

5E

BOOLIO'S BOUNTY

• PRINTABLE TREASURE & LOOT CARDS •



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Boolio & the Spike-Tentacled Horror

Boolio had heard the stories of the ancient dungeon and its fearsome inhabitant, *Krak'thar the Spike-Tentacled Horror*. He had always been fascinated by tales of lost treasure and forgotten ruins, and knew that the dungeon held the promise of both. *Boolio* also knew the risks. The stories of adventurers who had entered the dungeon and never returned were many, and the rumors of curses and dark magic were enough to give even the bravest soul pause.

Some said that the dungeon was cursed, that those who entered would never leave. Others claimed that it was guarded by powerful magic and deadly traps, designed to protect its secrets from those who would seek to claim them.

Despite the risks, *Boolio* could not resist the allure of the treasure. He gathered his courage, donned his armor, and set out to find the dungeon. Finally, after weeks of travel, *Boolio* arrived at the entrance to the dungeon. The stone archway was covered in moss and vines, and the darkness beyond seemed to stretch on endlessly.

He took a deep breath, drawing strength from his faith and his determination, and stepped into the dungeon.

The air was thick and musty, and the walls were lined with moss and lichen. As *Boolio* made his way deeper into the dungeon, he encountered deadly traps and obstacles at every turn. Finally, after hours of navigating the twisting corridors and dodging the deadly traps, *Boolio* found himself standing before a massive stone door. On the other side would be the lair of *Krak'thar the Spike-Tentacled Horror*.

With a deep breath, *Boolio* pushed open the door and stepped inside.

Krak'thar was even more terrifying than the stories had described. Its tentacles were spiked and twisted, its eyes glowing with an otherworldly light. But *Boolio* stood firm, raising his sword and calling upon his divine power to protect him.

The battle was fierce and long, but in the end, *Boolio* emerged victorious. He had defeated *Krak'thar* and claimed the treasure for himself.

With his pockets full of gold and his pack laden with the treasures he had found in the lair of *Krak'thar*, *Boolio* settled down in a nearby town. But instead of hoarding the riches for himself, he decided to open a shop of curiosities where he could sell his new found treasures. The shop became a popular destination for adventurers and treasure hunters, who would refer to the brave paladin as *Boolio the Bold*.

ALCHEMY JUG

Wondrous Item, Uncommon



You can use an action and name one liquid to cause the jug to *produce the chosen liquid*. Afterward, you can uncork the jug as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the jug can produce depends on the liquid you named. Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn.

"My cup runneth over."

BAG OF HOLDING

Wondrous Item, Uncommon

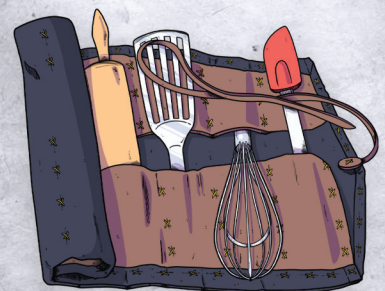


This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

"The bag is looking at me funny."

BAKER'S KIT

Adventuring Gear (baking), Uncommon



The spatulas, rolling pins, and other utensils in this *Baker's Kit* are needed to craft *Cookinomicron* recipes.

"They call me the Top Chef."

BROOM OF FLYING

Wondrous Item, Uncommon



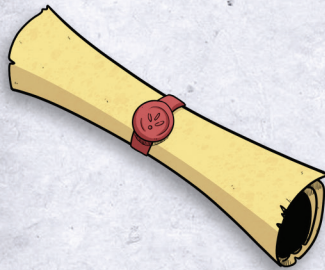
This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and *speak its Command word*. It then hovers beneath you and can be ridden in the air. It has a *flying speed of 50 feet*. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to Travel alone to a destination within 1 mile of you if you speak the Command word, name the Location, and are familiar with that place. The broom comes back to you when you speak another Command word, provided that the broom is still within 1 mile of you.

"This thing needs a saddle."

LETTER OF RECOMMENDATION

Mark of Prestige, Uncommon

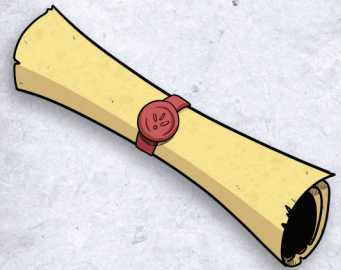


Showing this to the *right person* could yield a substantial reward.

"Do you know who my dad is?"

LETTER OF RECOMMENDATION

Mark of Prestige, Uncommon



Showing this to the *right person* could yield a substantial reward.

"Do you know who my dad is?"

SIGIL OF A NOBLE HOUSE

Mark of Prestige, Rare



In any city that is part of the *Lord's Alliance*, the sigil of this noble house grants you a 50% discount on ale & wine at any tavern or inn.

"Drinks are on me tonight!"

TRIBOAR BADGE

Mark of Prestige, Rare



Awarded to the *heroes of Triboar*. This badge could open doors for you with *allies of Triboar*.

"And my art teacher said I'd never amount to anything."

ARCH MAGE'S SPELLBOOK

Adventuring Gear (spellbook), Rare



1st level: detect magic, disguise self, identify, mage armor, magic missile, thunderwave

2nd level: darkvision, detect thoughts, mirror image, misty step, suggestion

3rd level: counterspell, fly, lightning bolt, sending, water breathing

4th level: arcane eye, banishment, fire shield, ice storm, stonkskin

5th level: cone of cold, scrying, seeming, teleportation circle, wall of force

6th level: chain lightning, flesh to stone, globe of invulnerability

7th level: prismatic spray, teleport

8th level: dominate monster, mind blank

"This tome holds dark secrets."

WAND OF FEAR

Adventuring Gear (Wand), Rare



7 charges
 Regain 1d6+1 at dawn
 Spend 1 charge
 Command target to flee or grovel (save DC 15)
 Spend 2 charges
 Cast cone of fear (DC 15 Wisdom saving throw)

"Is that thing staring at me?"

WAND OF MAGIC MISSILES

Adventuring Gear (Wand), Uncommon



This wand has 7 charges. While holding it, you can use an Action to expend 1 or more of its charges to cast the *magic missile* spell. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

"I never miss baby."

CLAW OF WYRM RUNE

Wondrous Item, Rare



Requires Attunement

Wyrm Slayer. As an action, you can point the claw at a dragon within 30 feet of you. The dragon must then succeed on a DC 15 constitution saving throw or gain vulnerability to all damage types until the end of your next turn. This property can be used 3 times. The claw regains all expended uses at the next dawn.
Wyrm Shield. While the claw is displayed on your person, you have resistance to the damage caused by any dragon's breath weapon.

Wyrm Ward. You can transfer the claw's magic to a place by tracing the wyrm rune on the ground with your finger. The point where you trace it becomes the center of a spherical area of magic that has a 100-foot radius and that is fixed to the place. The transfer takes 8 hours of work that requires the claw to be within 5 feet of you. At the end, the claw is destroyed, and the area gains the following property: While in the 100-foot-radius sphere, any dragon has disadvantage on saving throws and can have a flying speed no higher than 10 feet.

"The dragon claw is dipped in silver."

COOKINOMICON

Wondrous Item, Rare



Requires Attunement

Spend components to bake 1 Cookinomicon recipe per day. Add +1 to Intelligence Checks while attuned to Cookinomicon.

"Also known as The Book of the Ginger-Dead!"

COOKINOMICON RECIPES

Gnomish Gum Drops

Components: Black Plant, Blue Powder, Yellow Powder
 Effect: As a bonus action you may ingest Gnomish Gum Drops to cast Greater Invisibility.

Nom Nom Cookie

Components: Purple Oil, Red Powder, Green Plant
 Effect: As a bonus action you may ingest Nom Nom Cookie to regain 2d4+2 hit points.

Instant Loaf

Components: Purple Oil, Blue Oil, Green Plant, Beholder Eye, Black Plant
 Effect: As a bonus action you may ingest Instant Loaf to cast Resurrection.

Nom Nom Pale Ale

Components: Blue Oil, Purple Oil, Blue Powder
 Effect: As a bonus action you may drink Nom Nom Pale Ale to cast Remove Curse.

Dwarven Rock Candy

Components: Yellow Powder, Red Powder, Blue Powder
 Effect: As a bonus action you may ingest Dwarven Rock Candy to gain +2 AC for 6 hours.

Creature Concentrate

Components: Beholder Eye, Green Plant, Black Plant
 Effect: As a bonus action you may ingest Creature Concentrate to cast Weird.

Elven Taffy

Components: Yellow Powder, Red Powder, Blue Powder
 Effect: As a bonus action you may ingest Dwarven Pop Rocks to cast Glibness.

OPAL OF ILD RUNE

Wondrous Item, Rare



Requires Attunement

Ignite - As an action, ignite an object within 10ft of you. The object must be flammable, and the fire starts in a circle no larger than 1ft in diameter.

Fire's Friend - You have resistance to cold damage.

Fire Tamer - As an action, extinguish any open flame that is within 10ft of you.

Gift Of Flame - Enchant a weapon or suit of armor using the *Opal Of Ild Rune*. The shard is destroyed in the process.

Each property that requires an action you use cannot be used again until you take a long short rest.

"The power of the sun in the palm of my hand."

SHARD OF ISE RUNE

Wondrous Item, Very Rare



Frigid Touch - As an action, freeze a body of water in a 10ft radius.

Frost Friend - You have resistance to fire damage.

Ice Mantle - As an action, touch yourself or another creature with water on your finger. The next time within 1 minute the target takes *bludgeoning, slashing, or piercing damage*, that damage is reduced to zero and the mantle is destroyed.

Winter's Howl - As an action, you may cast *sleet storm* (spell save DC 17)

Gift Of Frost - Enchant a cloak or pair of boots using the *Shard of Ise Rune*. The shard is destroyed in the process.

Requires Attunement

Each property that requires an action you use cannot be used again until you take a long short rest.

"The Ise Rune glows within this frosty blade."

BEHOLDER EYE

Component, Rare



Beholder Eye can be used once as a component in a spell or a recipe.

"Even in death it gazes into your eyes."

BLUE OIL

Component, Common



Blue Oil can be used once as a component in a spell or a recipe.

"That is pungent."

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Component, Common



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Blue Oil can be used once as a component in a spell or a recipe.

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PURPLE OIL

Component, Common



Purple Oil can be used once as a component in a spell or a recipe.

"It smells like home."

PURPLE OIL

Component, Common



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PURPLE OIL

Component, Common

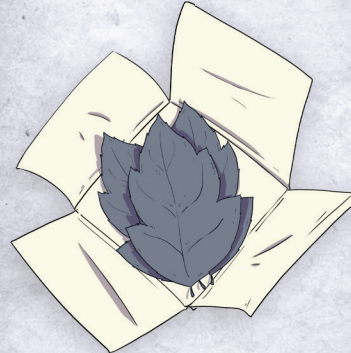


Purple Oil can be used once as a component in a spell or a recipe.

"It smells like home."

BLACK PLANT

Component, Common



Black Plant can be used once as a component in a spell or a recipe.

"These things are moist."

BLACK PLANT

Component, Common



Black Plant can be used once as a component in a spell or a recipe.

"These things are moist."

BLACK PLANT

Component, Common

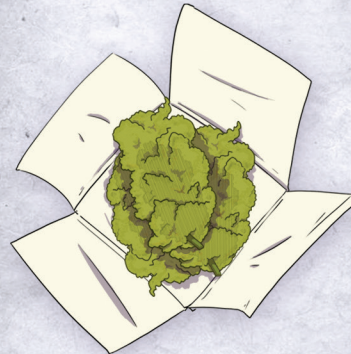


Black Plant can be used once as a component in a spell or a recipe.

"These things are moist."

GREEN PLANT

Component, Common



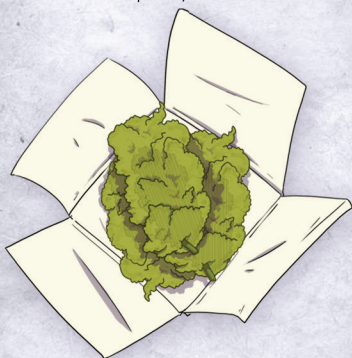
Green Plant can be used once as a component in a spell or a recipe.

If Green Plant is smoked, regain 4d4+4 hit points.

"That smells loud!"

GREEN PLANT

Component, Common

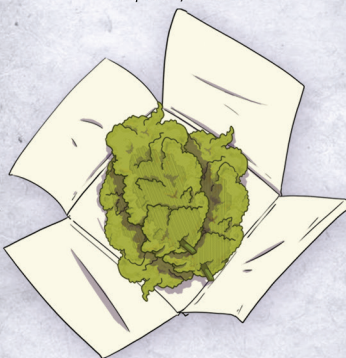


Green Plant can be used once as a component in a spell or a recipe. If *Green Plant* is smoked, regain **4d4+4 hit points**.

"That smells loud!"

GREEN PLANT

Component, Common

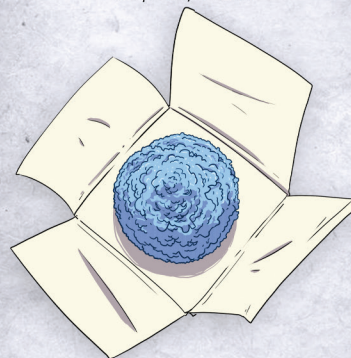


Green Plant can be used once as a component in a spell or a recipe. If *Green Plant* is smoked, regain **4d4+4 hit points**.

"That smells loud!"

BLUE POWDER

Component, Common

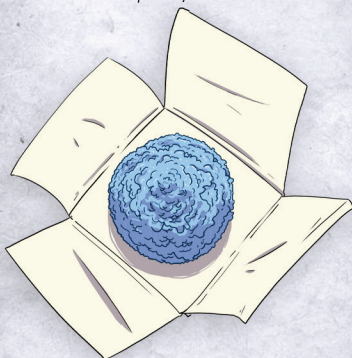


Blue Powder can be used once as a component in a spell or a recipe.

"What a sweet scent."

BLUE POWDER

Component, Common

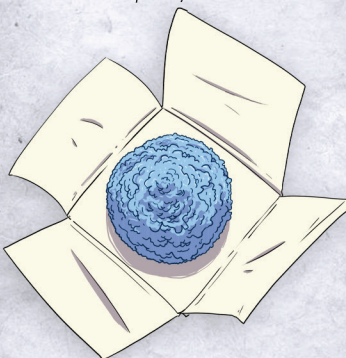


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"What a sweet scent."

BLUE POWDER

Component, Common

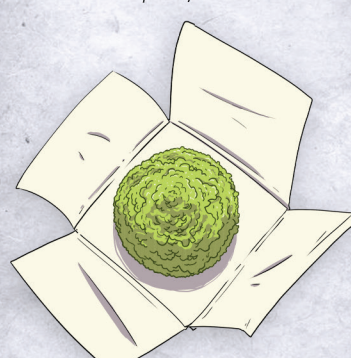


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GREEN POWDER

Component, Common

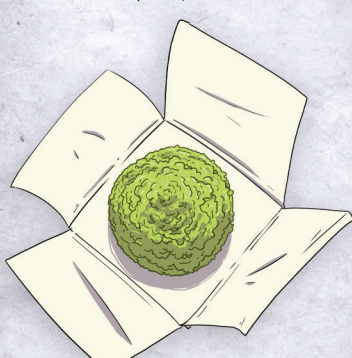


Green Powder can be used once as a component in a spell or a recipe.

"It's sticking to my fingers."

GREEN POWDER

Component, Common

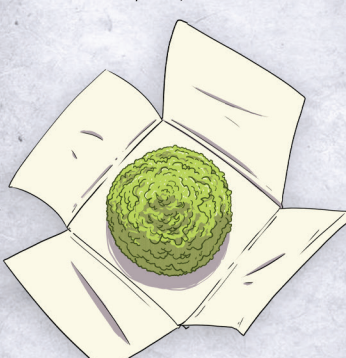


Green Powder can be used once as a component in a spell or a recipe.

"It's sticking to my fingers."

GREEN POWDER

Component, Common

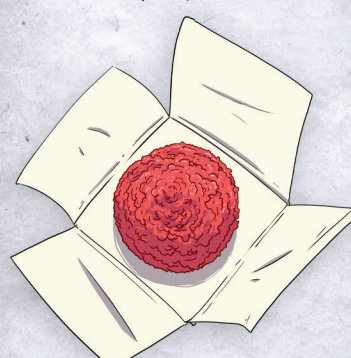


Green Powder can be used once as a component in a spell or a recipe.

"It's sticking to my fingers."

RED POWDER

Component, Common

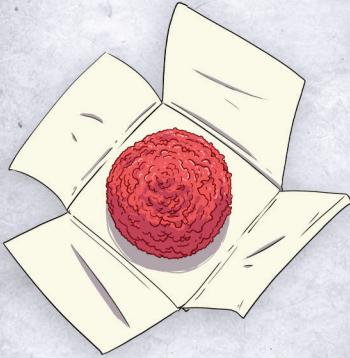


Red Powder can be used once as a component in a spell or a recipe.

"Tastes like cinnamon!"

RED POWDER

Component, Common

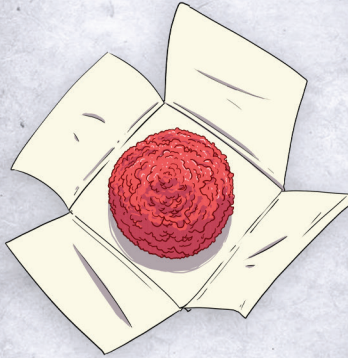


Red Powder can be used once as a component in a spell or a recipe.

"Tastes like cinnamon!"

RED POWDER

Component, Common

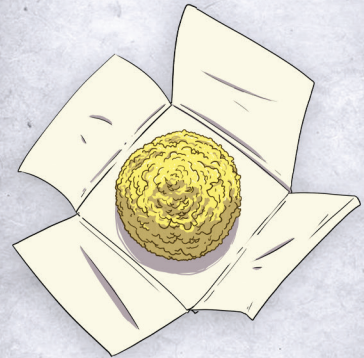


Red Powder can be used once as a component in a spell or a recipe.

"Tastes like cinnamon!"

YELLOW POWDER

Component, Common

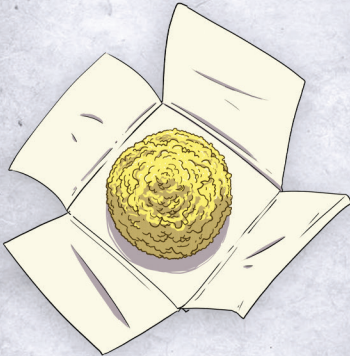


Yellow Powder can be used once as a component in a spell or a recipe.

"This burns my nostrils!"

YELLOW POWDER

Component, Common

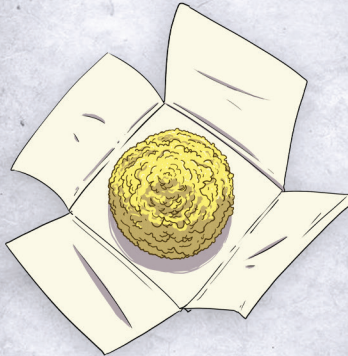


Yellow Powder can be used once as a component in a spell or a recipe.

"This burns my nostrils!"

YELLOW POWDER

Component, Common



Yellow Powder can be used once as a component in a spell or a recipe.

"This burns my nostrils!"

CHOCOLATE CHIP COOKIE

Food, Common



If you eat this cookie regain $2d_4 + 2$ Hit Points.

"It's soft at the center."

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CHOCOLATE CHIP COOKIE

Food, Common

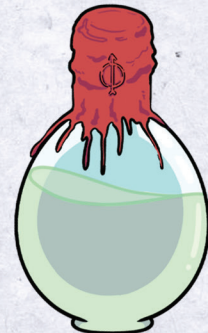


If you eat this cookie regain $2d_4 + 2$ Hit Points.

"It's soft at the center."

KEOUGHTOM'S OINTMENT

Potion, Uncommon



1 dose of this ointment can be swallowed or applied to the skin as an action. That creature regains $2d_8 + 2$ hit points, is no longer poisoned, and is cured of any disease. This glass bottle contains $1d_4 + 1$ doses.

"It's thick and it kind of smells like aloe."

LIQUID MAGIC

Potion, Very Rare



Drinking this potion allows you to cast any 4th level spell or lower that a wizard can cast. You may cast a spell one time.

"I've dabbled in the dark arts myself."

OIL OF SHARPNESS

Potion, Very Rare



Coat 1 slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition with this oil. Oil application takes 1 minute. The coated item is magical and has a +3 bonus to attack and damage rolls for 1 hour.

"The oil sparkles with thin shards of silver."

POTION OF ANIMAL FRIENDSHIP

Potion, Uncommon



Drinking this potion allows you to cast the Animal Friendship spell (save DC 13) for 1 hour at will.

"I don't even want to know what is floating around in there."

POTION OF CLIMBING

Potion, Common



Drinking this potions grants you a climbing speed equal to your walking speed for 1 hour. Athletics checks you make for climbing will also have advantage.

"I shake the potion, but the layers do not mix!"

POTION OF DRAGON'S MAJESTY

Potion, Rare



Drinking this potion transforms you into an adult dragon of the same color of scale used to craft this potion. Your dragon transformation lasts 1 hour. Worn or carried equipment melds into your dragon form or falls to the ground (your choice). Use the same statistics of the adult dragon instead of your own during this time, Retaining your languages, personality, and memories. Dragon's Change Shape and its legendary or lair actions are unavailable to you.

"Come not between the dragon, and his wrath."

POTION OF FIRE BREATH

Potion, Uncommon



Drinking this potion allows you to exhale fire at a target within 30 feet as a bonus action, forcing a DC 13 Dexterity saving throw. The target takes 4d6 fire damage on a failure, or half as much on a success. You may do this a total of 3 times for 1 hour after drinking the potion.

"A smoky after-taste lingers on the tongue."

POTION OF FLYING

Potion, Very Rare



Drinking this potion grants you a flying speed equal to your walking speed for 1 hour and can hover.

"What is that white stuff floating in there?"

POTION OF GIANT SIZE

Potion, Legendary



Drinking this potion makes you Huge for 24 hours if you are medium or smaller, otherwise the potion does nothing. During that time, your Strength becomes 25, if it isn't already higher, and your hit point maximum is doubled (your current hit points are doubled when you drink the potion). In addition, the reach of your melee attacks increases by 5 feet.

Everything you are carrying and wearing also increases in size for the duration. When rolling damage for weapons enlarged in this manner, roll three times the normal number of dice.

When the effect ends, any hit points you have above your hit point maximum become temporary hit points.

"I feel 10 feet tall right now!"

POTION OF HEALING

Potion, Common



Drink this potion to regain 2d4 + 2 hit points. Drinking or administering a potion costs an action.

"I think I just got my second wind!"

POTION OF HEALING

Potion, Common



Drink this potion to *regain 2d4 + 2 hit points*. Drinking or administering a potion costs an action.

"I think I just got my second wind!"

POTION OF HEALING

Potion, Common



Drink this potion to *regain 2d4 + 2 hit points*. Drinking or administering a potion costs an action.

"I think I just got my second wind!"

POTION OF HEROISM

Potion, Rare



After you drink this potion you gain *10 temporary Hit Points for 1 hour*. During that time, you are under the Effect of the *bless* spell (no Concentration required).

"That will wake you up in the morning."

POTION OF INVISIBILITY

Potion, Very Rare



Drinking this *potion* makes you *invisible for 1 hour*. Anything you wear or carry is also invisible. Invisibility ends early if you *Attack* or *Cast a Spell*.

"It looks empty."

POTION OF MIND READING

Potion, Rare



Drinking this potion allows you to gain the effect of the *detect thoughts* spell (save DC 13).

"They say the pink cloud in the center is a memory."

AMETHYST NECKLACE

Gemstone (jewelry), Uncommon



A pearl necklace with an amethyst gemstone worth *500 gold pieces*.

"The cards were good to me last night."

PEARL

Gemstone, Uncommon



An opaque lustrous white, yellow, or pink gemstone worth *100 gold pieces*.

"A shiny little thing."

3 PEARLS

Gemstone, Uncommon



3 opaque lustrous white, yellow, or pink gemstones worth *100 gold pieces each*.

"Shiny little things."

5 PEARLS

Gemstone, Uncommon

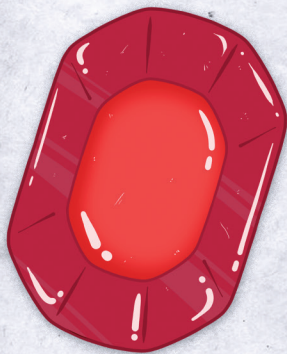


5 opaque lustrous white, yellow, or pink gemstones worth *100 gold pieces each*.

"Shiny little things."

RUBY

Gemstone, Rare

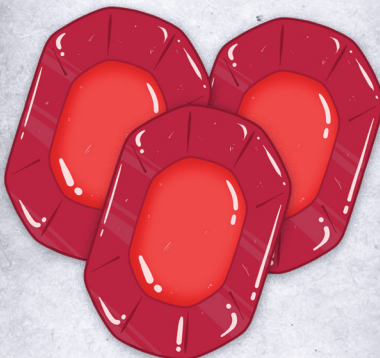


A transparent clear red to deep crimson gemstone worth 5,000 gold pieces.

"This stone will fetch a fair price."

3 RUBIES

Gemstone, Rare

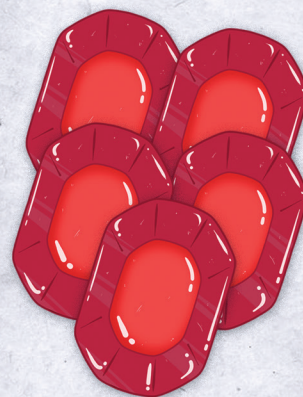


3 transparent clear red to deep crimson gemstones worth 5,000 gold pieces each.

"These stones will fetch a fair price."

5 RUBIES

Gemstone, Rare



5 transparent clear red to deep crimson gemstones worth 5,000 gold pieces each.

"These stones will fetch a fair price."

STAR SAPPHIRE

Gemstone, (Rare)



A translucent blue stone with a star shape at the center worth 1,000 gold pieces.

"Momma said I'm gonna be a star!"

3 STAR SAPPHIRES

Gemstone, (Rare)



3 translucent blue stones with a star shape at the center worth 1,000 gold pieces each.

"Momma said I'm gonna be a star!"

5 STAR SAPPHIRES

Gemstone, (Rare)

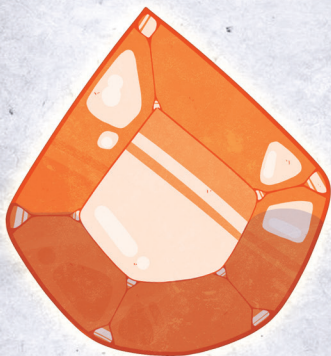


5 translucent blue stones with a star shape at the center worth 1,000 gold pieces each.

"Momma said I'm gonna be a star!"

TOPAZ

Gemstone, (Uncommon)



A transparent golden yellow gemstone worth 500 gold pieces.

"It must be my lucky day."

3 TOPAZES

Gemstone, (Uncommon)

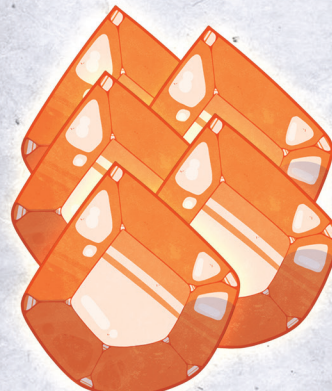


3 transparent golden yellow gemstones worth 500 gold pieces each.

"It must be my lucky day."

5 TOPAZES

Gemstone, (Uncommon)



5 transparent golden yellow gemstones worth 500 gold pieces each.

"It must be my lucky day."

AMULET OF PROOF AGAINST DETECTION & LOCATION

Wondrous Item (neck), Uncommon



Requires Attunement

Wearing this amulet *hides you from divination magic & magical scrying sensors.*

"Real G's Move In Silence Like Lasagna." -Lil Wayne

BOOTS OF FALSE TRACKS

Wondrous Item (feet), Common



Only humanoids can wear these boots. You may choose to *leave tracks* like those of any kind of humanoid that is the same size as you while wearing these boots.

"It feels like I have deer feet."

BRACERS OF DEFENSE

Wondrous Item (wrists), Rare



Requires Attunement

Receive a **+2 bonus** to AC while wearing these bracers. They have *no effect* if you are wearing armor or shield.

"Thou doth not want these hands."

CHEF HAT

Wondrous Item (head), Uncommon



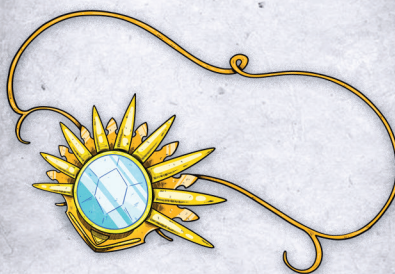
Requires Attunement

+1 to AC while wearing *Chef Hat*. You are able to *bake +1 item* from the *Cookinomicon* each day while wearing *Chef Hat*.

"It's bloody raw!"

CIRCLET OF BLASTING

Wondrous Item (head), Uncommon

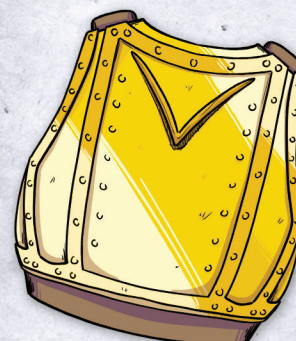


You may use an action to cast *Scorching Ray* while wearing this circlet. The circlet grants a **+5 bonus** to the spell's attack. You may use the circlet once per day.

"It's a frickin' lazer beam attached to my frickin' head."

GOLDEN BREASTPLATE

Medium Armor (breastplate), Uncommon



Add **+1** to your AC. Worth **1,000 gold pieces**.

"Fancy armor without a single scratch on it."

OVEN MITTS

Wondrous Item (hands), Uncommon



Requires Attunement

Wearing *Oven Mitts* gives you *resistance to Fire damage* but *Disadvantage* on any *slight of hand* checks.

"Fear the Mighty Crab!"

CLOAK OF PROTECTION

Wondrous Item (cloak), Uncommon



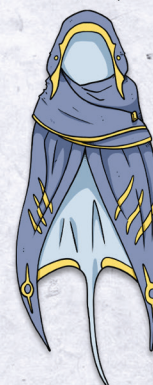
Requires Attunement

Receive a **+1 bonus** to AC and *saving throws* while wearing this cloak.

"It's snug."

CLOAK OF THE MANTA RAY

Wondrous Item (cloak), Uncommon

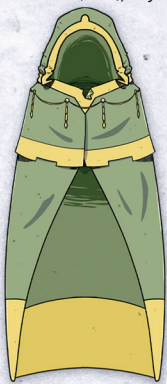


While wearing this cloak with its hood up, you can *breathe underwater*, and you have a *swimming speed of 60 feet*. Pulling the hood up or down requires an action.

"If only I could swim."

MISTY CLOAK

Wondrous Item (cloak), Very Rare



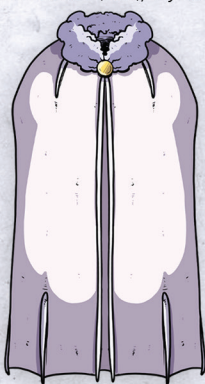
Requires Attunement

Once per day you may cast *misty step* without spending a spell slot or components.

"Don't blink! You might miss it."

WINGS OF CRYOVAIN

Wondrous Item (cloak), Very Rare



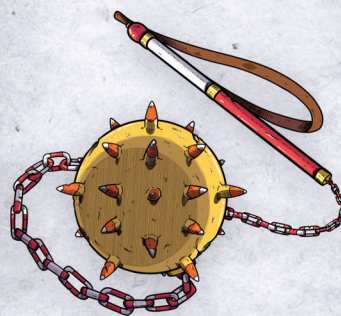
Requires Attunement

As a *bonus action*, you may cast *feather fall* on yourself once per day without using a spell slot or spell components.

"Looking this good should be a crime."

CANDY CORN FLAIL

Melee Weapon (martial, flail), Rare

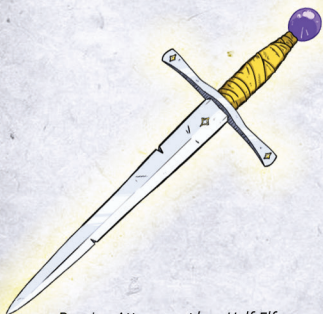


+2 to hit. +2 to damage.
Deal **1d8 bludgeoning damage**. While *Candy Corn Flail* is in your possession you can *speak and understand Gnomish*.

"Finally! A use for Candy Corn!"

ELVEN THROWER

Melee Weapon (simple, dagger), Very Rare



Requires Attunement by a Half-Elf

+2 to attack and damage rolls.
Range: 20/60 feet.

When you hit with a ranged attack using this weapon, it deals an **extra 1d8 piercing damage**. Immediately after the attack, the weapon flies back to your hand.

"Unlike my father, this dagger always come back."

GOLDEN WARHAMMER

Melee Weapon (martial, hammer), Very Rare

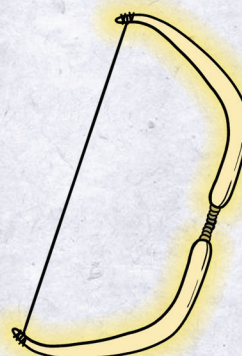


Add **+1 to attack rolls.**
1d10 damage.
Worth **5,500 gold pieces**.

"I knocked him down with the hammer. Gods I was strong then."

GORTHOK'S THUNDER BOW

Ranged Weapon (martial, bow), Rare

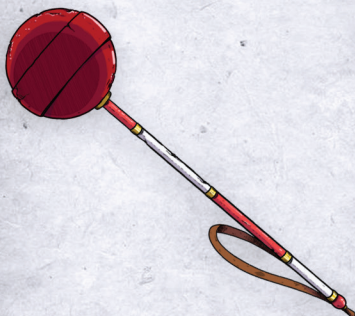


+2 to hit. Do an **additional 2d6 thunder damage**. This bow emits a yellow light up to 10 feet. This cannot be deactivated.

"I get a slight shock everytime I touch the damn thing."

LOLLIPOP MACE

Melee Weapon (martial, mace), Rare



Requires Attunement

+2 to hit. Deal **1d6 bludgeoning damage**. When hit, the target must succeed on a **DC 12 dexterity saving throw** or lose 10ft. movement speed until the end of their next turn.

"Why is it so sticky?"

MANTICORE DAGGER

Melee Weapon (simple, dagger), Rare

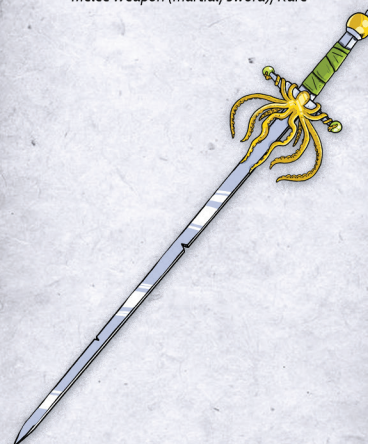


+2 to hit.
This weapon does an **additional 1d12 poison damage**.

"The Manticore's thirst for blood lives on in this blade."

OCTOPUS RAPIER

Melee Weapon (martial, sword), Rare



+1 to attack and damage rolls.
Worth **2,500 gold pieces**.

"I once heard a tale about a golden octopus."

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