwraps are reinforced with iron weights, and contain within them a small portal to the caverns of sunken fume in the elemental plane of fire.

As a bonus action, you may force open this portal with an act of will. For the next minute, any attacks or spells that deal fire damage that you use have their range increased by fifteen feet. Each time you use this ability beyond the first time in a day, roll a D6. On a roll of a 1 or 2, the cestus explodes, dealing 8d6 damage to each creature within a 10 foot radius, or half damage on a successful DC 14 Dexterity Saving Throw.

Your unarmed attacks strike critical hits on a roll of 19 or 20.

## TREMULOUS SISTRUM

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*Wondrous Item, uncommon (requires attunement from a creature that has fled from a more powerful foe)*

This rattle is made of carved, blackened bone and adorned with silver rings. You make activate it as a bonus action. When you do, all creatures that are blinded or otherwise unable to see and can hear it must make a DC 15 Wisdom save or be frightened of you until the end of their next turn. A creature that fails this save by more than 5 also loses the ability to distinguish friend from foe until the end of their next turn. You may use this ability once, regaining the ability to do so on a short or long rest.

## PALADIN

### LAMFADA

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*Weapon (spear) rare (Requires attunement by a creature that has challenged an interloper in a sacred grove.)*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

This magic spear of living greenwood does an additional 2d6 damage to a restrained creature.

As an action, you may plant the spear in the earth, causing a tangle of climbing vines to erupt from it, filling a 15-foot radius from that point until the spear is removed. The vines are difficult terrain and lightly obscure their area, though you can move through them unhindered. Each creature other than you that starts its turn in the vines or that enters them for the first time on a turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the vines or until it breaks free. A creature restrained by the vines can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. You may use this ability once, regaining the ability to do so after completing a long rest.

## THE WEEDING IRON

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*Weapon (Glaive) uncommon (requires attunement by a creature that has fulfilled the dying request of a defeated enemy)*

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

When you strike a frightened creature with this weapon, it must succeed on a DC15 Wisdom save or be compelled to use its reaction to surrender, dropping its weapon if it's holding one.

## LAWBEARER

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*Weapon (longsword) uncommon (requires attunement by a Paladin that has brought a captured criminal to be judged)*

This flat-tipped sword has a +1 magical bonus, increasing to a +3 bonus when used to strike at professional criminals.

An attuned creature may use their Divine Sense feature to detect the presence of those with criminal intent, as well as fiends and undead.

## FINAL REFUGE

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*Armor (shield) rare (Requires attunement)*

If damage would reduce you to 0 HP, you may activate this shield as a reaction by letting out a defiant battlecry, immediately spending any number of hit dice to heal yourself, adding your constitution modifier as normal. This healing is applied before the damage.

## TURNER OF THE WHEEL

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*Weapon (Pike) rare (requires attunement by a creature whose great deeds are widely known)*

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

Before rolling, an attuned creature may choose to spend all remaining points in the pool of their Lay on Hands feature as part of an attack. If at least twenty points are spent in this way and the attack hits, treat it as a critical hit.

## RISING TIDE

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*Armor (shield) uncommon (requires attunement by a creature that has been charmed by an enemy)*

Blazoned across this shield are the words "Salvatori Salvator" When an attuned creature heals another creature, that creature may use their reaction to repeat a save against an effect they are under, ending the effect on a success.



## VILOMAH, THE SEETHING PLATE

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*Armor (plate) uncommon (requires attunement by a creature with a sworn enemy)*

Whenever you fail a saving throw to free yourself from an incapacitating effect, this magic armor gains a charge. Whenever you are freed from an incapacitating effect, this armor loses all charges, and you may immediately move up to your speed and take an action for each charge removed in this way.

## LORG MÓR

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*Weapon (Maul) rare (Requires attunement by a creature that has healed a friend at the brink of death)*

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

Whenever you heal a creature with a spell of 2nd level or above, you heal them for 2d6 additional hit points.

## RANGER

### BOTTOMLESS TREAT BAG

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*Wondrous Item, uncommon*

This bag is full of treats suitable for consumption by any beast or monstrosity. You have advantage on all animal handling checks. You may feed a treat to a friendly beast or monstrosity as an action to restore 1 hit point to it, and the treat provides enough nourishment to sustain the creature for one day. A creature that consumes more than ten of these treats in a 24 hour period will noticeably begin to gain weight.

### BELLS OF THE ERLFURST

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*Wondrous Item (charm) uncommon*

This string of bells may be attached to a weapon. Whenever a creature misses you with an attack, you may use your reaction shake the bells, wreathing yourself in colorful, fragrant smoke that causes sounds to echo oddly. When you do so, you may move up to ten feet, and attacks of opportunity are made against you at disadvantage. If you end this movement in full cover, you may attempt to hide as part of this reaction.

### PENUMBRAL ABDUCTION

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*Wondrous Item (scarf) rare (requires attunement by a creature that remained unseen while surrounded by enemies)*

This scarf may be wielded as an improvised weapon. While wielding it, attempts to grapple creatures that cannot see you are made at advantage. When you grapple a creature in this way, the grappled creature cannot speak or perform the verbal components of spells until the end of your next turn.

## FUIREACHAS

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*Weapon (longbow) uncommon (requires attunement by a creature that has closed a planar portal)*

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

Whenever you reduce a creature not native to the material plane to 0 HP with an attack from this weapon, you gain temporary HP equal to half the damage dealt. While you have this temporary HP, you do not need to sleep. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as keeping watch.

## TRICK ROPE

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*Wondrous Item, uncommon*

This 20 foot length of rope can be activated as an action to cast the Rope Trick spell. You may do so once, regaining the ability to do so upon completing a long rest.

## BEQUEATHED BESTIARY

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*Wondrous Item, rare (requires attunement by a ranger)*

As part of a long rest, you may spend an hour meditating upon your knowledge of a species of creature you have fought before and recording it in this book. Until your next long rest, you may add your proficiency bonus to damage rolls against creatures of that species. When a creature of that species uses a legendary action, you may use your reaction to make a single weapon attack against it.

## SWARM FLESH TATTOO

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*Wondrous Item (tattoo) very rare (requires attunement by a creature that has died and been consumed by a swarm)*

You may activate this magic tattoo as an action to convert all of your soft tissue into a Large swarm of insects or other tiny creatures, leaving nothing but your bones and gear behind. While in this form, you have resistance to bludgeoning, piercing, and slashing damage, vulnerability to fire damage, may share a space with other creatures, and may not take actions. A creature that starts its turn sharing a space with you must make a DC15 Constitution save or take 4d10 piercing damage. You may end this effect as an action while sharing a space with your bones. If you cannot return to your bones, either because they have been damaged or lost, you will die after 10 days, unless they are repaired or returned to you. =

## ROGUE

### ILLUSIONIST'S COWL

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*\*Wondrous Item, uncommon (requires attunement by a creature that has experienced ego death)*

You may choose to see through any illusions that you know to be illusions as though they were not there.

## PORTABLE KEYHOLE

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*Wondrous Item, uncommon (requires attunement by a creature that has assassinated a public figure)*

When this small looking glass is held up to a flat surface no more than two feet thick, you may use it to peer through to the other side.

## CORPUS DELICTI

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*Weapon (dagger) uncommon (requires attunement by a creature that has spent a sleepless night in surveillance)*

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

This hooked dagger gains an additional +1 bonus for each secret of the target of your attack that you know.

## CATALOGUE OF GAMBITS

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*Wondrous Item, rare (requires attunement by a creature who has ambushed a powerful foe in its lair)*

When you roll initiative and you or any of your allies are surprised, you may use your reaction to describe how and why you prepared for precisely this situation. If you do, you and your allies are not surprised, and you may impose the surprised condition on any number of other creatures you can see instead. You must spend 48 hours over six days or fewer studying the book before you can use it again.

## BELL OF LOST SOULS

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*Wondrous Item, uncommon (requires attunement)*

As an action, you make activate this item to thicken the barriers between realms. Each creature within 30 feet of you must succeed on a DC 15 Charisma Saving Throw or be wrenched fully into the material plane. On a failure, for the next minute an affected creature cannot benefit from invisibility, cannot leave the material plane, and loses whatever resistance to conventional weaponry it may have.

## HAND TIGER

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*Wondrous Item (climbing claws), uncommon (requires attunement by a creature that has completed a vertical free climb of at least 40 feet)*

You have a climbing speed equal to your walking speed, and may scale creatures that are at least one size category larger than you as part of your movement by making a contested Athletics (Dexterity) check. A creature you are scaling may make an attempt to shake you off as part of its movement, repeating the contested check. Attacks made against creatures you are scaling can benefit from your Sneak Attack feature, even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

## PSIONIC CREDENTIALS

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*Wondrous Item, rare (requires attunement by a creature that has spoken telepathically with an aberration)*

A creature that observes this blank scroll of fine vellum must pass a DC15 Intelligence save, seeing the scroll as credentials that appear to endorse or justify the bearer's current behavior on a failure. On a success, they see the paper as it truly is. A creature that fails this save can still doubt the authenticity or purview of the perceived credentials, if other factors make them suspicious.

## DANGER CLOSE

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*Ring, rare (requires attunement by a creature that engaged in a boarding action at sea)*

You have advantage on Dexterity Saving Throws imposed by yourself or your allies.

As an action, you may point to a spot within 30 feet and call out the command word (Bombard!). At the beginning of their next turn, a stone ball crashes down on the selected spot, and each creature within 20 feet must succeed on a DC 15 Dexterity Saving Throw, taking 4d6 damage on a failure or half as much on a success. You may apply your Sneak Attack feature to this damage.

## BITER'S RING

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*Ring, uncommon (requires attunement by a creature that has carried out a heist)*

If you move at least twenty feet in a straight line before bumping into another person of the same size category, your clothing gains the illusory appearance of theirs, and vice versa, for the next five minutes. This effect may be ended early by breaking attunement to the ring, or with a casting of Dispel Magic.

## SORCERER

### SURFACE

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*Adventuring Gear (wondrous item, hood) rare (requires attunement by a creature who has read another creature's mind)*

You always know when any creature is attempting even a surface reading of your mind, and can present to them a convincing imitation of the mind of any creature whose mind you have read. When a creature attempts to read your mind, you may cast Detect Thoughts as a reaction, without requiring a spell slot or components. If you attempt to probe deeply when casting the spell in this way, the target has disadvantage on its wisdom save.

## SCALES OF CONCORDANCE

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*Wondrous Item (arcane focus) rare (requires attunement by a creature of Lawful alignment)*

Whenever a spell you cast has no effect due to a creature passing its save, you regain expended sorcery points equal to the spell's level. Whenever a creature dies in the area of a spell you are concentrating on, you may spend sorcery points equal to the spell's level. If you do, you regain the spell slot used to cast it.

## CROWN OF LEGEND

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*Wondrous Item (crown) rare (requires attunement)*

You may spend 10 Sorcery Points and your reaction to activate this item and take an action at the end of an enemy's turn. You may use this ability once, regaining the ability to do so on a long rest. Whenever you slay a legendary creature, permanently reduce the Sorcery Point cost of this ability by 2.

## WAKENER OF THE BLOOD

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*Wand, rare (requires attunement by a creature that has been buried alive)*

You have a +1 bonus to spell attack rolls made with this wand.

When you attune to this item, you may learn four sorcerer spells of 1st level or higher, which you know for as long as you remain attuned. Whenever you complete a short or long rest, you may choose one of these spells and replace it with another Sorcerer spell, which must also be of a level for which you have Spell Slots. Requires attunement by a Sorcerer who knows of the progenitor of their bloodline.

## DEEPSUNK

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*Wand, rare (Requires attunement in the Shadowfell)*

You have a +1 bonus to spell attack rolls made with this wand.

Whenever you succeed at a Charisma Saving Throw, you regain sorcery points up to half of your maximum. You may use this ability once, regaining the ability to do so after a long rest.

Whenever you cast an Illusion spell that requires concentration, you may spend three sorcery points to negate the need for concentration.

## STURMSEGEN

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*Staff, rare (requires attunement by a creature that has seen a thunderstorm from above)*

This hollow staff of crystal glass glows with a faint violet light in complete darkness. Whenever you cast a spell attack using this as a focus, you may choose to have it deal lightning damage rather than any other type.

Additionally, you have resistance to lightning damage. If you have second source of resistance to lightning damage, you have immunity to lightning damage and the glow emitted can be seen faintly even in bright light. If you have a third source, spells you cast ignore resistance to lightning damage, and the staff continuously crackles and flashes with contained blue-violet lightning.

## WILDWOOD

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*Weapon (shortbow) Uncommon (requires attunement by a creature that has experienced a wild magic surge)*

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

This bow has no string and requires no ammunition, though a faint image of both can be seen when it is drawn. When you attack with this weapon, you use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

This bow may be used as a spell focus, and spell attacks cast with it benefit from its magic bonus.

Whenever you are subjected to a Wild Magic surge, you may regain expended Sorcery Points equal to the level of the triggering spell. If the surge was triggered by something other than a leveled spell, you regain no Sorcery Points.

## WARLOCK

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### FAIR PINION

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*Wondrous Item (arcane focus) Uncommon (requires attunement by a fey creature, or a creature who owes a debt to one)*

You may use this magic quill to cast the spell Sanctuary without expending a spell slot, which counts as a Warlock spell for it. A creature that knows your name is unaffected. You may use this ability once, regaining the ability to do so after a Long Rest. If an agreement is written with this quill, all parties magically know the instant a term of the agreement has been violated, and the current relative location of all cosignatories to the agreement.

### ANGELIC RAIMENT

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*Adventuring Gear (wondrous item, robe) Uncommon (requires attunement by a creature who has subjected a mortal enemy to a childish prank.)*

You may speak the command phrase (Be Not Afraid!) as bonus action to activate this magic item, assuming the appearance of a denizen of the upper planes, beautiful and terrifying to behold. Up to six creatures you can see must make a Wisdom Save, becoming frightened on a failure until the end of your next turn, when the illusion fades.

## ELIXIR OF ENDLESS WATER

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*Wondrous Item, Uncommon (requires attunement by a creature that has inhaled a lungful of seawater)*

You may drink from this flask as a bonus action. When you do so, 30 gallons of seawater erupts from your mouth in a geyser 30 feet long and 1 foot wide. You can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you. Each time you use this ability beyond the first time in a day, make a DC 13 Constitution Saving Throw, taking a point of Exhaustion on a failure.

## ROGA'S WAYFINDER

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*Wondrous Item (arcane focus) Uncommon (requires attunement by a creature that has convinced a Good aligned creature to commit an evil act.)*

This thick black candle has three wicks that burn with a green flame and are extinguished as its charges are expended. This item has three charges, which it regains at dawn. You can spend a charge to replace any attack roll made by you or a creature that you can see with a roll of 6. You must choose to do so before the roll.

You have a +1 bonus to spell attack rolls made with this arcane focus.

Whenever you make a spell attack using this as a focus, you may choose to have it deal fire damage rather than any other type.

## MA'RUF KHANJAR

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*Wondrous Item (arcane focus) Uncommon (requires attunement by a creature that has maliciously complied with a demand)*

You have +1 to spell attack rolls made with this hooked ceremonial blade, and may change the damage type of any spell you cast with it to that of any damage type you are resistant to. As part of any spell attack roll, you may expend one hit die to add an additional die of damage to the attack.

You have advantage on Charisma checks made to pass yourself off as a higher social class.

## THOUGHT MODULATOR

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*Adventuring Gear (wondrous item, neck) Uncommon (requires attunement by a creature capable of telepathic or magical communication)*

You can adjust whatever perceivable qualities of their mental "voice" that they wish, and have advantage on Charisma checks made to pass yourself off as a nonhuman creature.

## TAMING CHARM

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*Wondrous Item (charm) rare*

This weapon charm may only be attached to a sentient or cursed item. The wielder has advantage on any saves imposed by the charmed item, and the charmed item's magic bonus increases by +1, if it has one.

## BONESHAKER FETISH

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*Wondrous Item (arcane focus) rare (requires attunement by a creature that has animated a corpse whose name they knew)*

This marionette is made from the bones of small animals, assembled into the rough likeness of a humanoid shape.

You have a +1 bonus to spell attack rolls made with this arcane focus.

As an action, you may shake it and force one target creature within 60 feet to make a Strength saving throw, taking 4d6 bludgeoning damage on a failure and moving 5 feet in a direction of your choice. This movement doesn't provoke attacks of opportunity.

An undead creature that fails this save takes no damage. Instead, you manipulate the undead, forcing it to take an immediate action to either move up to its speed (provoking attacks of opportunity as normal) or make a single melee attack against a creature of your choice in its reach. A mindless undead creature fails this save automatically.

## CLOAK OF DREAD VITALITY

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*Weapon (shortbow) Uncommon (requires attunement by a creature whose name is known to a lich)*

While you are wearing this cloak, any critical hit against you becomes a normal hit. If you would fail a death save automatically, you may instead roll it.

## WIZARD

### TUNED WARD

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*Adventuring Gear (wondrous item, robe) uncommon (requires attunement by a creature that has counterspelled a spell of sixth level or above)*

These robes are interwoven with fibers of corded nullsteel. Whenever you cast an abjuration spell as an action or bonus action, you may name a spell. Until the beginning of your next turn, you have resistance to damage from that spell, and advantage on saves against it.

## FLEET KWARACHI

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*Adventuring Gear (wondrous item, feet) rare (requires attunement by a creature with proficiency in the use of at least one martial weapon)*

These woven leather sandals increase your movement speed by 10 feet. When you are under the effects of the Haste spell, you may use your bonus action to cast any spell with a casting time of one action.

## SENESCENT MASK

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*Wondrous Item (mask) uncommon (requires attunement by a creature that has studied theories of time travel)*

This porcelain mask is cracked and wrinkled. Whenever you fail a save at the end of your turn to free yourself from an incapacitating effect other than unconsciousness, you may expend your highest level available spell slot to immediately take another turn. If you spend more than ten spell level this way in a single day, you are magically aged by a year. A greater restoration spell can restore a creature's age to normal.

## TRAVELER'S CAPE

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*Adventuring Gear (wondrous item, shoulders, cape) Very Rare (requires attunement)*

This cape has a single charge, which it regains whenever you cast a Conjuration spell of first level or higher. You may spend this charge as a bonus action to teleport up to 30 feet to an unoccupied space you can see.

## AMULET OF FOREKNOWLEDGE

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*Wondrous Item, rare (requires attunement by a creature that knows at least one Divination spell)*

When you would roll initiative, you may choose instead of rolling to have your initiative be zero. If you do, you may ask a single question about the likelihood of a specific event that could occur in the next minute, and the GM offers a truthful answer, if possible.

## FRIENDSHIP BRACELET

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*Adventuring Gear (wondrous item, arms) Very Rare (requires attunement)*

Creatures charmed by you regard you as a trusted friend. When you charm a creature with a spell of first level or above, you may spend an additional slot of the same level. If you do, and the target fails their save, the target retains no memory of you charming them or casting a spell, though they can remember other events that transpired during that period.

## BEDLAM BOOTS

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*Adventuring Gear (wondrous item, feet) rare (requires attunement by a creature that has been burned by dragonfire)*

These boots allow you to travel through the ideal essence of flame. While wearing them, you may step into any burning space and immediately teleport to another burning section of ground within your line of sight. You are not harmed by the fire you step into this way, unless you begin or end your movement in it.

Additionally, you may activate your boots as a bonus action. For the next minute, any time you deal or suffer fire damage you may immediately teleport up to fifteen feet to an unoccupied location you can see. You may do so once, regaining the ability to activate them upon completing a short or long rest.

## INERTIA

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*wand, uncommon (requires attunement)*

You have a +1 bonus to spell attack rolls made with this wand.

When a creature with a fly speed fails a save against a spell you cast, its fly speed is reduced by half. When you target a flying creature with a spell that imposes a save, you may force it to roll with disadvantage. You may use this ability once, regaining the ability to do so after a long rest.

## GLAMOUR SHROUD

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*Adventuring Gear (wondrous item, shoulders, cape) Very Rare (requires attunement by a creature that has used an illusion to convince a powerful foe to surrender or flee)*

When you cast an illusion spell, you may spend a hit die to make the spell last until dispelled, without requiring your concentration. Until you dismiss the spell as an action or it is dispelled, you cannot recover that hit die.

## CROOK OF UNDYING LOYALTY

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*Adventuring Gear (staff) rare (requires attunement by a creature that has robbed the grave of someone they admire.)*

Undead creatures you control that have eaten flesh in the last 48 hours remain under your control, without you having to spend additional spell slots.

## EXTREMIS

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*Wondrous Item, Very Rare (requires attunement by a creature that has invented an original spell and named it after themselves)*

This wax seal may be used as part of a one minute ritual to modify a Spell Scroll of second level or lower. When you do so, you may write on the scroll a condition under which the scroll's magic will become active. When the condition is met, the scroll leaps to your hand, and you may use the scroll to cast the spell it contains as a reaction. A scroll modified in this way may not be used as an action, and you may have only one scroll modified in this way at any given time.

## SOUL TWISTER

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*Wand, rare (requires attunement by a creature that has glimpsed the Far Realm)*

When you cast polymorph using this wand as a spell focus, the spell is modified in the following ways:

- The spell's range is changed to Touch
- The new form can be any beast or aberration whose CR and Intelligence score are both equal to or less than the target's CR (or the target's level, if it doesn't have a challenge rating).
- The affected creature is charmed by you for the duration
- You must make a concentration check any time the targeted creature takes damage, as though you had taken it.

## TICK SPIRIT

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*Wondrous Item, Very Rare (requires attunement)*

This puzzle box can be used to cast the Find Familiar spell, with the following modifications.

- The material components of the spell cost 200gp, instead of 10gp.
- The familiar takes the form of a tick, instead of any other type.
- You may cast the spell Glyph of Warding once through the familiar, using only the Spell Glyph option. If you do, the familiar disappears and must be summoned again.

A creature must succeed on a DC30 skill check using Arcana, Investigation, Insight, or Sleight of Hand to attune to this item.