

Every character may choose one bundle from this list. If the bundle includes points, those can be spent on items appearing on the consumables table.

Bundle	Item	Points
1	<a href="#">Armor + 1</a>	0
2	<a href="#">Armor of Resistance</a>	0
3	<a href="#">Boots of Elvenkind</a>	0
4	<a href="#">Bracers of Archery</a>	3
5	<a href="#">Bracers of Defense</a>	0
6	<a href="#">Cap of Water Breathing</a>	2
7	<a href="#">Cloak of Protection</a>	3
8	<a href="#">Elven Chain</a>	0
9	<a href="#">Gauntlets of Ogre Power</a>	3
10	<a href="#">Gloves of Thievery</a>	4
11	<a href="#">Goggles of Night</a>	3
12	<a href="#">Hat of Disguise</a>	3
13	<a href="#">Headband of Intellect</a>	3
14	<a href="#">Mace of Smiting</a>	0
15	<a href="#">Necklace of Fireballs</a>	0
16	<a href="#">Ring of Animal Influence</a>	0
17	<a href="#">Ring of Evasion</a>	0
18	<a href="#">Ring of Feather Falling</a>	0
19	<a href="#">Wand of the Warmage + 1</a>	3
20	<a href="#">Wand of the Warmage + 2</a>	0
21	<a href="#">Weapon + 1</a>	3
22	<a href="#">Weapon + 2</a>	0

#### Consumables

Item	Cost
<a href="#">Potion of climbing</a>	1
<a href="#">Potion of healing</a>	1
<a href="#">Potion of healing: greater</a>	2
<a href="#">Potion of heroism</a>	3
<a href="#">Potion of invulnerability</a>	3
<a href="#">Potion of resistance</a>	2
<a href="#">Potion of water breathing</a>	2

## ARMOR + 1

You have a + 1 bonus to AC.

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## ARMOR OF RESISTANCE

You have resistance to one type of damage while you wear this armor. The available resistances are cold, fire, necrotic, and poison.

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## BOOTS OF ELVENKIND

While you wear these boots, your steps make no sound, regardless of the surface you're moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

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## BRACERS OF ARCHERY

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a + 2 bonus to damage rolls on ranged attacks made with such weapons.

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## BRACERS OF DEFENSE

While wearing these bracers, you gain a + 2 bonus to AC if you're wearing no armor and using no shield.

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## CAP OF WATER BREATHING

While wearing this cap underwater, you can speak its command word as an action to create a bubble of air around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the cap is removed, or you are no longer underwater.

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## CLOAK OF PROTECTION

You gain a + 1 bonus to AC while you wear this cloak.

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## ELVEN CHAIN

You gain a + 1 bonus to AC while you wear this armor. You're considered proficient with this armor even if you lack proficiency with medium armor.

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## GAUNTLETS OF OGRE POWER

Your Strength score is 19 while wearing these gauntlets. They have no effect on you if your Strength is already 19 or higher.

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## GLOVES OF THIEVERY

These gloves are invisible when worn. While wearing them, you gain a + 5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.

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## GOGGLES OF NIGHT

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing these goggles increases its range by 60 feet.

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## HAT OF DISGUISE

While wearing this hat, you can use an action to cast the spell *disguise self* from it at will. The spell ends if the hat is removed.

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## HEADBAND OF INTELLECT

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher.

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## MACE OF SMITING

You gain a + 1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to + 3 when you use the mace to attack a construct. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 bludgeoning damage, or an extra 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

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## NECKLACE OF FIREBALLS

This necklace has 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd level *fireball* spell (save DC 15). You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *fireball*, by 1 for each bead beyond the first.

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## POTION OF CLIMBING

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottled fails to mix the colors.

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## POTION OF HEALING

You regain 2d4+ 2 hit points when you drink this potion.

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## POTION OF HEALING: GREATER

You regain 4d4+ 4 hit points when you drink this potion.

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## POTION OF HEROISM

For 1 hour after drinking it, you gain 10 temporary hit points that last for that hour. For the same duration, you're under the effect of a *Bless* spell (no concentration required).

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## POTION OF INVULNERABILITY

For 1 minute after you drink this potion, you have resistance to all damage.

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## POTION OF RESISTANCE

When you drink this potion, you gain resistance to one damage type for one hour.

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## POTION OF WATER BREATHING

You can breathe underwater for 1 hour after drinking this potion.

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## RING OF ANIMAL INFLUENCE

This ring has three charges, and it regains 1d3 expended charges daily at dawn. While wearing this ring, you can use an action to expend 1 of its charges and cast one of the following spells:

- *Animal friendship* (save DC 13)
- *Fear* (save DC 13), targeting only beasts that have an intelligence of 3 or lower.
- *Speak with Animals*

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## RING OF EVASION

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

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## RING OF FEATHER FALLING

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

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## WAND OF THE WARMAGE + 1

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

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## WAND OF THE WARMAGE + 2

While holding this wand, you have a +2 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

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## WEAPON + 1

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

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## WEAPON + 2

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

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