

COMPENDIUM OF THE MAGIC AND MECHANICAL



WELCOME TO THE COMPENDIUM OF THE MAGIC AND Mechanical. Contained within are sets of items sorted by type which exist in the world from the common Revival Salt to the coveted Gladius Armour

DISPOSABLES

Disposables are the single use items without which all adventurers, bandits and mercenaries would have been dead long ago.

REVIVAL SALTS

Potion, common, 1gp

An essential part of any operative team expecting a fight, revival salts can be used as a bonus action on one creature at 0hp within 5ft to instantly bring them back up at 1 hit point. This item is consumed on use

HEALER STIM

Potion, common, 10gp

A syringe filled with adreno-chems for immediate healing. As a bonus action on your turn you may stick this into your arm and instantly heal $2d4+2$ hp. Alternatively you may heal an ally within 5ft as an action.

AMMUNITION

If blood is the true currency of Mircuria, bullets are the tax collectors. Due to recent advancements in micromanufacturing and inscription automation shells roll of the line with all manner of special properties. Note that while these entries are described as 'Ammunition' they will be of specific types when found such as buckshot or 5.56mm rounds. Unless otherwise stated, these items are considered expended and destroyed when fired.

HOUSE AQUIN: COMPASS SHOT

Ammunition, uncommon, 50gp

This item comes as a two part set, a bullet and compass, the compass will always point in the direction of the bullet as long as the two are on the same plane. The bullet may be fired from an appropriate gun dealing an additional 1d8 piercing damage on a hit and lodging within the target itself requiring a DC 20 medicine check to remove. Should the attack miss, roll a d20, on a 1 the bullet shatters and becomes useless, on any other roll it may be re-shelled and re-fired.

AGUEFORTS BALLISTICS: ICE KNIFE

Ammunition, common, 10gp

When fired, this bullet acts as a casting of the Ice Knife spell with a saving throw DC 13.

AGUEFORTS BALLISTICS: STUN SHOT

Ammunition, common, 10gp

On a hit this ammunition forces the target to make a DC 13 constitution save or be stunned until the end of your next turn.

BLANK SHOT

Ammunition, common, 3gp

This ammunition works as a regular shell, however the glyph enscribed on its casing allows a spell caster to infuse it with spell magic, over the course of 10 minutes you may expend a first or second level spell slot to embed the magic within the case. The spell must target a single creature or point within range and have a range greater than self. The weapon deals the standard damage as well as the effects of the spell taking place. The infusion lasts until the end of your next long rest, but can be re-infused the next day. Shooting the bullet destroys the item.

ARCANO CAPACITANCE ROUND

Ammunition, uncommon, 50gp

This ammunition works as a regular shell, however the glyph enscribed on its casing allows a spell caster to infuse it with spell magic, over the course of 10 minutes you may expend a first, second third or fourth level spell

slot to embed the magic within the case. The spell must target a single creature or point within range and have a range greater than self. The weapon deals the standard damage as well as the effects of the spell taking place. The infusion lasts until the end of your next long rest, but can be re-infused the next day. Shooting the bullet destroys the item.

POTENTIALITY CASING

Ammunition, rare, 1000gp

This ammunition works as a regular shell, however the glyph enscribed on its casing allows a spell caster to infuse it with spell magic, over the course of 10 minutes you may expend spell slot of 6th level or lower to embed the magic within the case. The spell must target a single creature or point within range and have a range greater than self. The weapon deals the standard damage as well as the effects of the spell taking place. The infusion lasts 3 long rest, but can be re-infused. Shooting the bullet destroys the item.

WALLOPING SHOT

Ammunition, common, 10gp

This ammunition packs a wallop. A creature hit by the ammunition must succeed on a DC 10 Strength saving throw or be knocked prone.

BULLET +1

Ammunition, uncommon, 20gp

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

BULLET +2

Ammunition, rare, 75gp

You have a +2 bonus to attack and damage rolls made with this bullet

BULLET +3

Ammunition, very rare, 200gp

You have a +3 bonus to attack and damage rolls made with this bullet

WINGED BULLET

Ammunition, uncommon, 50gp

Ranged weapon attack rolls made with this ammunition ignore half and three-quarters cover. In addition, attacking at long range doesn't impose disadvantage on ranged weapon attack rolls made with this ammunition.

BLOODSEEKER BULLET

Ammunition, rare, 200gp

Ranged attack rolls made with this ammunition have advantage against any creature that doesn't have all its hit points.

JEWELLERY

Not all jewellery is aesthetic in this world, some come inscribed with protective energies or represent mortal oaths to their wearers.

ELEMENTAL BROOCH

Jewellery, uncommon, requires attunement

This brooch is worn on the chest of the attuned user, it depicts a crystalline spiral. As a reaction the wearer may touch the brooch and cast the absorb elements spell at 1st level, the additional damage from the spell also applies to ranged attacks. Once used the brooch may not be used again until the wearer has completed a long rest.

HOLDING SWARM

Jewellery, uncommon, requires attunement

This belt bag contains a small swarm of paralysing drones which the wearer may use to cast the hold person spell with a save DC of 12.

ARMOUR

BREACHER SOLUTIONS: RAPID TRANSFUSION VEST

Chest piece, uncommon, requires attunement

During rests this vest stimulates the rapid and surplus production of blood within the wearer which is stored within itself. As an action the wearer may use this stored blood to instantly expend two of their hit die and heal by that amount. This action can then not be used again until the wearer completes a long rest.

POWER THRU VEST

Chest piece, uncommon, requires attunement

A hefty abjurative vest, as a reaction to being hit the wearer may gain resistance to the damage from the attack and should that damage drop them to 0 but not kill them outright they go to 1 hit point instead.

ELDRITCH SCARF

Scarf, rare, requires attunement

This dark, silky scarf moves slightly on its own in a breeze that no one can feel and absorb more light than it reflects. It is always wrinkled. The scarf has an extradimensional space within the folds of its fabric that can only be reached while it's worn. The space holds 60 pounds of material, not exceeding a volume of 6 cubic feet. The scarf always weighs 1 pound, regardless of its contents. Placing an object in the scarf follows the normal rules for interacting with objects. When placing an item in the extradimensional space, your hand appears to simply place it inside one of scarf's loose folds.

Despite being able to place items in the scarf, reaching back into it fails to return them to your grasp. The frayed ends of the scarf are actually wisp-like hands that slowly twist and curl on their own. While wearing the scarf, you can mentally command the hands as a bonus action to reach into the extradimensional space and retrieve a stored item. If the scarf is destroyed, its contents are lost forever. Ironing or otherwise flattening the scarf causes the items stored inside to be squeezed out, spilling forth unharmed from the ends of the scarf.

You can also command the hands as an action to manipulate a simple object, such as open an unlocked door, stow or retrieve an item from an open container, or pour the contents out of a vial. The hands have a reach of 5 feet. The hands can't attack, activate magic items, or carry more than 10 pounds. The hands hold onto any item retrieved from the scarf weighing no more than 10 pounds until taken from them (no action required). If the retrieved item weighs more than 10 pounds, the hands pull it from the scarf and drop it on the ground at your feet.

A living creature can't be placed inside the scarf.

Placing the scarf inside an extradimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

FIREARMS

ARCANO CARBINE

Carbine, uncommon

This long-nosed carbine rifle hums with the brilliant blue of raw arcana from its stock to the tip of the rifle. When firing regular 5.56mm rounds it functions as normal, when firing magically charged ammunition it boosts the effectiveness of these rounds. Any damage is increased by 1d6, the DC of any saving throws increases by 1 and the range of any effects is increased by 5ft.

SLUG CANNON

Heavy Pistol, uncommon, requires attunement

This heavy pistol has the standard look of a sidearm save for the curses written on the inner chamber of the gun. On a hit the target must make a DC 8 constitution saving throw or come under the effects of the 'slowed' condition.

TERROR HOOK

Grapping Hook, rare, requires attunement

This grappling hook has had its metal spikes replaced for sucking tentacles, it no longer functions as a standard *grapping hook* but instead attempts to strike terror into its targets. As an action you may fire the Terror Hook as a dex firearm with light property and range 40/80. On a hit the target takes 2d6 piercing damage and must make a DC 15 Wisdom saving throw. On a failure that creature takes an additional 2d6 psychic damage as fear takes hold and becomes frightened of you, but may move no further away from you than they currently are. At the end of their turns the creature may re-attempt the above saving throw ending the effect on a success and on a failure taking 3d6 psychic damage, you must be holding the Terror Hook the whole time or the effect ends instantly.

MELEE WEAPONS

CORRUPTING BLADE

Shortsword, rare, requires attunement

You gain a +1 to all attack and damage rolls made with this weapon.

This shortsword has been emerged in shifting whirling psychic energy for many decades and transmits this to whoever it cuts. On a hit with the Corrupting Blade if the target's body is made of flesh, the creature must make a DC 14 Constitution saving throw. On a failed save, it is restrained as its flesh begins new growth as hardened coral. On a successful save, the creature isn't affected.

A creature restrained by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the spell ends. Each subsequent time you successfully attack with this weapon the creature must also re-make the saving throw with no effect on a success but should it fail two more times from these attacks the growth completes and they are subjected to the petrified condition until restored by greater restoration or similar magic. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.