

# MIMSY'S STRIXHAVEN SHOP OF TREASURES

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## INTRODUCTION

*The elvish student only half-believed the stories she'd been told until she investigated herself. A secret shop of magical wares that wanders from room to room under the very noses of the deans and professors? It seemed like the sort of story seniors would tell first-years to watch them run around like headless chickens looking for it. Nonetheless, she was a Lorehold mage, and she never left a stone unturned—a principle that brought her all the way to a Witherbloom supply closet in the middle of the night.*

*Feeling distinctly foolish, the student looked both ways, then turned the doorknob and quickly stepped inside. She expected to knock her nose against brooms and mops; instead, she found herself in a cluttered room lit by floating candles and stuffed with bizarre items. At the far end of the room, a horned woman watched her from behind a counter with bright eyes, her hands folded on the table. "I love first-time customers," the woman murmured, sending a blush of embarrassment through the student's cheeks. "That look of delight and confusion is a treasure itself."*

According to the most superstitious students of Strixhaven, if you hunt down a certain door in a certain campus at a certain hour of the night, you might stumble into the Wandering Shop—a secret collection of magical items that moves from place to place, curated by a woman known only as Mimsy. There are many different theories about the shopkeeper: some say she is an extraplanar entity that draws power from bargains, like a fey or a demon, while others believe she is a test

left by the professors of the academy for adventurous students to find. These theories are furthered by the fact that no record of the Wandering Shop exists in the libraries of Strixhaven—even the Biblioplex, which contains records of nearly every magical phenomenon ever recorded.

Most professors and deans refuse to formally acknowledge the existence of the Wandering Shop. Only those who were previously students of the academy will deign to discuss it in private—and even fewer try to dismantle it themselves, knowing that it serves a valuable purpose to the students of Strixhaven. After all, magic items are an important part of a mage's arsenal, and being able to discern an item's quality is a valuable skill. If they learn that the Wandering Shop poses a threat to Strixhaven, that attitude may change—but until then, the staff appears content to let the rumors run their course.

## USING THIS BOOK

This book introduces a new resource for students of Strixhaven: a mysterious shop that makes itself known to those in need of it. The book is broken down into two sections: the first explores the shop and its keeper in detail, while the second catalogues 100 new magic items themed around Strixhaven and its prestigious colleges. At the back of the book, an appendix organizes the magic items by rarity.

As usual for fifth edition, spells and magic items are *italicized*, while the names of stat blocks are **bolded**.

## MIMSY, THE SHOPKEEPER

The keeper of the Wandering Shop is a mage called Mimsy. She appears to be a short dark-haired woman with horns and bright golden eyes, usually garbed in mage robes and strapped with various belts and pouches. Her manner is polite and charming, even flirtatious at times—but when it comes to personal matters, she quickly becomes cold and uninterested. She is supremely slow to trust others.

In trade, she refuses to take any less than she feels an object is worth, and she has an extremely discerning eye about the quality of magical items. However, she values loyalty and consistency, and as repeat customers build her trust, she slowly lowers her prices—and begins to show off her more exquisite treasures. This strikes closer to Mimsy's true nature: when someone earns her trust, that coldness thaws to reveal a curious and ambitious mage with a passion for collecting items of all sorts.

### MIMSY'S PAST

Though you wouldn't guess by her appearance, Mimsy was a student in Strixhaven's halls almost forty years ago. During her academic career, she was a Lorehold mage, specializing in ancient artifacts. This interest eventually turned into a love for all kinds of magic items, leading her to dabble in the creative skills of the Prismari, but her home was firmly rooted in the Lorehold campus.

After years of studying relics and ancient magic, Mimsy was charged by her professor with leading an archeological dig in a nearby ruin. At first, things went smoothly: she discovered signs of fiendish influence in the ruins, and a number of books and tools that suggested a cult presence nearby. Unfortunately, Mimsy wasn't aware that one of her student archeologists was a member of this cult; before she could present her evidence to her professor, the student collapsed the ruins on top of her, disguising the incident as an accident.

### FALLING FROM GRACE

After the ruins collapsed, Mimsy awoke in a dark chamber, shocked to find she wasn't dead. She had fallen into a hidden chamber beneath the ground, pulled there by the demon that lived below the ruins. The demon, who called itself Obyroa, made many offers to Mimsy, tempting her with power, wealth, and a place in history; in the end, it was the promise of revenge that sealed the deal. Mimsy emerged from the ruins with a demonic power in hand, a wicked blade and sulfur-yellow eyes as signs of her pact. Within a few weeks, she hunted down the student that betrayed her and killed them in cold blood.

Her act of murder was quickly discovered by the staff of Strixhaven, and an investigation was launched—but no evidence remained that the collapse was anything but an accident. Knowing she'd be expelled and imprisoned for murder and for her dealings with Obyroa, Mimsy fled the campus in the dead of night.

### RETURN TO STRIXHAVEN

For many years, Mimsy wandered the plane in search of a new purpose, making her coin as a black market purveyor of the same relics she once studied. Eventually, Obyroa reached out to her once again, demanding her soul as payment for the powers it granted her. The demon knew Mimsy wasn't ready to die, and when she begged for a different way to pay, it began to weave its decades-long scheme to assume control of Strixhaven. Obyroa sent Mimsy back to Strixhaven with explicit instructions: collect the most potent magical artifacts she could from the students and staff, and return the greatest of them to Obyroa.

To this day, Mimsy barter's in magical goods to pay off her soul-debt to Obyroa. She knows that she's being exploited, and that the demon will keep demanding power until she outlives her usefulness; her true goal isn't to pay off the debt, but instead to find the right tools to slay the demon and free herself of its influence.

### MIMSY IN COMBAT

If forced into combat to protect herself or her shop, Mimsy is a relentless combatant that uses her environment to her advantage. She will trigger as many of the shop's protections as she can, through her lair actions or theft wards (see Features of the Shop later in this section), hiding behind her counter if need be.

If pushed to lethal combat, she will use her cube of force to isolate a single person in an enclosed area with her and her helmed horrors, then bear down on them with her Blade of Obyroa, knowing that it does more damage than the average weapon. If she can't isolate one person, or has the opportunity to catch a few in a line, she'll cast *lightning bolt* instead, aiming to avoid her merchandise if possible.

### MIMSY'S TRAITS

**Personality Trait:** "I act as if I know everything and fake it when I don't."

**Ideal:** "History is the greatest teacher."

**Bond:** "If I gather enough power, I can thwart Obyroa's plans and free myself from its influence."

**Flaw:** "I find it difficult to truly trust anyone. Trust got me killed and bound to service."



## MIMSY

*Medium Humanoid (Tiefling), Lawful Neutral*

**Armor Class** 16 (*pendant of fractal armor*)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft., fly 60 ft. (*wings of flying*)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 17 (+3) | 16 (+3) | 19 (+4) | 12 (+1) | 15 (+2) |

**Saving Throws** Int +8, Wis +5

**Skills** Arcana +8, History +8, Investigation +8, Insight +5, Perception +5

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Common, Infernal

**Challenge** 9 (5,000 XP) **PB** +4

**Attuned Magic Items.** Mimsy is attuned to the Blade of Obyroa, a *pendant of fractal armor*, and *wings of flying*.

**Contingency Watch.** Mimsy always has a *contingency watch* in her pocket, which stores a *plane shift* spell. If Mimsy is reduced to 0 hit points, the watch goes off, teleporting her and anything she is wearing or carrying to a safe demiplane. This casting fails if Mimsy is inside an *antimagic field*.

## ACTIONS

**Multiattack.** Mimsy makes two attacks with her Blade of Obyroa on her turn.

**Blade of Obyroa (+1 Shortsword).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 14 (4d6) necrotic damage. The blade disappears if Mimsy dies or falls unconscious.

**Lightning Bolt (5th-level Spell).** Mimsy creates a bolt of lightning in a 100-foot-long, 5-foot wide line. Each

creature in the area must make a DC 16 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save or half as much damage on a successful one.

**Use Magic Item.** Mimsy is armed with a bag of holding, and in it, a variety of magic items. As an action, she can reach into the bag, produce a magic item, and create one of the following effects. After using an item its listed number of times, she must wait 24 hours before she can use that item again.

**Immovable Rod (1 Use).** Mimsy drops a 3-foot-long rod at a spot within her reach. The rod can support up to 8,000 lbs., and requires a DC 30 Strength check to move. On a successful check, a creature can move the rod up to 10 feet.

**Potion of Healing (3 Uses).** Mimsy drinks a potion, regaining 28 (8d4 + 8) hit points.

**Marble Elephant (1 Use).** Mimsy throws a figurine at a point within 60 feet of her, summoning a loyal elephant that remains for 24 hours or until reduced to 0 hit points.

**Cube of Force (3 Uses).** Mimsy creates a 15-foot cube of invisible force centered on her, which moves with her and lasts 1 minute or until dismissed as an action. Living or nonliving matter can't pass through the cube (Mimsy's choice when she creates it).

## REACTIONS

**Shield (1st-level Spell).** As a reaction to being targeted by an attack, Mimsy gains a +5 bonus to her AC until the start of her next turn. If the attack is a *magic missile* spell, she is immune to its damage.

**Counterspell (3rd-level Spell).** Mimsy interrupts a creature within 60 feet of her trying to cast a spell. If the spell is 3rd level or lower, it fails. Otherwise, she must make an Intelligence check (DC 10 + the spell's level), causing the spell to fail on a successful check.

## THE WANDERING SHOP

The Wandering Shop was created by Mimsy using one of the most powerful items in her possession: a brass key that allows her to create and travel between demiplanar spaces. Mimsy maintains a number of spaces like this, including the shop, a storeroom, a private abode, and a panic room for emergencies. These spaces are hidden from most sorts of divination magic, as they are technically located on another plane of existence. Mimsy determines where the shop is accessible from by sliding the key into any door, transforming it into a temporary portal to the Wandering Shop. This connection lasts until she ends it as an action—something she can do even when others are standing in the shop.

The shop itself is a large square room draped with plum velvet and lit by floating candles. Throughout the room, small wooden tables and cases display a variety of magic items; the most valuable items, however, are kept in a separate demiplane and fetched to show customers at Mimsy's discretion. Behind the counter, a number of shelves show off strange and unusual trinkets Mimsy has bought off her customers. An enchantment on the room continually vanishes dust and dirt, keeping the space clean.

Mimsy exerts total control over the appearance and layout of the demiplanar shop, and can change it at a moment's notice. As a result, it often changes its decor and wares from visit to visit.

### FEATURES OF THE SHOP

Regardless of how the shop's appearance changes, the following features are always present.

#### FRONT DOOR

At one end of the room, a door sits between two velvet curtains. When Mimsy anchors the shop to a particular door in the outside world, it always connects to this door. The size and shape of the door changes to reflect its partner outside the shop.

The door can be destroyed, but it reforms when Mimsy disconnects the shop. The door is protected by an arcane lock spell; unless the spell is removed, the door requires a DC 25 Dexterity (Thieves' tools) check to unlock without the key.

#### MIMSY'S COUNTER

At the far end of the room from the front door, Mimsy conducts her business from behind a polished wooden counter. Contrary to its simple appearance, the counter is imbued with powerful magic: when Mimsy speaks the counter's command word, an invisible *wall of force* spell springs up to separate the counter from the rest of the shop. Mimsy can make the wall opaque or invisible as a bonus action, and can dismiss the wall as an action.

## THEFT WARDS

A variety of spells are placed on the Wandering Shop to foil thieves, as described below.

**Display Cases.** Each display case is carved with a *glyph of warding*. If someone attempts to pick the lock on a case, the glyph casts a *cause fear* spell (save DC 16) on the would-be thief. Each case is also wired with an *alarm* spell, which triggers if anyone but Mimsy reaches into the case, alerting her to the intrusion.

**Suits of Armor.** Three suits of armor are placed around the shop on stands, smithed into wicked portraits of demonic warriors. If any of the display case wards are triggered (see above), or if Mimsy speaks their command word as an action, the suits spring to life and become helmed horrors. The horrors prioritize defending Mimsy and the shop from harm, and obey Mimsy's verbal orders. The Spell Immunity traits of the horrors are usually set to *magic missile*, *fireball*, and *polymorph*.

**Watching Statue.** High up on a shelf behind the counter, a small statuette of an owl looks down on the shop. This statue is a *watching statue* (see "Mimsy's Wares" later in this book), and records anything it sees happen in the shop. This includes anything that a creature hasn't explicitly hidden from the statue's view with a successful DC 15 Dexterity (Stealth) check, as its vantage point is excellent.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties) while inside the Wandering Shop, Mimsy can take one of the following lair actions:

- A display case within 60 feet of Mimsy that she can see springs open and hurls a potion at a creature within 30 feet of it. Make a ranged attack roll against the creature (+8 to hit). On a hit, the potion deals 10 (3d6) fire, acid, or poison damage (Mimsy's choice).
- The velvet curtains spring to life and attempt to restrain one creature Mimsy can see within 60 feet of her. The creature must succeed on a DC 15 Strength saving throw or be restrained until Mimsy uses this action again. A creature can free itself or another creature by making a DC 15 Strength check, ending the effect on a success.
- The candles in a 20-foot cube Mimsy can see within 60 feet of her light or dim. Mimsy chooses whether the cube is filled with bright light, dim light, or darkness.

## MIMSY'S WARES

The Wandering Shop has a constantly changing stock of wares, showcasing dozens of magic items on its shelves and tables. Mimsy herself personally curates the collection, choosing items she feels are appropriate to Strixhaven and its students. Some of the items are of Strixhaven design, while others are gathered from wanderers across the planes. A few are even designed by Mimsy herself!

This section details a hundred of the items in Mimsy's collection. Each item is accompanied by a short box of text, representing how Mimsy pitches the item to interested customers.

## TATTOO ATTUNEMENT

Following the examples in Tasha's Cauldron of Everything, a handful of magical tattoos are presented in this collection—the results of Prismari creativity and Silverquill ink magic. The rules of attuning to a magic tattoo are the same for every tattoo, as described below.

**Attuning to Tattoos.** To attune to a magic tattoo needle, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, appearing on your skin. If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in your space.

## ITEM DESCRIPTIONS

Magic item descriptions are presented alphabetically.

### ABACUS OF EASE

*Wondrous item, common*

This faintly glowing abacus is fitted with smooth white beads. As an action, you can hold the abacus and point at a collection of objects or creatures that fit within a 5-foot cube. The abacus instantly counts out the number of items in the collection, then displays the result using its beads.

"A Quadrix favorite. After all, who can be bothered to count out all the possible outcomes of your work by hand?"

### ARCANE SIGIL TATTOO

*Wondrous item (tattoo), uncommon (+1), rare (+2), very rare (+3) (requires attunement)*

Produced by a special needle, this magic tattoo draws arcane runes along your skin, which resemble scars when not in use.

**Spell Focus.** While attuned to the tattoo, you can use it as an arcane focus for your spells. You gain a bonus to spell attack rolls and to the saving throw DCs of spells cast through the tattoo. The bonus is determined by the tattoo's rarity.

**Illumination.** When you cast a spell through the tattoo, you can cause it to burn with bright light in a 10-foot radius and dim light for 10 feet beyond that. The illumination lasts until the spell ends or until you dismiss it as a free action.

"In addition to enhancing your spellcasting prowess, this tattoo is also a fashion statement! It's all the rage among senior students right now."

### ARCHEOLOGIST'S EYES

*Wondrous item, uncommon (requires attunement)*

These silver-rimmed glasses seem to attract dust, as if they belong in old and abandoned places. Over the course of 10 minutes, you can examine an object or a piece of text while wearing the glasses to learn more about it. At the end of the examination, you learn either the object's magical properties, as if by an *identify* spell, or the meaning of the text, as if translated by a *comprehend languages* spell.

"A staple among first-years aspiring to Lorehold, especially those who hate studying."

### ARCHIVAL LENS

*Wondrous item, uncommon*

These unsuspecting glasses have large circular lenses that fill up your entire field of vision. While you are wearing these glasses, you can cause them to start recording as an action. For the next hour, everything you see is recorded by the glasses and stored in its magical memory. If you are blinded during this time, the glasses continue to record as if you were seeing, unless the effect blinding you also obscures the lenses themselves. The recording ends early if you take the glasses off or end the recording as an action.

At any time after a recording is taken, you can recall it from the memory of the glasses and watch it through them. The lenses can hold up to three recordings at a time, after which you must choose a recording to erase in order to take another. You can erase a recording at any time as an action.

"These glasses are perfect for watching back lessons in your free time. You might pick up a few details that you missed the first time around."

## BAG OF MIMSY

*Wondrous item, rare*

This leather bag has a number of weird and colorful patches sewn onto it, giving it a whimsical appearance. When you look into the bag, it appears empty; however, when you reach into the bag without looking, you can feel a variety of objects of different shapes and textures. The bag spits out any other objects placed into it.

The bag has 3 charges. As an action, you can expend a charge and reach into the bag, pulling out a random trinket. Each trinket is imbued with a random spell, as determined by the Mimsy Trinkets table below. At any time in the next minute, you can use the trinket to cast the associated spell (save DC 15, +7 to hit with spell attacks). After being used, the trinket disappears. If the trinket isn't used after 1 minute, it disappears without being used, wasting the charge.

The bag regains 1d4 - 1 charges each day at dawn. If you use the bag's last charge, roll a d20; on a roll of 1, you've used the bag's last trinket, rendering it a nonmagical but fashionable backpack.

### MIMSY TRINKETS

| D8 | TRINKET              | SPELL                            |
|----|----------------------|----------------------------------|
| 1  | A glass prism        | <i>Chaos bolt</i> (at 3rd level) |
| 2  | A sheathed dagger    | <i>Cloud of daggers</i>          |
| 3  | A clay thumb         | <i>Earthen grasp</i>             |
| 4  | A planchette         | <i>See invisibility</i>          |
| 5  | A wishbone           | <i>Dispel magic</i>              |
| 6  | A white handkerchief | <i>Expeditious retreat</i>       |
| 7  | A vial of oil        | <i>Grease</i>                    |
| 8  | A stick of charcoal  | <i>Wall of fire</i>              |

"This little joy was invented by yours truly! Sometimes a little chaos is the best source of creativity."

## BARRIER BEAD

*Wondrous item, uncommon*

This small bead comes in four varieties, as marked by its color. As an action, you can crush this bead to create a barrier centered on a point within 60 feet of you. The barrier can be up to 20 feet wide, 10 feet tall, and 2 feet thick. It must be created on a surface large enough to hold it, otherwise the effect fails and the bead is wasted. The barrier remains for 1 minute or until it is destroyed or dispelled by a dispel magic spell.

Each type of bead corresponds to a certain spell. Other than its size and duration, the barrier mimics the effects of the spell (save DC 14). The barrier doesn't require concentration to maintain.

## BARRIER BEAD

| COLOR | THE BARRIER WORKS LIKE A... |
|-------|-----------------------------|
| Blue  | <i>Wall of water</i>        |
| Green | <i>Wall of stone</i>        |
| Red   | <i>Wall of fire</i>         |
| White | <i>Wind wall</i>            |

"These beads were originally invented for Mage Tower players, allowing them to dramatically change the playing field in seconds. Red barrier beads are banned, as they've proved too dangerous."

## BEAD OF MEMORY

*Wondrous item, uncommon*

This small translucent bead swirls with a glowing purple fluid that moves in mesmerizing ways. Over the course of 1 minute, a creature holding this bead can fill it with a copy of a memory lasting no longer than 1 hour. At any point thereafter, a creature holding the bead can concentrate on it to experience the memory, as if they were the memory's original holder. While experiencing the memory, the creature is blinded and deafened to their current surroundings.

Unless the creature has a perfect memory, the memory plays out how the creature remembers it happening, not how it actually occurred. Parts of the memory that were important to the original holder are especially clear, while things they ignored are difficult to decipher. If part of the memory is especially upsetting, it might be distorted to monstrous proportions or absent altogether, repressed by the original holder. Ultimately, it is up to the DM how heavily a creature's biases influenced their recollection of the event.

"These were originally invented by Lorehold archivists to record important moments of history just after they occurred. Nowadays, they're popular for preserving sentimental memories—or catastrophic failures, if you're into that sort of thing."

## BELT OF STOLEN LIFE

*Wondrous item, rare (requires attunement)*

This leather belt, carved with the Witherbloom crest, emanates faint whispers in the presence of pain and death. When a Small or larger creature dies within 10 feet of you, the belt siphons a portion of its life essence, causing you to regain hit points equal to your proficiency bonus.

**Cursed.** The necromancy used to create this belt is sensitive to the intent of its user. If you kill a harmless or friendly creature in order to heal yourself while attuned to this belt, your hit point maximum is reduced by a number equal to the creature's proficiency bonus. This reduction can be removed by ending your attunement to the belt, but returns if you resume your attunement to it at any time.

"This belt can be extraordinarily useful to frontline fighters. However, the deans of Witherbloom worked hard to ensure the belt could only be used responsibly, so be careful if your intent is mischievous."

### BELT OF THE ALCHEMIST

*Wondrous item, uncommon*

This leather belt, which straps across your chest or waist, has five adjustable slots perfect for holding potion vials. As an action, you can fill any number of these slots with potions. At any time thereafter, you can drink a potion stored in a slot as a bonus action instead of an action.

"A common tool among Witherbloom students. I once saw a student wear three of these at once; it was funny until he grabbed the wrong potion."

### BLANKET ROBE

*Wondrous item, common*

This thick fuzzy blanket is large enough to comfortably cover two Medium creatures or one Large creature. As an action, you can speak the blanket's command word, causing it to transform into an equally thick and fuzzy robe or back into a blanket.

"I doubt you'll be shocked to learn this, but this is my most popular item by a wide margin."

### BLOOD COMPASS

*Wondrous item, uncommon*

This silver compass has a pointed tip with a hollow center, allowing it to draw blood when thrust into another creature. As an action, you can make a weapon attack with this compass against a creature within your reach, as if you were wielding a dagger. On a hit, you deal no damage, but you draw a vial of the creature's blood, which is stored in the compass. Alternatively, you can draw from a vial or a puddle of blood as an action by holding the compass up to it. The compass can only hold one creature's blood at a time.

Once you have the creature's blood, you can use the compass to cast the *locate creature* spell, targeting the creature the blood belongs to. If the creature has been affected by a *reincarnate* spell since you drew the blood, the effect fails.

Once you use the compass, you can't use it in this way again until the next dawn.

"This is an oldie but a goodie from the Blood Age. I sometimes use one to find people who owe me money... Consider that a warning."

### BLOODTHORN GLOVE

*Wondrous item, rare (requires attunement)*

This reddish leather glove is studded with tiny barbs, making it difficult to handle safely. While you are attuned to and wearing this glove, your unarmed strikes deal piercing damage instead of slashing damage.

As an action, you can direct the glove at a creature you can see within 10 feet of you and ensnare the target in bloodthirsty vines. The target must succeed on a DC 15 Dexterity saving throw or be restrained for 1 minute. As an action on each of your subsequent turns, you can draw blood from a creature restrained in this way, dealing 3d6 necrotic damage and regaining hit points equal to half the damage dealt. A restrained creature can free itself with a DC 15 Strength saving throw, ending the effect on a success.

Once you use the ensnaring property of the glove, it can't be used again until the next dawn.

"I knew the girl who invented this glove, actually. She was a Witherbloom student with anemia and a macabre streak. She created this glove to supplement her natural supply of blood."

### BLOOMING BARK AMULET

*Wondrous item, rare (requires attunement by a spellcaster)*

This wooden pendant is infused with the heart of an ancient mystical tree, and is extremely sensitive to magic cast near it. When you cast a spell of 1st level or higher while attuned to this pendant, blooms of protective bark spread across your skin, granting you temporary hit points equal to twice the spell's level. These temporary hit points remain for 1 hour.

"For a delicate mage, this amulet is a miraculous tool in keeping all your organs where they belong."

## BOOK OF THE BIBLIOBLEX

*Wondrous item, artifact (requires attunement by a spellcaster)*

This tome, originally interred in the Mystical Archive, is connected to the heart of the library, and has a direct line to all the knowledge stored there. Nobody knows exactly how it came to be: some say it was created by one of the founder dragons; others suspect it was made by one of the earliest deans of the academy, who was banished for trying to spread the knowledge of the Mystical Archive to the masses. Many mages have made entire careers of searching the plane for this tome, and very few have ever succeeded.

**Random Properties.** The book has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

**Flow of Knowledge.** While holding this book, it whispers tidbits of arcane knowledge into your mind, granting you advantage on Intelligence (Arcana) checks.

**Minor Magic.** At the end of a long rest spent studying this book, you can choose one cantrip from the wizard spell list and cause it to become fixed in your mind until the end of your next long rest. For this duration, you can cast the cantrip at will. Intelligence is your spellcasting ability for this cantrip.

**Call from the Archive.** Using this book, you can attempt to call a spell from the deep shelves of the Mystical Archive. When you do so, choose and cast any spell of 8th-level or lower from the wizard spell list. Then make a DC 20 Intelligence saving throw. On a failed saving throw, your mind is wracked by the effort of channeling the vast knowledge of the book, and you gain levels of exhaustion equal to the spell's level (minimum of 1). You still require any material components necessary to cast the spell when you cast it in this way.

Once you use this property, you can't do so again for seven days.

**Destroying the Book.** This book requires a *disintegrate* spell or a strike from a +3 weapon to destroy. However, if it isn't destroyed in the heart of a snarl, it reappears in the Mystical Archive after 1d100 years.

*Mimsy never shows this item to a customer directly, only showing it through illusions or drawings.*

"Acquiring this book was one of the most difficult things I've ever done, and it nearly cost me my life. It has the potential to advance any mage's understanding of the arcane by leaps and bounds; it can cheat death, summon hordes, and change the face of the world.

There's only one condition under which I'll relinquish it: bring me something that can kill a demon lord forever, and it's yours to take."



## BOOKBEAST

*Wondrous item, rare (requires attunement)*

This book has a portrait of a beast painted delicately on its cover, and quietly growls when left alone for too long. As an action, you can toss the book and speak its name, causing it to spring to life as a creature made of paper and ink.

When the *bookbeast* is created, the maker chooses a beast of CR 2 or lower. The creature uses the statistics of the chosen beast, with the following changes:

- Its type is construct.
- It doesn't need to eat, drink, sleep, or breathe.
- It understands Common and one extra language of the maker's choice, though it can't speak.
- Its proficiency bonus matches that of the creature attuned to the book.

Once the creature is summoned, it remains until it is reduced to 0 hit points or dismissed as an action, at which point it reverts to the shape of a book. After being dismissed or destroyed, the *bookbeast* can't be used again for 1d4 days.

Additionally, each time the creature is reduced to 0 hit points, roll a d20. On a roll of 1, the book is torn to pieces, rendering it unusable.

"Whether you need a guardian in battle or a companion for long nights of studying, the bookbeast is an all-around solution. I've got everything from wolves to weasels—what's your favorite animal?"

## BOOTS OF SILVERSTEP

*Wondrous item, uncommon (requires attunement by a spellcaster)*

These ink-black boots rise well above the knee, and are unusually light for their size. When you cast a spell of 1st level or higher while wearing these boots, you can teleport to an unoccupied space you can see. The range of this teleport is a number of feet equal to 10 times the spell's level.

Once you use the boots in this way, you can't do so again for 1 hour.

"These beauties are great for turning heel in the heat of combat, and they're fashionable to boot!"

## BOOTS OF THE DANCER

*Wondrous item, uncommon (requires attunement by a spellcaster)*

These boots are striped with bright blue and orange fabric, giving them a circus-like appearance. When you cast a spell of 1st level or higher while wearing these boots, your speed increases by 10 feet until the end of your turn.

"Now I'd never be caught dead wearing Prismari colors, but if you specialize in hit-and-run tactics, these boots are a must-have."

## BRACERS OF PRISMATIC ENERGY

*Wondrous item, rare (requires attunement by a spellcaster)*

These bracers are each studded with five gems along the outside of the arm, the colors of which correspond to five different elements. While you wear these bracers, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

The bracers have 3 charges. When you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can expend a charge to change the spell's damage type to one of the others listed above. The bracers regain 1d3 charges daily at dawn.

"Look, you could just pick another spell, sure. But sometimes you have an aesthetic to maintain, and you just want to hurl bolts of lightning until the cows come home. D'you feel me?"



## CAULDRON OF PLAGUE

*Wondrous item, rare (requires attunement by a spellcaster)*

This foot-wide cauldron is forged in the shape of a gourd, and always smells faintly sour. The cauldron can be used as an arcane or druidic focus when casting spells.

**Identify Plague.** By placing boiling water in this cauldron along with a piece of a person, such as a strand of hair or a drop of blood, you can determine whether that person is suffering a disease. If so, you learn the effects of the disease, how long it typically lasts, and any countermeasures the person can take.

**Diseased Touch.** While you are attuned to the cauldron, you know the *inflict wounds* and *ray of enfeeblement* spells, and have them prepared in addition to any other spells you can prepare. You can cast each spell once without expending a spell slot, after which you can't do so again until the next dawn.

"Another Witherbloom classic. What completes the witchy image better than a cauldron hanging from your arm?"

## CLOAK OF INKSHADOW

*Wondrous item, rare (requires attunement)*

This jet-black cloak has the Silverquill emblem sewn across its back, barely visible at most angles. As an action, you can raise the hood of the cloak to cast the *mislead* spell, becoming invisible and fashioning an illusory duplicate of yourself from ink magic. This special casting of the spell only lasts 1 minute, and ends if you move more than 60 feet from your illusion.

If you end the effect early by making an attack, your strike is imbued with shadow force. On a hit, the attack deals an additional 4d8 psychic damage.

Once you use the cloak, you can't do so again until the next dawn.

"Say what you will about Silverquill, they've got one thing right: there's nothing more satisfying than complimenting someone to their face and stabbing them in the back at the same time."

## CLOAK OF PESTFORM

*Wondrous item, rare (requires attunement)*

This green cloak is plain and unassuming, with only a golden brooch in the shape of a moth to set it apart. The cloak has 3 charges. As an action while wearing the cloak, you can expend a charge to cast the *polymorph* spell on yourself, transforming into a Tiny beast with a challenge rating of 1/8 or lower. While you are

transformed, you retain your Intelligence, Wisdom, and Charisma scores. The cloak regains any expended charges each day at dawn.

**Cursed.** This cloak is cursed, and while you are attuned to it, its curse extends to you. While cursed in this way, a thin layer of translucent webbing resembling the wings of a fly spreads between your fingers. Additionally, insects and other small pests are drawn to you in droves.

"This cloak is excellent for would-be spies and scouts, whether you want to sit in plain sight as a crow or hide in the rafters as a spider. Just be careful—one hit and you're back to normal."

## CLOAK OF PLENTIFUL POCKETS

*Wondrous item, uncommon*

This cloak, sewn with the crest of Strixhaven, is an officially recommended item on the student supply list. The cloak has six pockets, each of which is an extradimensional space. A pocket can hold up to 10 pounds of material, not exceeding a volume of 1 cubic foot. Regardless of its contents, the cloak weighs 5 pounds.

The cloak is more convenient than other extradimensional storage spaces of its type, allowing one to retrieve an item from any pocket as a bonus action. The pockets do not empty their contents if upturned. However, inverting or tearing a pocket causes all its contents to spew forth.

Placing the cloak inside a *bag of holding* or similar extradimensional item destroys both items and opens a gate to the Astral Plane. The gate originates where one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened. Two pockets from the same cloak can't interact in this way.

"These cloaks are available all over Strixhaven, but nowhere else at this excellent price. They are slightly used, but hey—you get to keep whatever you find in their pockets!"

## CLOAK OF THE ELEMENTAL ARTS

*Wondrous item, uncommon (requires attunement)*

This flashy cloak subtly changes color at different angles. When you take acid, cold, fire, lightning, or thunder damage, you can activate the cloak as a reaction, halving the damage you take. Once you block a damage type in this way, the cloak can't protect against that damage type again for 24 hours.



"I recommend this cloak to every first-year hoping to join Prismari. It provides all-around protection while you start to experiment with each element."

### CLOAK OF WARDING

*Wondrous item, uncommon (requires attunement by a spellcaster)*

This cloak is lined with simple abjuration runes, creating a layer of protective magic around your body. While you are wearing this cloak, you can use it to create one of the following effects:

- As an action, you cast *dispel magic*, targeting yourself.
- As a reaction, you cast *counterspell*, targeting a creature casting a spell that would target you.

Once you use the cloak to create either effect, you can't use it again until the next dawn.

"While not as flexible as proper countermagic, this cloak provides you with a reliable layer of protection from basic magic. That's hard to pass up."

### CONDUCTIVE CLOAK

*Wondrous item, rare (requires attunement)*

This blue cloak crackles with sparks in the presence of magic. When you cast a cantrip or spell while wearing this cloak, it crackles with electricity until the beginning of your next turn. While crackling in this way, the next creature to hit you with a melee attack takes 1d4 lightning damage per slot level of the spell you cast (minimum of 1d4). The charge then dissipates until you cast another spell.

"If you don't like being touched by people you don't know, pop this baby on and start practicing your 1st-level magic. Trust me, people learn to keep their hands to themselves *real quick*."

### CONTINGENCY WATCH

*Wondrous item, very rare*

This brass watch is carved with an ivory rose and decorated with tiny but startlingly clear rubies. Over the course of 10 minutes, you can store a spell in the watch, expending the appropriate spell slot needed to cast the spell in the process. The spell must have a casting time of 1 action and must be able to target you. If the spell requires a material component, you must have that component on hand when storing the spell,