



## TREASURES

**T**HE SUN GOD REACHED OUT AND PUT HIS hand upon Kytheon's shoulder. "You proved your worth as a warrior in the attack on your polis, but it is time to prove yourself worthy to be my champion." He reached up to the sunlit sky, and the light coalesced around his fist. It elongated and took the shape of a spear that resembled the god's own weapon.

"With this spear, destroy the titan. This is what I task you with. This is your ordeal."

Kytheon gaped, both at the spear and at the task the god had set before him.

—Ari Levitch, "Gideon: Kytheon Iora of Akros"

On Theros, magic items carry reputations as rich and storied as those who wield them. They might take form in the god-realm of Nyx, spring from Purphoros's forge in Mount Velus, or come from legendary mortal smiths. Some crafters create great works to put an end to a specific peril, while others create to honor the gods. The most renowned works are the weapons of the gods themselves, treasures synonymous with divine power that forge legends with their every use.

### MAGIC ITEMS

The following sections explore some of the magic items that heroes might encounter during their adventures across Theros. These treasures might serve as rewards for heroic deeds, or they could spur the gods' champions toward great acts. All the gods have access to mighty troves of storied items, which they have few qualms about granting to their favored servants—or reclaiming when their usefulness is over.

### GIFTS OF THE GODS

Just as the heroes of Theros carry great destinies, so too do many of the magic items they encounter. The common folk don't typically possess magic items, yet adventurers come across them with some regularity—further evidencing the divine favor most enjoy. Nearly every magic item was created with a purpose and often carries with it a role in some greater story, whether an epic long ended or one yet untold.

As DM, feel free to make ordinary magic items feel like they have significant history and purpose. Even

a *+1 spear* might have been carried by a company of hoplite veterans that went missing during their quest to reach the edge of the world. Wands might be crafted from legendary sources, while potions might bear the seals of famed alchemists or include signature reagents—like a pegasus feather in a *potion of flying*. The Remarkable Origins table offers just a few ways to suggest a magic item's remarkable pedigree without altering its magical properties.

Certain treasures might also be the objects of heroic quests. For example, one might not be considered a true hero until one follows in the footsteps of past legends and either makes or claims one's own magical garment from the wool of a Nyx-fleece ram (see chapter 6). You can also use the tables in chapter 7 of the *Dungeon Master's Guide* to help further inspire the story you create for a magic item.

### REMARKABLE ORIGINS

#### d12 Origin

- 1 The item bears the name or emblem of a lost troop of Akroan stratiars (described in chapter 3).
- 2 The item is etched with a name or prayer written in Celestial (the language of the gods).
- 3 The item looks like it's been at the bottom of the sea for a hundred years but functions perfectly.
- 4 The item is wrapped in handwritten scrolls, suggesting it was once possessed by a founder of one of Meletis's philosophical schools (described in chapter 3).
- 5 The item bears a design or sculpted feature suggestive of a Returned mask.
- 6 A knotted cover or grip depicts colorful birds or stylized herd animals from the plains of Oreskos.
- 7 The item is at least partially made from the heartwood of a Setessian caryatid (described in chapter 3). The wood regularly sprouts fresh leaves, or its whorls suggest humanoid features.
- 8 The item rests among the remains of its former owner, who thanks (or curses) those who take it.
- 9 The item is at least partially made of iron.
- 10 Whoever first touches the item receives an omen from the god who watches over it (see chapter 4 for details on omens).
- 11 The item lies in a crater, as if it fell from the heavens.
- 12 The item glimmers with the stars of Nyx and is a perfect facsimile of an item used by a legendary hero.



FLYING CHARIOT

## MAGIC ITEM DESCRIPTIONS

This section presents an assortment of magic items in alphabetical order. See the *Dungeon Master's Guide* for the rules on magic items.

### FLYING CHARIOT

*Wondrous item, rare*

The chariot's riders and creatures pulling the chariot gain a +1 bonus to their AC.

If this magic chariot is pulled by one or more flying creatures, it too can fly.

#### CHARIOTS

Chariots and the creatures pulling them work like controlled mounts, as described in the mounted combat rules in the *Player's Handbook*, but with the following differences:

- Mounting or dismounting a chariot costs you 5 feet of movement, rather than a number of feet equal to half your speed.
- Being mounted on a chariot grants you half cover.
- A chariot's speed is equal to the speed of the slowest creature pulling it.
- If multiple creatures are pulling the chariot, they all act on the same initiative, and they must take the same action on their turn.

### HELM OF THE GODS

*Wondrous item, rare (requires attunement)*

While wearing this helm, you know whether there is a celestial or fiend within 30 feet of you, as well as where the creature is located, provided the creature isn't behind total cover.

Whenever you finish a long rest while wearing the helm, you can pray to one of the gods listed on the Helm of the Gods table and store the listed spell in the helm, replacing any spell that is already stored there. The save DC for the spell is 13.

The helm has 3 charges. To cast a spell from the helm, you must expend 1 charge, and the helm regains 1d3 charges daily at dawn.

#### HELM OF THE GODS

God	Spell
Athreos	<i>protection from evil and good</i>
Ephara	<i>sanctuary</i>
Erebos	<i>inflict wounds</i>
Helioid	<i>guiding bolt</i>
Iroas	<i>heroism</i>
Karametra	<i>goodberry</i>
Keranos	<i>thunderous smite</i>
Klothys	<i>entangle</i>
Kruphix	<i>dissonant whispers</i>
Mogis	<i>hellish rebuke</i>

God	Spell
Nylea	<i>faerie fire</i>
Pharika	<i>lesser restoration</i>
Phenax	<i>charm person</i>
Purphoros	<i>searing smite</i>
Thassa	<i>identify</i>

### MOLTEN BRONZE SKIN

*Armor (breastplate, half plate, or plate), rare (requires attunement)*

This magical armor appears as a jug of molten bronze. When you attune to it, the bronze adheres and contours to your skin. The armor can be worn under normal clothes, but it doesn't impede bodily functions. Once you put it on, it can't be removed unless you choose to do so.

While wearing the armor, you have resistance to fire damage. The armor also doesn't impose disadvantage on Dexterity (Stealth) checks.

### POTION OF AQUEOUS FORM

*Potion, rare*

When you drink this potion, you transform into a pool of water. You return to your true form after 10 minutes or if you are incapacitated or die.

You're under the following effects while in this form:

**Liquid Movement.** You have a swimming speed of 30 feet. You can move over or through other liquids. You can enter and occupy the space of another creature. You can rise up to your normal height, and you can pass through even Tiny openings. You extinguish nonmagical flames in any space you enter.

**Watery Resilience.** You have resistance to nonmagical damage. You also have advantage on Strength, Dexterity, and Constitution saving throws.

**Limitations.** You can't talk, attack, cast spells, or activate magic items. Any objects you were carrying or wearing meld into your new form and are inaccessible, though you continue to be affected by anything you're wearing, such as armor.

### PYXIS OF PANDEMONIUM

*Wondrous item, legendary*

A creature that touches this ornate wooden vessel for 1 minute gains the benefits of a short rest. That creature also gains the effects of the *bless* spell until the creature finishes a short or long rest. The creature can't gain these benefits again until it finishes a long rest.

If the vessel is opened, roll on the Pyxis of Pandemonium table to determine what happens. Any spells cast by the vessel have a spell save DC of 17. One minute after the vessel is opened, it disappears. It reappears, sealed, in a random location on the same plane of existence 24 hours later.

**Curse.** Any creature that gains the benefit of a short rest from the vessel hears cloying telepathic whispers emanating it. That creature must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the vessel for 1 hour. The charmed creature does everything it can to open the vessel as soon as possible. On a successful save, the creature is immune to the vessel's whispers for 24 hours.

### PYXIS OF PANDEMONIUM

#### d8 Calamity

- Androphagia.** Each creature within 60 feet of the vessel must succeed on a DC 17 Wisdom saving throw or go berserk for 1 minute. The berserk creature must begin its turn using the Attack action to make one melee or ranged attack (its choice) against the creature nearest to it. The berserk creature can repeat the save at the end of its turn, ending the effect on itself on a success.
- Bile Blight.** The vessel casts the *harm* spell on each creature within 30 feet of it.
- Flood.** The vessel casts the *tsunami* spell at a point of the DM's choice within 120 feet of it.
- Medusa's Gaze.** The vessel casts the *flesh to stone* spell on each creature within 30 feet of it.

PYXIS OF  
PANDEMONIUM



## d8 Calamity

- 5 **Labyrinth.** The vessel casts the *maze* spell on each creature within 30 feet of it.
- 6 **Nightmare.** Tendrils of shadow seep from the vessel and form into 1d4 **shadow demons** (see the *Monster Manual* for their stat block), which appear in unoccupied spaces within 30 feet of it and are hostile.
- 7 **Swarming Insects.** The vessel casts the *insect plague* spell, centered on itself and with a radius of 30 feet.
- 8 **Unbridled Revel.** The vessel casts the *Otto's irresistible dance* spell on each creature within 30 feet of it.

## SIREN SONG LYRE

*Wondrous item, rare (requires attunement)*

You can use an action to play this lyre and cast one of the following spells from it: *animal friendship*, *charm person*, *enthrall*, *suggestion*. If the spell requires a saving throw, the spell save DC is 13.

Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

## SLING BULLETS OF ALTHEMONE

*Weapon (sling bullet), very rare*

The sling bullets come in a pouch, which contains 1d4 + 4 bullets. Roll on the Magic Sling Bullets table for each bullet to determine its magical property.

You have a +2 bonus to attack and damage rolls made with each of these bullets. If a bullet misses its target, the bullet teleports back into the pouch. Once a bullet hits a target, the bullet loses its magic.

## MAGIC SLING BULLETS

### d4 Bullet

- 1 **Banishment.** A creature that takes damage from this bullet must succeed on a DC 15 Charisma saving throw or be banished as though affected by the *banishment* spell.
- 2 **Fulguration.** On a hit, this bullet deals an extra 2d8 lightning damage to its target. All other creatures within 10 feet of the target must each succeed on a DC 15 Constitution saving throw or take 1d8 thunder damage.
- 3 **Stunning.** On a hit, this bullet deals an extra 1d10 force damage, and the target is stunned until the end of your next turn.
- 4 **Tracking.** A creature that takes damage from this bullet is marked with a glowing rune where the bullet hit. The mark lasts 24 hours. While the creature is marked, you always know the direction to it.

## TWO-BIRDS SLING

*Weapon (sling), rare*

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

When you make a ranged attack with this sling and hit a target, you can cause the ammunition to ricochet toward a second target within 10 feet of the first, and then make a ranged attack against the second target.

# ARTIFACTS

Miraculous relics fill the tales of Theros. Among these legendary items, none are more renowned than the weapons of the gods themselves. These artifacts embody divine will and the power of Nyx. Where they appear, these weapons change the tide of wars and the course of history.

Typically a deity bestows their weapon only on a favored champion or devotee. Depending on the champion's piety score, the mortal can tap into hidden properties of the weapon (see chapter 2 for details on piety). Alternatively, those who don't worship the weapon's divine owner often find themselves cursed for their lack of proper devotion.

Occasionally a god's weapon might fall into the wrong hands or go missing entirely, sparking fantastic quests. Consult the Weapons of the Gods Adventures table for suggestions of the sort of quests these artifacts might inspire.

## WEAPONS OF THE GODS ADVENTURES

### d6 Plot

- 1 Steal a god's weapon to lay low one of that god's servants—a creature that can only be harmed by its creator's wrath.
- 2 Recover a god's weapon that has been stolen by another god's champion in an attempt to frame the weapon's owner for cruel acts.
- 3 Wrest back a god's weapon from a divine champion who needed it but refuses to return it.
- 4 Destroy a god's weapon and channel the energy released to create a new magic item or work a miracle.
- 5 Reforge a god's weapon after an incredible feat caused it to shatter.
- 6 A god's weapon has gained sentience (see "Sentient Magic Items" in chapter 7 of the *Dungeon Master's Guide*). Determine whether to use it, return it to its creator, or help it grow into its own being.

## ARTIFACT DESCRIPTIONS

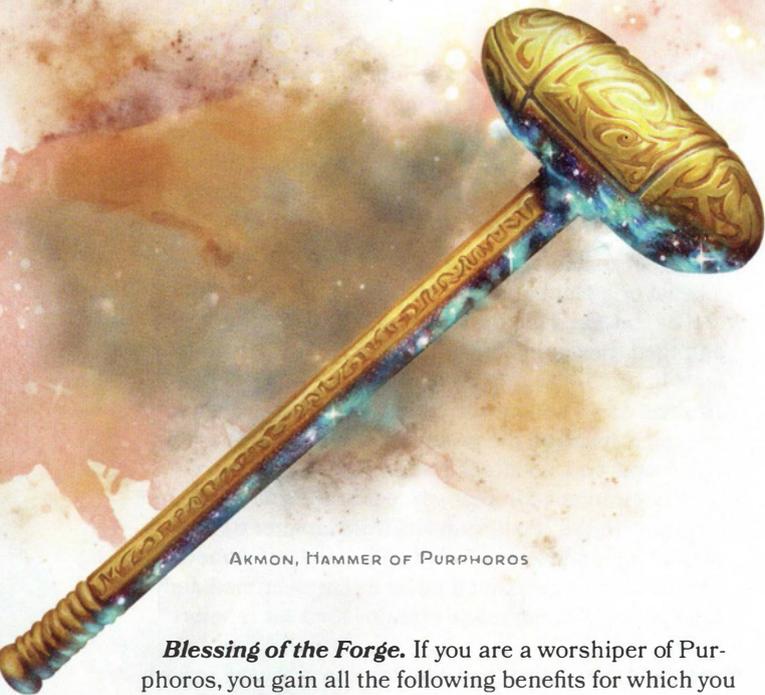
This section presents an assortment of artifacts in alphabetical order. See the *Dungeon Master's Guide* for the rules on artifacts.

### AKMON, HAMMER OF PURPHOROS

*Weapon (warhammer), artifact (requires attunement)*

Purphoros's hammer works wonders and disasters, the god of the forge using it to craft ground-breaking marvels and dangerous inventions in equal measure. Purphoros rarely bestows *Akmon* on mortals but occasionally leaves it unattended at his forge in Mount Velus. When Purphoros does permit a mortal to use the hammer, it's usually so they might bring an important work into being, wreck a force of destruction, or forge something remarkable somewhere the god isn't welcome.

**Hammer of the Forge.** This magic warhammer grants a +3 bonus to attack and damage rolls made with it. When you hit with an attack using it, the target takes an extra 3d10 fire damage.



AKMON, HAMMER OF PURPHOROS

**Blessing of the Forge.** If you are a worshiper of Purphoros, you gain all the following benefits for which you have the required piety:

**Piety 10+.** The hammer has 1 randomly determined minor beneficial property.

**Piety 25+.** The hammer has 1 randomly determined major beneficial property.

**Piety 50+.** The hammer has 1 additional randomly determined major beneficial property.

If you aren't a worshiper of Purphoros, the hammer has 2 randomly determined minor detrimental properties.

See "Artifacts" in chapter 7 of the *Dungeon Master's Guide* for details on randomly determined properties.

**Reforged.** While holding the hammer, you have resistance to fire damage and are immune to exhaustion. Additionally, you have proficiency with smith's tools and have advantage on all ability checks made using them.

**Spells.** While the hammer is on your person, you can use an action to cast one of the following spells (save DC 18): *animate objects*, *heat metal*, *fabricate*, *magic weapon*, *mending*, *shatter*. Once you use the hammer to cast a spell, the spell can't be cast again from it until the next dusk.

**Destroying the Hammer.** To destroy the hammer, it must be taken to the realm of Tizerus, in the Underworld. There it must be coated in clay from the Mire of Punishment. The heat of the hammer hardens the clay, which fuses to it after one month. Once fully hardened, the clay-covered hammer must be swallowed and digested by a kraken.

### DEKELLA, BIDENT OF THASSA

*Weapon (trident), artifact (requires attunement)*

Thassa wields *Dekella*, a two-pronged weapon gifted to her by Purphoros. When the god of the sea bestows her weapon on a mortal, it's often so they might work her will far from the ocean, right some wrong affecting those she'd prefer not to harm, or give a mortal a glimpse of her terrible responsibilities.

**Bident of the Deep.** Thassa's signature weapon thrums with the icy currents of the deep ocean. This weapon functions as a trident that grants a +3 bonus to attack and damage rolls made with it. When you hit with an attack using the bident, the target takes an extra 2d10 cold damage.

**Blessing of the Deep.** If you are a worshiper of Thassa, you gain all the following benefits for which you have the required piety:

**Piety 10+.** You can breathe underwater, and you gain a swimming speed of 60 feet.

**Piety 25+.** The bident has 1 randomly determined minor beneficial property.

**Piety 50+.** The bident has 1 randomly determined major beneficial property.

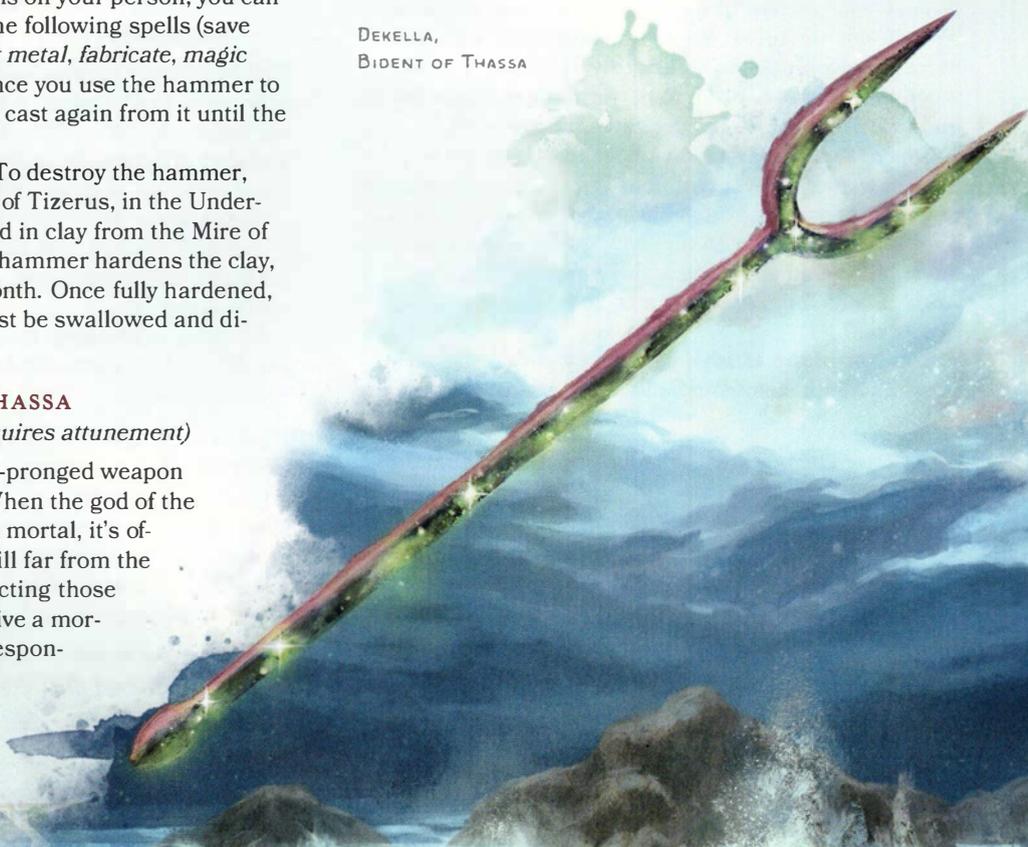
If you aren't a worshiper of Thassa, the bident has 1 minor detrimental property and 1 major detrimental property, both randomly determined.

See "Artifacts" in chapter 7 of the *Dungeon Master's Guide* for details on randomly determined properties.

**Command the Deep.** The bident holds the power to command the waves and its creatures. As an action, you can change the condition of the sea within 1 mile of you, creating strong winds and heavy rain that cause violent waves (see "Weather at Sea" in chapter 5 of the *Dungeon Master's Guide*) or calming a storm. In either case, the unnatural weather lasts for 1 hour before returning to normal. Once used, this property of the bident can't be used again until the next dusk.

Additionally, you can cast the *dominate monster* spell (save DC 18) from the bident, but only on beasts and monstrosities that have an innate swimming speed. Once used, this property of the bident can't be used again until the next dusk.

DEKELLA,  
BIDENT OF THASSA





EPHIXIS,  
BOW OF NYLEA

**Aquatic Metamorphosis.** You can cast the *true polymorph* spell (save DC 18) from the bident, but you must cast it on a creature to turn it into a kind of creature that has an innate swimming speed. Once used, this property of the bident can't be used again until the next dusk.

**Destroying the Bident.** To destroy the bident, it must be heated by the breath of an ancient red dragon and then, while still hot, immersed in the Tartyx River.

### EPHIXIS, BOW OF NYLEA

*Weapon (shortbow), artifact (requires attunement)*

Nylea wields the shortbow *Ephixis*, the bow whose arrows herald the turning of the seasons. Nylea is quick to let her favored followers borrow her bow, particularly when they intend to use it to perform great deeds, put an end to foul creatures, or cast down the arrogant.

**Bow of the Wild.** This divine weapon includes a shortbow and a quiver with four arrows, each tied to one of the four seasons. You gain a +3 bonus to attack and damage rolls made with this bow, and you suffer no disadvantage when attacking at the weapon's long range. Additionally, *Ephixis* scores a critical hit on a d20 roll of 19 or 20.

**Blessing of the Wild.** If you are a worshiper of Nylea, you gain all the following benefits for which you have the required piety:

**Piety 10+.** The bow has 1 randomly determined minor beneficial property.

**Piety 25+.** The bow has 1 randomly determined major beneficial property.

If you aren't a worshiper of Nylea, the bow has 1 randomly determined major detrimental property.

See "Artifacts" in chapter 7 of the *Dungeon Master's Guide* for details on randomly determined properties.

**Arrows of the Seasons.** The four arrows—each associated with a season—that accompany this bow can be fired only from it. Each arrow disappears immediately after it's used, and it reappears in the quiver at the next dusk. The save DC against spells cast with the arrows is 18. Each arrow has a unique property:

**Spring.** As an action, you can fire this arrow, targeting a beast or a plant creature you can see within 320 feet of you. On a hit, the arrow deals no damage, and the target gains the benefits of the *awaken* spell for 8 hours.

**Summer.** As an action, you can fire this arrow at an unoccupied space on the ground that you can see within 320 feet of you, no attack roll required. A Nyxborn lynx is summoned in that space (use the stat block for a **tiger** with the Nyxborn traits from chapter 6). The lynx understands your verbal commands and obeys them as best it can, and it takes its turns immediately after yours. The emissary remains for 1 hour before fading away.

**Autumn.** As an action, you can fire this arrow at a space on the ground that you can see within 320 feet of you, no attack roll required, casting the *wall of thorns* spell there.

**Winter.** As an action, you can fire this arrow at a space that you can see within 320 feet of you, no attack roll required, casting the *ice storm* spell there.

**Destroying the Bow.** The bow can't be destroyed without first destroying all its arrows. The winter arrow must be fed to a cerberus on the winter solstice. The spring arrow must be planted at the base of a Black Oak of Asphodel on the spring equinox. The summer arrow must be broken by a sea giant on the summer solstice. Then the autumn arrow must be shot into the carcass of a hydra on the autumnal equinox. When all four arrows are destroyed, the bow and quiver dissolve into dust.

### KHRUSOR, SPEAR OF HELIOD

*Weapon (spear), artifact (requires attunement)*

Heliod wields *Khrusor*, a spear blessed with the power of the sun. In his hands, it can be pitched from Nyx to any point on Theros. When Heliod lends his weapon to a mortal, it's typically so they can perform some great work in his name or as a test of their worthiness.

**Spear of the Sun.** This spear grants a +3 bonus to attack and damage rolls made with it. When you hit with an attack using this spear, the target takes an extra 2d8 radiant damage.

**Blessing of the Sun.** If you are a worshiper of Heliod, you gain all the following benefits for which you have the required piety:

**Piety 3+.** You gain 15 temporary hit points each dawn.

**Piety 10+.** The spear has 1 randomly determined minor beneficial property.

**Piety 25+.** The spear has 1 additional randomly determined minor beneficial property.

**Piety 50+.** The spear has 1 randomly determined major beneficial property.

If you aren't a worshiper of Heliod, the spear has 2 randomly determined major detrimental properties.

See “Artifacts” in chapter 7 of the *Dungeon Master’s Guide* for details on randomly determined properties.

**Luminous.** The spear sheds bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight.

**Sun’s Retaliation.** When you take damage from a creature within 5 feet of you, you can use your reaction to make a melee attack with the spear against that creature. On a hit, the spear deals damage as normal, and the creature is blinded until the start of its next turn. This property of the spear can’t be used again until the next dawn.

**Spells.** The spear has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 18) from it: *guiding bolt* (1 charge), *daylight* (3 charges, targeting the tip of the spear only), *sunbeam* (6 charges). The spear regains 1d6+4 expended charges daily at dawn.

**Destroying the Spear.** If taken to Erebos’s palace in Tizerus, and used to sacrifice a champion of Helioid to Erebos, *Khrusor* is either destroyed or fundamentally twisted to Erebos’s service.

### MASTIX, WHIP OF EREBOS

Weapon (whip), artifact (requires attunement)

Erebos wields *Mastix*, a whip capable of extending like an impossibly long shadow. In the hands of the god of the dead, the whip snares the reluctant dead and drags them into his realm. When Erebos grants his weapon to a mortal follower, it’s typically to reclaim a powerful soul or to humiliate Helioid.

**Whip of the Dead.** Erebos’s whip seethes with the enervating energy of the Underworld. This magic whip grants a +3 bonus to attack and damage rolls made with it. When you hit with an attack using this whip, the target takes an extra 2d8 necrotic damage and you



MASTIX,  
WHIP OF EREBOS

regain hit points equal to half the amount of necrotic damage dealt.

Additionally, when you make an attack with the whip on your turn, you can increase the range of the attack to 300 feet. This property of the weapon can’t be used again until the next dusk.

**Blessing of the Dead.** If you are a worshiper of Erebos, you gain all the following benefits for which you have the required piety:

**Piety 1+.** The whip has 1 randomly determined minor detrimental property—a burden Erebos imposes to test his faithful.

**Piety 25+.** The whip has 1 randomly determined major beneficial property.

**Piety 50+.** The whip has 1 additional randomly determined major beneficial property.

If you aren’t a worshiper of Erebos, the whip has 2 randomly determined major detrimental properties.

See “Artifacts” in chapter 7 of the *Dungeon Master’s Guide* for details on randomly determined properties.

**Erebos’s Claim.** While carrying the whip, you can use an action to cast either *circle of death* or *dominate monster* (targeting only undead) from the whip. The save DC for these spells is 18. Once you use the whip to cast a spell, that spell can’t be cast from it again until the next dusk.

**Destroying the Whip.** To destroy the whip, it must be taken to the heights of Mount Hiastos in Nyx, unraveled by a Returned, and left to bask in continual daylight for one month.



KHRUSOR,  
SPEAR OF HELIOD