

# 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

## CONTENTS

### DISPOSABLES

|                     |   |
|---------------------|---|
| Revival Salts ..... | 2 |
| Healer Stim .....   | 2 |

### AMMUNITION

|                                       |   |
|---------------------------------------|---|
| House Aquin: Compass Shot .....       | 3 |
| Agueforts Ballistics: Ice Knife ..... | 3 |
| Agueforts Ballistics: Stun Shot ..... | 3 |
| Blank Shot .....                      | 3 |
| Arcano Capacitance Round .....        | 3 |
| Potentiality Casing .....             | 3 |
| Walloping Shot .....                  | 3 |
| Bullet +1 .....                       | 3 |
| Bullet +2 .....                       | 3 |
| Bullet +3 .....                       | 3 |
| Winged Bullet .....                   | 3 |
| Bloodseeker Bullet .....              | 3 |
| Ammunition, Returning .....           | 4 |
| Ammunition, Tracer .....              | 4 |

### JEWELLERY

|                              |   |
|------------------------------|---|
| Elemental Brooch .....       | 5 |
| Holding Swarm .....          | 5 |
| Amulet of Intervention ..... | 5 |
| Abyss Ring .....             | 5 |

### ARMOURS

|                                                  |   |
|--------------------------------------------------|---|
| Breacher Solutions: Rapid Transfusion Vest ..... | 6 |
| Power Thru Vest .....                            | 6 |
| Eldritch Scarf .....                             | 6 |
| Clockwork Wings .....                            | 6 |
| Demonskin Cloak .....                            | 7 |

|                           |   |
|---------------------------|---|
| Dragonscale Cloak .....   | 7 |
| Mane of the Chimera ..... | 7 |

### FIREARMS

|                              |   |
|------------------------------|---|
| Arcano Carbine .....         | 8 |
| Slug Cannon .....            | 8 |
| Terror Hook .....            | 8 |
| Artemis Cannon .....         | 8 |
| Dawnbreak .....              | 8 |
| Dragon Cannon .....          | 8 |
| Event Horizon .....          | 8 |
| Fiddlefen Blasting Rod ..... | 9 |
| Lucky Seven .....            | 9 |
| Six of Stars .....           | 9 |

### MELEE WEAPONS

|                           |    |
|---------------------------|----|
| Corrupting Blade .....    | 10 |
| Bola of Anchoring .....   | 10 |
| Greater Chainsword .....  | 10 |
| Honoured Chainsword ..... | 10 |

### WONDROUS ITEMS

|                                        |    |
|----------------------------------------|----|
| Bandolier of Blades .....              | 11 |
| Bells of the Meticulous Magician ..... | 11 |
| Clock of Synchrony .....               | 11 |
| Compass of Magic Detection .....       | 11 |
| Ethereal Gauntlets .....               | 11 |
| Ghostflame Candle .....                | 11 |
| Hargrave's Helping Hand .....          | 12 |
| Heward's Magnificent Multitool .....   | 12 |
| Mask of the Plague Doctor .....        | 12 |
| Mirror of True Reflecting .....        | 12 |

## DISPOSABLES

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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.



## AMMUNITION, RETURNING

*Ammunition, very rare, 750gp*

This set of bullets comes in a set of six or more, enough to fully reload a standard firearm. Each shell casing is engraved with a small infinity symbol along its side.

The *returning ammunition* must be loaded into a single firearm all at once, either into the firearm itself or into a clip, or else its magic is immediately lost. After loading the *returning ammunition*, the next time that firearm must be reloaded, all of the spent rounds return to the gun,

completely intact and ready to be fired again, with no action required.

After the rounds return once, there is a cumulative 10% chance that the bullets do not return the next time the weapon needs to be reloaded.

## AMMUNITION, TRACER

*Ammunition, rare, 40gp*

This ammunition glows slightly red. When a piece of *tracer ammunition* strikes a target, the next attack made against that target has advantage.

## JEWELLERY

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

### ELEMENTAL BROOCH

*Jewellery (Brooch), 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.

### AMULET OF INTERVENTION

*Jewellery (Amulet), rare, requires attunement*

This amulet takes the shape of a large golden square. It has red and green gems inlaid on one side and engraved with the image of a pair of wings on the other side. When worn, it protects you from disaster and wards away death.

**Guardian Angel.** If you would be subjected to an effect that would reduce you to 0 hit points, the amulet automatically activates. A golden sphere of light bursts forth, negating the damage dealt and rendering you immune to all damage and all conditions. This sphere lasts for up to 1 round before fading away at the end of your next turn. Once this ability is activated, the amulet loses its magic until the next dawn.

### ABYSS RING

*Jewellery (Ring), rare, requires attunement*

This silver ring is has shards of jagged obsidian along the outside and has three small rubies inset at equal lengths away from each other that seem to remain dull and dark no matter what lighting conditions are around..

Each gem holds a single charge, for a total of three charges. The ring regains 1d4 + 1 expended charges daily at dawn as long as you are not looking at it when it recharges.

While wearing and attuned to the *abyss ring*, you can expend a charge to cast *invisibility* on yourself. Rather than requiring concentration, the spell maintains itself only as long as you can hold your breath. (Follow the rules for holding your breath and suffocation detailed on page 183 of the *Player's Handbook*.)

A creature which does not need to breathe cannot gain the benefits of this ring.



## ARMOURS

### 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 stores 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 abjorative vest, as a reaction to being hit the wear 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.

### CLOCKWORK WINGS

*Studded Leather, rare*

This armor has a pair of wings made of clockwork, strong fabric, and metal sheets attached to the back. Though magic provides the power and propulsion, it is the wings that are responsible for the fine control required for continuous, smooth flight.

While you wear this armor, you can use a bonus action to unfold the wings. While they are unfolded, you have a flying speed of 30 feet and full control of your movement. You can use the wings to fly for up to 8 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. However, for every full hour of flight, you must spend time during a short or long rest to perform minor repairs and maintenance to the wings. This maintenance requires tinker's tools to perform, and it takes 15 minutes and costs 20 gp worth of raw materials per full hour of flight used.

If you fly for a total of 8 hours without repairing the wings, they break mid-flight. Roll a percentile dice. On a result of 25 or lower, the wings are locked and immobile. You must use your action each turn to glide at a rate of 30 feet per round, descending a maximum of 10 feet per round until you reach the ground. On a result over 25, or if you do not use your action to glide as above, you fall to the ground and must make a DC 15 Dexterity saving throw to land safely. On a failed save, you take falling damage as normal for your height, landing prone. On a successful save, you take half as much damage and do not land prone.

After the wings break, you must use tinker's tools to spend at least 1 hour and 80 gp worth of parts to restore partial functionality to the device. When partially repaired, the device's flight time is limited to 4 hours and your flight speed becomes 25 feet. Only when you spend a total of 2 hours and 160 gp worth of raw materials repairing it will you restore full functionality.

If you use the wings in combat, your ranged attack rolls have disadvantage unless you are hovering. If you are knocked prone while flying, you can make a DC 15 Dexterity save to avoid falling.



## DEMONSKIN CLOAK

*Cloak, very rare, requires attunement by a warlock, sorcerer, or wizard*

This ankle-length hooded cloak looks similar to red leather from a distance. Upon closer inspection, the hood is made up of small, thin scales, and the rest of the cloak is thin and membranous, with thin tubes running down the length of it that give it the look of large bat wings.

This cloak has four charges, and regains 1d4 + 1 expended charges daily at dawn.

While attuned to this cloak, you can use your reaction to expend a charge and cause the cloak to flap up and envelop you. While enveloped, you get a +5 bonus to AC, including against the triggering attack. Additionally, spells and attacks cannot target you or deal damage to you. However, while enveloped, you are blinded and restrained. You remain enveloped by the cloak until the start of your next turn.

## DRAGONSCALE CLOAK

*Cloak, rare, requires attunement*

This beautiful cloak is made from the hide and scales of a dragon. The look and feel (and name) of this cloak depend on the dragon whose hide it is made from. A *red dragonscale cloak*, for example may feel warm to the touch, or a *black dragonscale cloak* may appear to be constantly cast in shadow. Using the hide of specific types of dragons also confers some of the elemental resistance the creature had in life; while wearing the cloak, a creature has resistance to the damage type the cloak's namesake had immunity to.

Additionally, the inherent magic captured in the dragon's scales allows the wearer of this cloak to cast *mage armor* with a target of self. Once you use this ability, you can't use it again until the next dawn.

## MANE OF THE CHIMERA

*Hide Armour, very rare, requires attunement*

This hide armor is made with a silken white, red, and brown mane taken from a body of a chimera and is imbued with magical enhancements. When a creature dons the armor for the first time, it must make a DC 16 Constitution saving throw. On a failed save, the wearer takes 10d4 psychic damage, fails to attune to the armor, and cannot try again for 48 hours. On a successful save they are deemed worthy and attune to the armor, gaining the following benefits; only one of the armor's abilities can be active at a time, and once used, it cannot be used again until the next dawn:

***Draconic Wings.*** As an action, large leathery dragon wings sprout from the armor, giving you a flying speed of 20 feet with the ability to hover for 1 minute. While this benefit is active, you have disadvantage on Dexterity-based saving throws.

***Lion's Roar.*** As a bonus action you let out a powerful roar. Any allies within 10 feet of you, including yourself, gain advantage on their next three melee attack rolls. If any of those three attacks hit, it deals an additional 1d6 damage.

***Ram's Horns.*** As a bonus action you can grow large spiral ram-like horns for 1 minute. While this benefit is active, if you move at least 20 feet towards a creature, you can make a charge attack with the horns with a +7 attack bonus. On a hit, the target takes 2d10 force damage and is pushed 5 feet away from you.



## 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

*Grappling Hook, rare, requires attunement*

This grappling hook has had its metal spikes replaced for sucking tentacles, it no longer functions as a standard *grappling 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.

### ARTEMIS CANNON

*Any longarm, very rare, requires attunement*

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

This weapon is decorated with the holy symbol of Pomena, a bow over the setting sun, carved deeply and carefully into the stock. The entire rifle feels like it was made for a hunter.

This *+1 lever-action rifle* deals an extra 1d4 force damage on a hit. Additionally, this weapon has 4 charges. You can expend one charge to cast *conjure barrage*, or you can expend 2 charges to cast *conjure volley*. The save DC for these spells is 16.

The weapon regains 1d4 expended charges daily at sunset if its holy symbol is held before the setting sun.

## DAWNBREAK

*Handheld Cannon, rare*

Hewn of stone and magically reinforced, this weapon has the shimmering iridescence of pearl, glowing a faint silver from the energy holding it together. The cannon does not use ammunition; instead, it fires pulses of light energy that deal 2d6 radiant damage on a hit. A Large or smaller creature hit by an attack from this weapon must also succeed a DC 15 Strength saving throw or be blown back 15 feet and knocked prone. An undead struck by this weapon takes an additional 1d6 radiant damage and has disadvantage on the Strength saving throw.

Due to the special nature of this weapon's magical discharge, this weapon can only be fired once per Attack action. Any features such as the fighter's Extra Attack, or feats that allow a firearm to be fired as a bonus action, do not work with this weapon.

### DRAGON CANNON

*Any firearm with the scatter property, legendary, requires attunement*

This gun is molded in the fearsome image of a particular dragon, seeming to come alive in your hands. You get a +1 bonus to attack and damage rolls made with this weapon. Depending on which dragon it's made to look like, this weapon deals an additional 1d4 damage of the type associated with that dragon.

As an action, you can speak this weapon's command word and fire out a burst of energy in a line or cone. The shape, damage, damage type, and saving throw of this attack is identical to that of the breath weapon of a young dragon of the appropriate color. After making this attack, as long as you have this firearm drawn, roll a d6 at the start of each of your subsequent turns. On a 6, the breath weapon recharges, and you can use it again.

This weapon's name is typically based on the dragon it was sculpted after (*i.e. Bronze Dragon Cannon*).

### EVENT HORIZON

*Shotgun, legendary, requires attunement*

This weapon feels incredibly dense, dark, and cold, as if holding it threatens to draw you into it. You gain a +2 to attack and damage rolls made with this weapon.

You can use an action to expend 1 charge to use the *Singularity* ability. This gun has 3 charges, and regains 1d3 charges after a long rest.

**Singularity.** Make an attack roll against a target within range, and compare the attack roll to the AC of all



creatures within 5 feet of the target. Including the target, each creature that would be hit by the attack takes 4d6 force damage and makes a DC 13 Wisdom saving throw. On a failed save, a creature is drawn towards a small, dark sphere located at the point where the attack originated from and pulled into it. Each creature pulled in this way is subjected to the effects of the spell *teleport* (*Player's Handbook*, p. 281), with a destination that you have in mind. You must have seen this destination at least casually.

### FIDDLEFEN BLASTING ROD

*Revolver, uncommon*

This revolver has a glass orb in place of the cylinder where bullets would be loaded. The orb is unbreakable, and has a small colored flame inside of it that shimmers different colors depending on how the orb is turned.

This revolver requires no ammunition, though it still has the *shell loading 6* property (and thus must be recharged using an action on your turn). When making an attack with it, its damage type is not piercing, but your choice of acid, cold, fire, lightning, poison, or thunder damage. You may change which damage type this weapon deals as part of the same action you use to attack with it.

### LUCKY SEVEN

*Revolver, legendary, requires attunement*

You gain a +3 bonus to attack and damage rolls you make with this revolver.

This gun has lines of pure gold swirling across its barrel and green four-leaf clovers etched on its grip. It sparkles dimly in your hands, making every shot feel like you're gambling for something big.

**Uncanny Luck.** You can call on this weapon's luck to alter fate around you. Immediately upon attuning to the weapon, you gain two luck points, which can be used as described in the *lucky* feat (*Player's Handbook* p. 167). As long as you remain attuned to the weapon, any expended luck points are regained at the end of a long rest.

**Seven of Clovers.** If you roll a natural 7 on an attack roll made with this revolver, you hear the sound of bells and jingling coins as the weapon begins to glow. This attack automatically hits its target, is considered a critical hit, and deals maximum damage. Additionally, for the next minute, any attack made with this weapon deals an additional 7 force damage.

### SIX OF STARS

*Revolver, very rare, requires attunement*

This +2 revolver was forged from the alloy found in a meteor and enchanted with its stardust. It has 6 charges, which can be expended when making an attack with this gun, you expend 2 charges to turn the round into a meteorite. This is identical to a meteor from *Melf's minute meteors* (save DC 14). You can expend additional charges to increase the damage dealt by 1d6 per additional charge expended.



## 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.

### BOLA OF ANCHORING

*Bola, rare*

This bola is made of three mirrored steel spheres connected by lengths of steel chain. An abjuration rune is emblazoned on each of the spheres.

The bola functions as a mundane bola, except the save DC to avoid grapple is 15. The bola prevents a creature grappled by it from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. It doesn't prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the bola can use an action to remove it. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the bola.

### GREATER CHAINWORD

*Chainsword, rare*

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

This chainsword is made of a higher quality than the standard. You inflict a 1d6 bleeding wound on rolls of 18, 19 and 20.

### HONOURED CHAINWORD

*Chainsword, rare*

You gain a +2 to all attack and damage rolls made with this weapon.

This Chainsword was made with the finest steel and kept sharp as the ice wind. You inflict a 1d8 bleeding wound on rolls of 17, 18, 19, 20 and may delimb the target on critical hits.



## WONDROUS ITEMS

### BANDOLIER OF BLADES

*Wondrous Item, rare*

This hard leather bandolier is lined with woolen cord. Its pouch glows with a faint yellow light, and has slots for four daggers. A nonmagical dagger placed in this bandolier is infused with magic, and when it is drawn from the bandolier it acts as a *+1 dagger* for 1 minute. If the dagger is thrown during this duration, it automatically reappears within the bandolier as long as it is on the same plane as the thrower. You can draw a dagger from the bandolier as part of the action used to attack with it.

### BELLS OF THE METICULOUS MAGICIAN

*Wondrous Item, very rare*

Three golden bells sit in a small, leather-bound case that attaches to the waist. The first is a pyramid-shaped bell with 4 triangular emeralds. The second is a cylindrical bell with 4 oval sapphires, and the last is a cube-shaped bell with 4 square rubies inset. The gems on the bells give off a faint glow, tinting them green, blue, and red respectively. Each bell holds four charges, represented by each of the four gemstones inlaid into its surface; as a bonus action, you can ring one of the bells, expending one charge. Each bell regains one expended charge daily at dawn.

The sound of a bell can be heard clearly out to 15 feet, and faintly for another 15 feet.

**Pyramid Bell.** The sharp sound of this bell causes a surface you choose to give off a faint green glow. This glow reveals the presence of hidden objects, fixtures, or passages behind or beneath the surface, but only if the DC for finding the object is 15 or lower. The pyramid bell can only affect a surface no larger than a square 5 feet on a side.

**Cylinder Bell.** The tinkling chime of this bell sounds like a set of keys. When rung, a single nonmagical lock or simple trap you can see glows a faint blue. If the DC to unlock the lock or disarm the trap is 15 or lower, the bell's magic unlocks or disarms it. The object affected this way can be no larger than 10 feet in any dimension.

**Cube Bell.** The low drone of this bell seems to resonate with the weave of magic itself. A soft, red glow appears on an object or surface you can see, dispelling a single magical trap or magical lock that has a DC of 15 or lower. The object affected this way must fit within a square 5 feet on a side.

### CLOCK OF SYNCHRONY

*Wondrous Item, common*

This brass pocket watch has three stoppers along its top edge. It keeps good time when wound, and its reverse side is engraved with an image of two chain links linked together.

The item is designed to trigger the movement of up to two devices at the same time. The two devices must have mechanical controls and must be within 100 feet of each other. By pressing either the left or the right stopper while pressing a button, pulling a lever, or otherwise activating a mechanical control, the watch stores that movement and can magically re-trigger it. The watch only stores two such movements at a time, one for the left stopper, and one for the right. Pressing the center stopper while within 100 feet of at least one of the devices remotely triggers both the stored movements at the same time.

Pressing all three stoppers together causes the watch to reset itself.

### COMPASS OF MAGIC DETECTION

*Wondrous Item, rare, requires attunement*

The compass points in the general direction of the highest concentration of magic in the vicinity. You can also use this compass to track a "magical trail" in much the same way that you would follow physical tracks. To do so, roll a Wisdom (Survival) check. The DC starts at 10 and increases by 5 for each hour that has passed since the source of magic was present.

### ETHEREAL GAUNTLETS

*Wondrous item, rare, requires attunement*

These gauntlets appear to be ordinary, nonmagical leather, only revealing their magical properties in the right situation. While attuned to these gloves, if you come in contact with an undead creature immune to the *grappled* condition, that creature loses that immunity, and you have advantage on Strength and Dexterity checks involving grappling that creature.

### GHOSTFLAME CANDLE

*Wondrous Item, uncommon*

When you light this candle and speak its command word, the flame turns a shimmering silver. The silver flame sheds bright light out to a 30-foot radius and dim light for an additional 10 feet. Only the holder of the candle can see this light.

Additionally, the silver flame can be used to light ordinary light sources, such as lanterns and torches. The flame's properties transfer to the new light source.



### HARGRAVE'S HELPING HAND

*Wondrous Item, rare, requires attunement*

This device consists of a finely crafted prosthetic arm sewn onto a leather corset. When worn, the arm springs to life, its gears and motors whirring of its own accord.

When wearing and attuned to this item, the arm acts as an extra limb, able to hold and manipulate items as if you were holding them in your own hands. The arm freely moves across the corset to where it can be most convenient, and this movement can be controlled at will.

**Curse.** The *helping hand* is an item typically sent to new artificers and wizards as a sort of hazing ritual, seeming beneficial at first, but soon overstaying its welcome. Three days after attuning to the item, the wearer must make a DC 15 Charisma saving throw. On a failed save, the arm springs to life and repeatedly slaps its wearer, making unarmed strike attacks using the wearer's Dexterity modifier. Each slap deals 1d4 damage. The attacks continue until the corset is removed. On a successful Charisma saving throw, the device is fully under the wearer's control.

### HEWARD'S MAGNIFICENT MULTITOOL

*Wondrous Item, common*

This folded pocket knife has a number of metal compartments with tools that slide or fold out of the body - more than it reasonably looks like it should have. Despite your efforts, you still haven't found the actual knife compartment.

This item can be used in place of tinker's tools, thieves' tools, and two other types of artisan's tools (chosen by the DM), though you do so at a -3 penalty due to the difficulty of finding the right compartment to use.

### MASK OF THE PLAGUE DOCTOR

*Wondrous Item, uncommon, requires attunement by a cleric, druid, or paladin*

A multicolored leather mask is decorated with an elongated beak, goggles in the eye holes and metal clips. The beak is stuffed with various flora of an alchemic nature. When attuned, the enchantments on the flora in the mask make its wearer immune to disease and poison, so long as the disease or poison is not directly administered to the wearer via injection or wound.

**Curse.** The mask has no negative benefit while worn, but if it is removed voluntarily, the wearer gains vulnerability to poison damage and the poisoned condition, and his or her hit point maximum is reduced by half until his or her next long rest.

This effect can be suppressed with the use of *dispel magic*. The dispel DC is equal to the wearer's spell save DC. Once dispelled, the caster takes poison damage equal to half the wearer's current hit points. The curse remains suppressed until the next dawn.

### MIRROR OF TRUE REFLECTING

*Wondrous Item, rare*

This small hand mirror has the image of a blindfolded angel engraved on its reverse side. It has five charges, regaining 1d4+1 expended charges daily at dawn.

As an action, you can speak its command word and expend one of its charges to cause the mirror's reflective surface to glow along its edge. For the next minute, you can view creatures and objects reflected in the mirror as if you had truesight.