



THE ARCANE FORGE

Build the weapons and armor needed to kill a god.

DEAN SPENCER

Mystic Arts

"Old stories tell of a great forge beneath the Narandia Mountains, in the lost halls of Starkheim. Stories of artifacts forged in the heat of the very earth. But I know more than old stories. I've seen the forge. I know what can be made there. And if you bring me to it... I'll show you."

- Brogan, Blacksmith of Utopia

There's a great deal of debate as to what makes a forge an arcane forge. Is it the material it is made of, or the place where it is built? The magic woven into it by its maker?

Whatever the answer may be, all that truly matters is this: given time, coin, and the skill to use it, there is no limit to the marvels that you could create at such a forge.

CRAFTING MAGIC ITEMS

To create other magic items other than spell scrolls and potions, follow the rules below. In these rules, "you" refers to the character crafting the magic items.

ARCANA PROFICIENCY

To craft a magic item, you must have proficiency in Arcana.

TOOLS

The *Magic Item Creation Tools* table lists which tool is required to make a magic item of each category.

You or one of your assistants must use the required tool to make an item and have proficiency with that tool. For more information on the tools, see the Equipment in 5th Edition.

SPELLS

If a magic item allows its user to cast any spells from it, you must have all those spells prepared every day you spend crafting the item.

Magic Item Creation Time & Cost

| Item Rarity | Time | Cost |
|-------------|----------|------------|
| Common | 5 days | 50 GP |
| Uncommon | 10 days | 200 GP |
| Rare | 50 days | 2,000 GP |
| Very Rare | 125 days | 20,000 GP |
| Legendary | 250 days | 100,000 GP |

TIME AND COST

Crafting a magic item takes an amount of time and money based on the item's rarity as shown in the *Magic Item Creation Time & Cost* table above.

Work per Day. For each day of crafting, you must work for 8 hours. If an item requires multiple days, those days needn't be consecutive.

Assistants. Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it.

Normally, only one other character can assist you, but the GM might allow more assistants. Any assistants must have proficiency with the tool required to make the item they are assisting in the creation of.

Consumables. When crafting a consumable magic item, such as a potion, the crafting cost and time is halved. There are rules in the Equipment section in 5th Edition for crafting spell scrolls and potions of healing.

Magic Item Creation Tools

| Item Category | Required Tool |
|----------------|---|
| Armor | Leatherworker's Tools, Smith's Tools, or Weaver's Tools depending on the kind of armor as noted in the tools' descriptions. |
| Potion | Alchemist's Supplies or Herbalism Kit |
| Ring | Jeweler's Tools |
| Rod | Woodcarver's Tools |
| Scroll | Calligrapher's Supplies |
| Staff | Woodcarver's Tools |
| Wand | Woodcarver's Tools |
| Weapon | Leatherworker's Tools, Smith's Tools, or Woodcarver's Tools depending on the kind of weapon as noted in the tools' descriptions |
| Wonderous Item | Tinker's Tools or the tool required to make the nonmagical item on which the magic item is based (if any) |

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What Are These Rules?

This document is an expansion on the crafting rules in already in 5th Edition. Sections of the existing crafting rules are reprinted here alongside the expanded rules for your convenience.

RAW MATERIALS

To craft a magic item, you require rare crafting materials that may be difficult to find.

If you're lucky enough to find yourself in a place that sells such items, they can be bought at the prices listed in the table above.

If a magic item incorporates an item that has a purchase cost (such as a weapon or a suit of armor), you must also pay that entire cost or craft that item first.

The GM determines whether appropriate raw materials are available. Alternatively, the GM can roll 1d100 and consult the material availability table to determine available materials for each magic item being crafted.

ESSENCE

The creation of a magic item can be aided by having an essence appropriate to that item.

An essence is a component that can be used to aid in the creation of specific magic items, as determined by the GM.

Cheaper Crafting. If you have an essence, you can spend it while creating the associated magic item to halve the cost of raw materials required to make the item.

Easier to Source Components. Once an essence has been spent on a magic item's creation, any remaining raw materials should be considered mundane enough to be available at most reasonably stocked stores.

Endless Possibilities. Since there are countless magic items, there's no definitive list of what essences correspond to what magic items, but you can use the following rules as a framework for finding and using essences in play.

Component Availability

| Settlement | Uncommon | Rare | Very Rare | Legendary |
|------------|----------|------|-----------|-----------|
| Village | 50% | 35% | 25% | 15% |
| Town | 80% | 70% | 60% | 50% |
| City | 90% | 90% | 80% | 70% |
| Metropolis | 99% | 95% | 95% | 90% |

ESSENCE AS LOOT

*Among the noxious fumes and foul reagents on the shelves, Octavia finds a jar full of petrified spider legs. With her arcana, she is able to determine that they could be used as an essence to create the *Slippers of Spider Climbing*.*

In this example, the GM gave the player character an essence: a jar full of petrified spider legs, and, after an arcana check from the player, suggested what kind of magic item that could be used to create.

But it doesn't have to end there: the player might follow up and ask if they could instead use it for something like a *Cloak of Arachnida*.

It'll be up to the GM to decide if that's okay or not. In this case, since the cloak is a much higher rarity than the slippers, and the players might still be fairly low level, the GM might decide that's too much.

Alternatively, the resources required for such an expensive crafting project might seem an exciting side quest.

ESSENCE AS A GOAL

*"I'm in my tower studying how to craft a *Carpet of Flying*," says Anna.*

"Other than having a carpet to enchant, and the gems and herbs you'll need, you think you'll need the essence of some creature that has a fly speed and can hover," replies the GM, setting a goal for her to achieve.

In this example, the player wanted to make a specific item, and the GM offered a path towards it. If Octavia can either find or harvest the essence from an appropriate creature, she now knows that would aid her in making a *Carpet of Flying*.



Mystic Arts

HARVESTING ESSENCE FROM MONSTERS

When players defeat a monster in battle, they may be able to harvest an essence from it. They do this by a combination of actions:

Study the Creature. You can use the Study action to attempt to identify an essence that could be extracted from a creature. Make an arcana check with a DC of 10 + the creature's CR. On a success, you learn what part of the creature would have to be harvested to gain that essence.

Harvest the Essence. Once studied, you can use the Utilize action to attempt to harvest a specific essence from a creature that died within the last round. Make a survival check with a DC of 10 + the creature's CR. On a success, you harvest that essence. On a failure, the essence is destroyed.

As the GM it's up to you to take a look at the creature's monster statblock and determine what useful parts there are and describe the player's success or failure. Alternatively, you can ask your table to contribute any ideas.

For example, Ankhegs have Acid Spray. Altan the Wizard makes a successful arcana check, identifying that these glands could be used as an essence in the creation of a *Potion of Resistance* or *Armor of Acid Resistance*. When the Ankheg dies, he calls out to Maeve the Ranger, telling her to cut out its acid glands.

You can also use a creature's CR as a guideline in determining what rarity of magic items and essence from that creature could be used to create.

CR to Rarity

| CR | Rarity |
|--------------|-----------|
| 1 or higher | Uncommon |
| 5 or higher | Rare |
| 15 or higher | Very Rare |
| 20 or higher | Legendary |



WEAPONS & ARMOR

"Humans hold such pride in the might of their armies. But the mightiest host of men could not hope to defeat even a single one of our warriors wielding a sword of the purest mithral, worked to perfection by hands of our enchanters."

- Virsandroal, Master of the Order of Insight

The right weapon or armor can elevate a character's abilities far beyond anything they could achieve without them. And when you're the one crafting the item, making sure it's the right one is entirely up to you.

ENCHANTING MAGIC ITEMS

You can enchant any weapon, armor, or mundane object to make it into a Magic Item. Use the table on Page 2 to determine cost and rarity for each enchantment you apply.

Reenchanting Items. You can reenchant an already enchanted item to give it additional properties. When you do, treat each enchantment as if you're making a new magic item when you're consulting the Cost and Time table on Page 2.

ENCHANTMENT LIMITATIONS

Magic Items with multiple enchantments have the following limitations.

THREE ENCHANTMENTS

No magic item can hold more than three enchantments. When you put a fourth enchantment on an item, you must choose which other enchantment you're removing from the item.

NO STACKING

You cannot put the multiple instances of the same enchantment on an item.

ATTUNEMENT

If any property of a magic item requires attunement, then the item as a whole requires attunement. Without becoming attuned to an item that requires attunement, you gain only its nonmagical benefits unless its description states otherwise.

When you enchant ammunition, it doesn't require attunement even if the enchantment normally requires attunement.



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"Rain meteors!" shouted Nate as he aimed his Staff of Power towards the skies, and split them open. On his command, a flurry of meteors came crashing down on top of the Witch of the Afterlife.

NATHANIEL HEWES

SPELLCASTING ITEMS

You can enchant a magic item to be able to cast spells.

ONE SPELLCASTING PROPERTY

A magic item can only have one spellcasting enchantment. When you put a new spellcasting enchantment on an item it replaces the previous one.

SPELLCASTING CHARGES

Rarer spellcasting properties use charges to determine how they work, you can cast each spell by spending a number of charges equal to the level of the spell being cast.

SPELLCASTING PROPERTIES

Choose one of the following to determine both the rarity of the item and how its spellcasting property works.

UNCOMMON SPELLCASTING

You choose a spell of either 1st or 2nd level. This item can now cast that spell once before it needs to recharge at the next dawn.

RARE SPELLCASTING

You chose no more than four spells of 3rd level or lower. You can cast the first level spells three times and higher level spells once until it recharges the next dawn.

VERY RARE SPELLCASTING

You chose no more than six spells of 5th level or lower. You spend charges to cast these spells. This item has 10 charges and regains $2d6 + 4$ charges at dawn.

LEGENDARY SPELLCASTING

You chose no more than ten spells of 7th level or lower. You spend charges to cast these spells. This item has 20 charges and regains $2d8 + 4$ charges at dawn.

Want More Magic Items?

Both the *Vessels of Light* and the *Book of the Profane Word* from the Mystic Arts Patreon would be perfect additions to these rules for a campaign!

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UNIVERSAL ENCHANTMENTS

You can add the following enchantments on anything, be it an existing wondrous item, magic weapon, magic armor, or a mundane item.

Universal Enchantments Table

| d10 | Enchantment | Rarity | Attunement? |
|-----|------------------|-----------|-------------|
| 1 | Darkvision | Uncommon | No |
| 2 | Ego | Rare | Yes |
| 3 | Expert | Rare | Yes |
| 4 | Glowing | Uncommon | No |
| 5 | Invisibility | Legendary | Yes |
| 6 | Lucky | Very Rare | Yes |
| 7 | Resistance | Rare | Yes |
| 8 | Returning | Uncommon | Yes |
| 9 | Spell Resistance | Rare | Yes |
| 10 | True Seeing | Legendary | Yes |

DARKVISION · *Uncommon*

You have darkvision out to 60 feet while holding or wearing this item. If you already have darkvision, wearing this armor increases its range by 60 feet.

EGO · *Rare, Attunement*

When you attune to this item, you gain one of the following abilities. Whenever you finish a long rest while attuned to this item, you can change your chosen ability.

Oppressive. You gain proficiency in Intimidation and have advantage on Charisma (Intimidation) checks.

Lustrous. You gain proficiency in Persuasion and have advantage on Charisma (Persuasion) checks.

Deceitful. You gain proficiency in Deception and have advantage on Charisma (Deception) checks.

EXPERTISE · *Rare, Attunement*

Choose one of your skill proficiencies with which you lack expertise. While you are attuned to this item, you have expertise in that skill.

GLOWING · *Uncommon*

While holding or wearing this item, you can take a Magic action to make it glow and shed Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. You can use another Magic action to make it stop glowing.

INVISIBILITY · *Legendary, Attunement*

While holding or wearing this item, you can take a Magic action to become Invisible. You remain invisible until you use a Bonus Action to become visible again or until you are no longer holding or wearing this item.

LUCKY · *Very Rare, Attunement*

If the item is on your person, you can call on its luck (no action required) to reroll one failed D20 Test if you aren't Incapacitated. You must use the second roll.

Once used, this property can't be used again until the next dawn.

RESISTANCE · *Rare, Attunement*

You have resistance to one type of damage while attuned to this item. Choose the type from the table below.

Damage Resistance

| d10 | Damage Type | d10 | Damage Type |
|-----|-------------|-----|-------------|
| 1 | Acid | 6 | Necrotic |
| 2 | Cold | 7 | Poison |
| 3 | Fire | 8 | Psychic |
| 4 | Force | 9 | Radiant |
| 5 | Lightning | 10 | Thunder |

RETURNING · *Uncommon, Attunement*

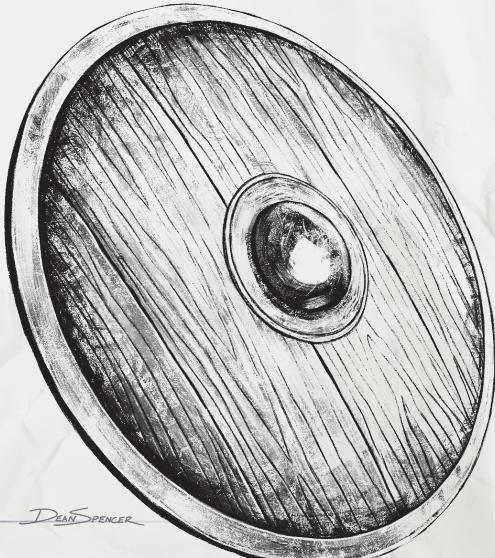
You can use a bonus action to make this magic item appear in your hand as long as you and it are on the same plane of existence. If the item is a shield, this counts as donning it.

SPELL RESISTANCE · *Rare, Attunement*

You have advantage on saving throws against spells while attuned to this item.

TRUE SEEING · *Legendary, Attunement*

You have truesight out to 30 feet while attuned to this item.



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"Nebula!" commanded Kain; his Twin Blades appeared in his hands. And in that same instant, he was gone. Whisked away to some place far away from us, having escaped again.

WEAPON ENCHANTMENTS

You can enchant weapons with a property from the list below. Or a GM can roll on the table to create random loot.

Random Weapon Enchantments

| d100 | Enchantment | Rarity | Attunement? |
|-------|-----------------|-----------|-------------|
| 01-05 | Binding Chains | Uncommon | No |
| 06-10 | Cruel | Uncommon | No |
| 11-15 | Marking | Uncommon | Yes |
| 16-20 | Maneuvering | Uncommon | Yes |
| 21-25 | Primordial | Uncommon | No |
| 26-30 | Stalking | Uncommon | Yes |
| 31-35 | Throwing | Uncommon | Yes |
| 36-40 | Transforming | Uncommon | Yes |
| 41-44 | Warning | Uncommon | Yes |
| 45-47 | Cursing | Rare | Yes |
| 48-50 | Dueling | Rare | Yes |
| 51-52 | Explosive | Rare | No |
| 53-54 | Flame Tongue | Rare | Yes |
| 55-57 | Life Stealing | Rare | Yes |
| 58-60 | Mind Breaker | Rare | No |
| 61-62 | Repulsive | Rare | No |
| 63-64 | Planebound | Rare | No |
| 65-66 | Skin Melter | Rare | Yes |
| 67-69 | Spellbreaker | Rare | No |
| 70-72 | Venom | Rare | No |
| 73-75 | Vicious | Rare | No |
| 76-78 | Withering | Rare | Yes |
| 79-80 | Swatting | Rare | Yes |
| 81-82 | Wounding | Rare | Yes |
| 83-84 | Dancing | Very Rare | Yes |
| 85-86 | Frost Brand | Very Rare | Yes |
| 87-88 | Maddening | Very Rare | No |
| 89 | Magi | Very Rare | Yes |
| 90 | Mighty Cleaving | Very Rare | Yes |
| 91 | Oathsworn | Very Rare | Yes |
| 92 | Parrying | Very Rare | No |
| 93 | Quickness | Very Rare | Yes |
| 94 | Ruin | Very Rare | Yes |
| 95 | Sharpness | Very Rare | Yes |
| 96 | Slaying | Very Rare | No |
| 97 | Striking | Very Rare | Yes |
| 98 | Holy Avenger | Legendary | Yes |
| 99 | Thunderbolt | Legendary | Yes |
| 100 | Vorpal | Legendary | Yes |

BINDING CHAINS · Uncommon

When you hit a target with this weapon, you may attempt to grapple it as a bonus action.

CRUEL · Uncommon

When you kill a creature with this weapon, you gain 5 temporary hit points.

CURSING · Rare, Attunement

When you damage a creature with this weapon, it takes 1d4 additional psychic damage and subtracts that amount from the next d20 test it makes before the end of its next turn.

DANCING · Very Rare, Attunement

You can take a bonus action to toss this magic weapon into the air. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of itself. The weapon uses your attack roll and adds your ability modifier to damage rolls.

While the weapon hovers, you can take a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the weapon to attack one creature within 5 feet of the weapon.

After the hovering weapon attacks for the fourth time, it flies back to you and tries to return to your hand. If you have no hand free, the weapon falls to the ground in your space.

If the weapon has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or are more than 30 feet away from it.

DUELING · Rare, Attunement

When you hit a creature with this weapon, it must succeed a DC 15 Wisdom saving throw or be compelled to fight you until the end of its next turn. While compelled, this creature has disadvantage on attacking creatures other than you while you are within 5 feet of it, and it cannot willingly move further away from you. A creature that succeeds on the saving throw is immune to this effect for 24 hours.

EXPLOSIVE · Rare

When you kill a creature with an attack using this weapon, roll the weapon's damage dice again. Creatures within 5 feet of the killed creature take damage equal to the result.

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FLAME TONGUE · Rare, Attunement

You can use a bonus action to wreath this weapon in flames. While wreathed in flames the weapon sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet and deals an extra 2d6 fire damage on a hit.

FROST BRAND · Very Rare, Attunement

This weapon has the following properties:

Extra Damage. This weapon deals an extra 1d6 cold damage on a hit.

Cold Resistance. You gain resistance to fire damage while you are attuned to it.

Light in the Cold. While in freezing temperatures the weapon sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Cold Winds. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of yourself. Once used, this property can't be used again for 1 hour.

HOLY AVENGER · Legendary, Attunement

This weapon has the following properties:

Smiting. When you hit a Fiend or an Undead with this weapon it takes 2d10 radiant damage.

Aura. While you hold the drawn weapon, it creates a 10-foot Emanation originating from you. You and all creatures friendly to you in the emanation have advantage on saving throws against spells and other magical effects.

LIFE STEALING · Rare, Attunement

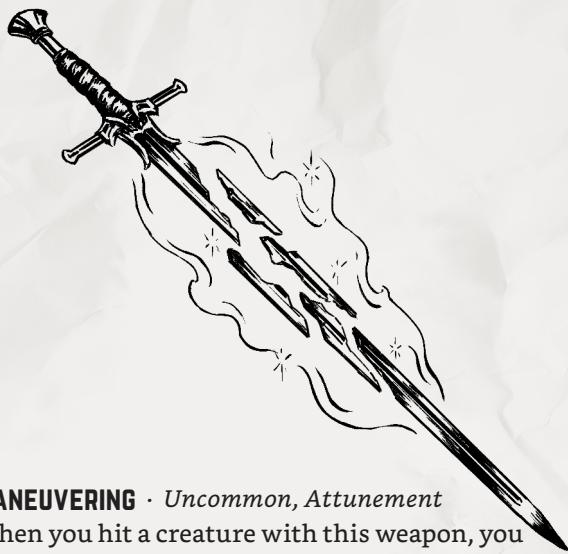
When you attack a creature with this weapon and roll a 20 on the d20 for the attack roll, that target takes an extra 15 necrotic damage if it isn't a construct or an undead, and you gain Temporary Hit Points equal to the necrotic damage taken.

MADDENING · Very Rare

When you hit a creature with this weapon, it must succeed a DC 15 Wisdom saving throw or go berserk until the end of its next turn. While berserk, the target attacks the nearest creature it can see. If no creature is near enough to move to and attack, the target attacks an object. A creature that succeeds on the saving throw is immune to this effect for 24 hours.

MARKING · Uncommon, Attunement

When you hit a creature with this weapon you mark it as your prey. For the next 24 hours, you know the distance and direction to your prey so long as it remains on the same plane of existence.



MANEUVERING · Uncommon, Attunement

When you hit a creature with this weapon, you don't provoke Opportunity Attacks from that creature for the rest of the turn.

MAGI · Very Rare, Attunement

While you hold this weapon, your spell save DC increases by 2 and you get a +2 bonus to spell attack rolls.

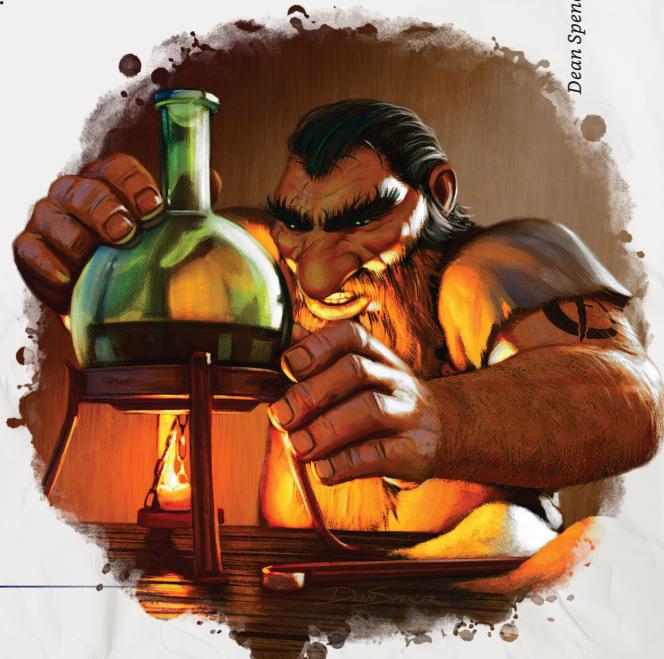
MIGHTY CLEAVING · Very Rare, Attunement

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against another creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage.

You cannot attack the same creature more than once with this property as a part of the same attack.

MIND BREAKER · Rare

When you hit a creature with this weapon it takes an extra 1d6 psychic damage and has disadvantage on the next Intelligence, Wisdom or Charisma saving throw it makes before the end of its next turn.



Dean Spencer

Mystic Arts

OATHSWORN · Very Rare, Attunement

When you use this weapon to make an attack, you can utter or sign the following command words:

"Swift death to you who have wronged me."

The target of your attack becomes your sworn enemy until it dies or until dawn 7 days later. You can have only one such sworn enemy at a time.

When your sworn enemy dies, you can choose a new one after the next dawn. While you have a sworn enemy, the following properties apply:

Attacks Affected. You have advantage on your sworn enemy, and disadvantage on attack rolls with all other weapons

No Cover. Your sworn enemy gains no benefit from Cover. If you're making a ranged attack, you suffer no disadvantage due to long range.

Extra Damage. Your sworn enemy gains extra 3d6 damage from all attacks made with this weapon.

PARRYING · Very Rare

When you're hit with an attack, you can use your reaction to increase your AC against that attack by a number equal to your proficiency bonus.

If this turns the attack into a miss, you can make a melee attack roll with the weapon against the creature that attacked you as a part of the same attack.

PLANEBOUND · Rare

When a creature takes damage from this weapon, it cannot teleport or leave this plane of existence until the end of its next turn.

PRIMORDIAL · Uncommon

Primordial Damage

| d6 | Damage Type | d6 | Damage Type |
|----|-------------|----|-------------|
| 1 | Acid | 4 | Lightning |
| 2 | Cold | 5 | Poison |
| 3 | Fire | 6 | Thunder |

This weapon is imbued with the power of the outer planes. When you create this weapon choose a type of damage from the table, or roll randomly. The weapon deals an extra 1d8 damage of that type.

QUICKNESS · Very Rare, Attunement

You can make one attack with this weapon as a bonus action on each of your turns.

REPULSIVE · Rare

When you hit a large or smaller creature with this weapon, you can move it up to 10 feet along the ground in any direction.

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RUIN · Very Rare, Attunement

This weapon deals an extra 2d8 lightning damage. While attuned to this weapon, you are immune to being charmed or frightened.

SHARPNESS · Very Rare, Attunement

When you attack an object with this weapon and hit, maximize your weapon damage dice against the target. When you attack a creature with this weapon and roll a 20 on the d20 for the attack roll, that target takes an extra 14 Slashing damage and gains 1 Exhaustion level.

SKIN MELTER · Rare, Attunement

When you hit a creature with this weapon it takes an extra 1d10 acid damage and is Frightened of you until the end of its next turn.

SLAYING · Very Rare

When creating a slaying weapon you determine what creature type it's designed to slay, or roll randomly on the *Creature Type* table. Slaying enchantments are different depending on if they're for ammunition or a weapon.

Ammunition. If a creature of the chosen damage type takes damage from the ammunition, the creature makes a DC 17 Constitution saving throw, taking an extra 6d10 force damage on a failed save or half as much extra damage on a successful one.

After dealing its extra damage to a creature, the ammunition becomes nonmagical.

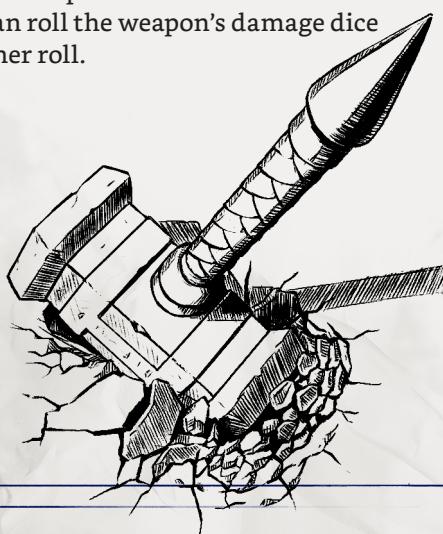
Weapon. If a creature of the chosen damage type takes damage from the weapon, the creature takes an extra 3d10 force damage.

SPELLBREAKER · Rare

When you deal damage with this weapon to a creature concentrating on a spell, it has disadvantage on the concentration check it makes as a result of that damage.

STALKING · Uncommon, Attunement

When you use this weapon to make an attack with advantage, you can roll the weapon's damage dice twice and use either roll.



STRIKING · Very Rare, Attunement

This weapon has 10 charges. When you hit with an attack using it, you can expend up to 3 charges. For each charge you expend, the target takes an extra 1d6 force damage. It regains 1d6 + 4 expended charges daily at dawn.

SWATTING · Rare, Attunement

When creating a swatting weapon you determine what creature type it's designed to swat, or roll randomly on the *Creature Type* table.

When you hit a creature of the chosen creature type it takes an extra 2d6 damage. If that creature is reduced to 10 hit points or fewer by this damage, it dies.

| Creature Type | | | |
|---------------|-------------|-------|---------------|
| d100 | Damage Type | d100 | Damage Type |
| 01-10 | Aberrations | 51-60 | Fey |
| 11-15 | Beasts | 61-70 | Fiends |
| 16-20 | Celestials | 71-75 | Giants |
| 21-25 | Constructs | 76-80 | Monstrosities |
| 26-35 | Dragons | 81-85 | Oozes |
| 36-45 | Elementals | 86-90 | Plants |
| 46-50 | Humanoids | 91-00 | Undead |

THUNDERBOLT · Legendary, Attunement

This weapon has the following properties:

Thunder Damage. When you hit a creature with this weapon it takes an extra 2d8 thunder damage.

Thunderous Boom. On a hit, you can choose to take a bonus action to have the weapon emit a thunderous boom. If you do, the target and every creature within 30 feet of it other than you must succeed on a DC 17 Constitution saving throw or be Stunned until the end of your next turn.

Once this property is used, it can't be used again until the next dawn.

THROWING · Uncommon, Attunement

The weapon has the Thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after hitting or missing, the weapon flies back to your hand.

TRANSFORMING · Uncommon, Attunement

You can use a bonus action to change the shape and statistics of this weapon into those of any other weapon that belongs to the same category (i.e. a simple weapon can only become another simple weapon, and a martial weapon can only become another martial weapon).

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VENOM · Rare

You can take a bonus action to magically coat this weapon with poison. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and be Poisoned for 1 minute.

Once this property is used, it can't be used again until the next dawn.

VICIOUS · Rare

This magic weapon deals an extra 2d6 damage to any creature it hits. This extra damage is of the same type as the weapon's normal damage.

VORPAL · Legendary, Attunement

When you use this weapon to attack a creature that has at least one head and roll a 20 on the d20 for the attack roll, you cut off or destroy one of the creature's heads. The creature dies if it can't survive without the lost head.

Strange Creatures. A creature is immune to this effect if it has immunity to the weapon's damage, if it doesn't have or need a head, or if the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 30 damage of the weapon's damage type from the hit.

Legendary Creatures. If the creature has Legendary Resistance, it can expend one daily use of that trait to avoid losing its head, taking the extra damage instead.

"We are not alone." said Church calmly, gripping his weapon tight. "I can sense it."

WARNING · Uncommon, Attunement

As long as this weapon is within your reach and you are attuned to it, you and allies within 30 feet of you gain the following benefits.

Alarm. The weapon magically awakens each subject who is sleeping naturally when combat begins. This benefit doesn't wake a subject from magically induced sleep.

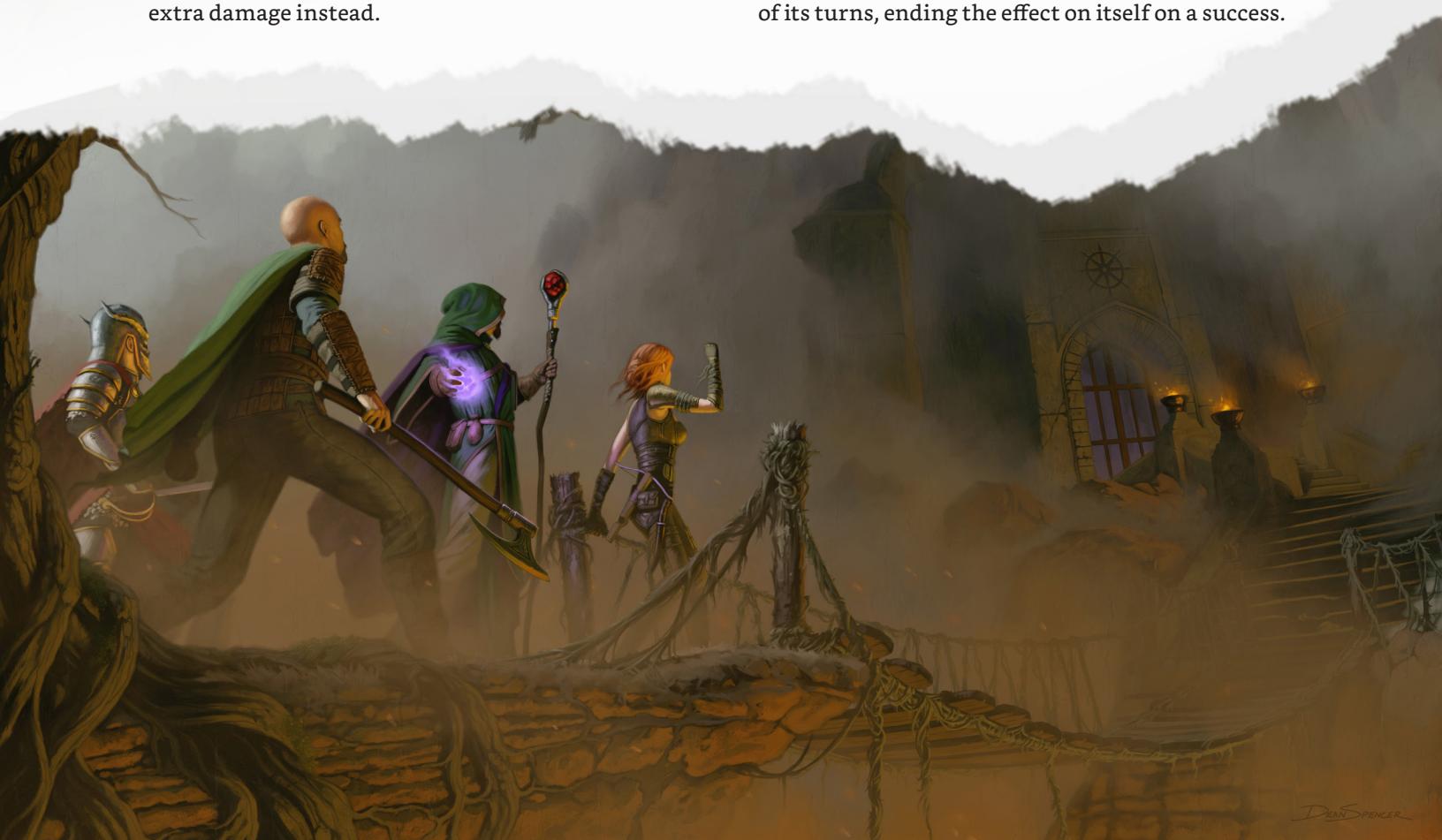
Supernatural Readiness. Each subject has advantage on its initiative rolls.

WITHERING · Rare, Attunement

When you hit a creature with this weapon it takes an extra 1d6 necrotic damage and has disadvantage on the next Strength, Dexterity or Constitution saving throw it makes before the end of its next turn.

WOUNDING · Rare, Attunement

When you hit a creature with an attack using this weapon, the target takes an extra 2d6 necrotic damage and must succeed on a DC 15 Constitution saving throw or be unable to regain hit points for 1 hour. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.



Mystic Arts

ARMOR ENCHANTMENTS

You can enchant weapons with a property from the list below. Or a GM can roll on the table to create random loot.

Random Armor Enchantments

| d100 | Enchantment | Rarity | Attunement? |
|-------|-------------------|-----------|-------------|
| 01–05 | Acrobat's Agility | Uncommon | Yes |
| 06–10 | Beastly Senses | Uncommon | Yes |
| 11–15 | Draconic Mind | Uncommon | Yes |
| 16–20 | Fish Flippers | Uncommon | No |
| 21–25 | Giant Endurance | Uncommon | Yes |
| 26–30 | Implacable | Uncommon | No |
| 31–35 | Instant Armor | Uncommon | No |
| 36–40 | Monkey's Grip | Uncommon | No |
| 41–45 | Noble Speech | Uncommon | Yes |
| 46–50 | Ogre Power | Uncommon | Yes |
| 51–55 | Quiet | Uncommon | No |
| 56–60 | Rejuvenating | Uncommon | Yes |
| 61–65 | Water Breathing | Uncommon | No |
| 66–68 | Ambusher | Rare | Yes |
| 69–71 | Antimage | Rare | Yes |
| 72–74 | Aura | Rare | Yes |
| 75–77 | Beastform | Rare | No |
| 78–81 | Elven Make | Rare | No |
| 82–85 | Feathered Wings | Rare | Yes |
| 86–88 | Fey Step | Rare | Yes |
| 89–91 | Regenerative | Rare | Yes |
| 92–93 | Speed | Rare | Yes |
| 94–95 | Vengeful | Rare | No |
| 96–97 | Elusive | Very Rare | Yes |
| 98–99 | Ramming | Very Rare | No |
| 100 | Invulnerability | Legendary | Yes |

ACROBAT'S AGILITY · Uncommon, Attunement

Your Dexterity score is 19 while you wear this armor. This has no effect if your Dexterity is already 19 or higher without it.

AMBUSHER · Rare, Attunement

You gain blindsight out to 30 feet and you cannot be surprised.

ANTIMAGE · Rare, Attunement

You can take a Magic action to end any ongoing spell of level 8 or lower on you.

Once this property is used, it cannot be used again until the next dawn.

AURA · Rare, Attunement

You can use a Magic action to create a 15-foot Emanation originating from you until the start of your next turn. Whenever a creature enters the emanation, or starts its turn in there, it takes damage equal to your proficiency bonus.

You determine the aura's damage type when you create the armor. You can chose from the table below, or by rolling on it.

Aura Damage

| d10 | Damage Type | d10 | Damage Type |
|-----|-------------|-----|-------------|
| 1 | Acid | 6 | Necrotic |
| 2 | Cold | 7 | Poison |
| 3 | Fire | 8 | Psychic |
| 4 | Force | 9 | Radiant |
| 5 | Lightning | 10 | Thunder |

BEASTFORM · Rare

You can take a Magic action to turn into a CR 3 or lower Beast of your choice for 10 minutes. Your statistics are replaced by the statistics of the creature but you retain your alignment and personality. You can revert back to your true form as a Magic action.

Once this property is used, it cannot be used again until the next dawn.

BEASTLY SENSES · Uncommon, Attunement

Your Wisdom score is 19 while you wear this armor. This has no effect if your Wisdom is already 19 or higher without it.

DRACONIC MIND · Uncommon, Attunement

Your Intelligence score is 19 while you wear this armor. This has no effect if your Intelligence is already 19 or higher without it.

ELEMENTAL ABSORPTION · Rare, Attunement

When you take acid, cold, fire, lightning, or thunder damage you can take a reaction to gain resistance to that damage type until the start of your next turn. This includes the instance of damage that triggered the reaction.

Once this property is used, it cannot be used again until the next dawn.

ELUSIVE · Very Rare, Attunement

Your movement does not provoke Opportunity Attacks.

ELVEN MAKE · Rare

You are considered trained with this armor even if you are not proficient with it.

Mystic Arts

FEATHERED WINGS · *Rare, Attunement*

You gain a fly speed equal to your walking speed.

FEY STEP · *Rare, Attunement*

When you're hit with an attack, you can use a reaction to turn invisible until the start of your next turn and teleport up to 30 feet to an unoccupied space you can see.

Once this property is used, it cannot be used again until the next dawn.

FISH FLIPPERS · *Uncommon*

You gain a swim speed equal to your walking speed.

GIANT ENDURANCE · *Uncommon, Attunement*

Your Constitution score is 19 while you wear this armor. This has no effect if your Constitution is already 19 or higher without it.

IMPLACABLE · *Uncommon*

You cannot be moved along the ground against your will.

INSTANT ARMOR · *Uncommon*

You can don or doff this armor as an action.

INVULNERABILITY · *Legendary, Attunement*

You can take a Magic action to give yourself immunity to bludgeoning, piercing, and slashing damage for 10 minutes or until you are no longer wearing the armor.

Once this property is used, it cannot be used again until the next dawn.

MONKEY'S GRIP · *Uncommon*

You gain a climb speed equal to your walking speed.

Dean Spencer



NOBLE SPEECH · *Uncommon, Attunement*

Your Charisma score is 19 while you wear this armor. This has no effect if your Charisma is already 19 or higher without it.

OGRE POWER · *Uncommon, Attunement*

Your Strength score is 19 while you wear this armor. This has no effect if your Strength is already 19 or higher without it.

QUIET · *Uncommon*

While you wear this armor, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks.

RAMMING · *Very Rare*

If you move at least 30 ft. in a straight line toward a creature while wearing this armor, and then hit it with a melee attack roll on the same turn, it takes an extra 3d6 force damage.

REGENERATIVE · *Rare, Attunement*

You can take a Magic action to spend a Hit Point Dice to regain hit points.

REJUVENATING · *Uncommon, Attunement*

You can take a Magic action to regain one expended spell slot of level 3 or lower.

Once this property is used, it cannot be used again until the next dawn.

SPEED · *Rare, Attunement*

You can take a bonus action to activate this armor for 10 minutes. When you do your speed is doubled, and any creature that makes an opportunity attack against you has disadvantage on the attack roll.

Once this property is used, it cannot be used again until the next dawn.

VENGEFUL · *Rare*

When you take damage from an attack while wearing this armor, you can take a reaction to force the creature that hit you to succeed on a DC 15 Dexterity saving throw or take the same amount of damage as force damage. It takes half as much damage on a success.

Once this property is used, it cannot be used again until the next dawn.

WATER BREATHING · *Uncommon*

You can breathe underwater while wearing this armor.

RARE METAL FORGING

The first step in creating a magic weapon or armor is determining the material it's made of. There are many types of rare metals, each of which confers powerful benefits to the item it's used to create.

As a GM, you can roll on the *Rare Metal* table to create random weapons or armor with rare metals.

| Rare Metal | | | |
|------------|-------------|----------------|-----------|
| 2d8 | Enchantment | Cost per Ingot | Rarity |
| 2 | Vertsteel | 10,000 GP | Legendary |
| 3 | Imixium | 5,000 GP | Very Rare |
| 4 | Adamantine | 2,500 GP | Very Rare |
| 5 | Cold Iron | 1,000 GP | Rare |
| 6 | Whiteforged | 500 GP | Rare |
| 7 | Silver | 100 GP | Uncommon |
| 8-10 | Masterwork | - | Common |
| 11 | Orichalcum | 100 GP | Uncommon |
| 12 | Blacksteel | 500 GP | Rare |
| 13 | Zarithmetic | 1,000 GP | Rare |
| 14 | Mithral | 2,500 GP | Very Rare |
| 15 | Bloodmetal | 5,000 GP | Very Rare |
| 16 | Sunmetal | 10,000 GP | Legendary |

RARE METAL INGOTS

To create weapons or armor from rare metal, you need ingots of that metal.

The cost and rarity of each type of ingot are listed on the table above, and the number of ingots required is listed below.

| Required Ingots | Enchantment | Ingots Required |
|------------------------|-------------|-----------------|
| Light Weapon | 1 | 1 |
| Weapon or Light Armor | 2 | 2 |
| Heavy Weapon or Shield | 3 | 3 |
| Medium Armor | 4 | 4 |
| Heavy Armor | 5 | 5 |
| Plate Armor | 6 | 6 |

As a rule of thumb, rare metal ingots are at their best when they're treated as rewards to be discovered rather than as materials to be purchased.

The party could find stacks of adamantine in a dwarven ruin, or a single bar of mithral preserved in an old elvish vault. In this case, the cost of the ingot listed above is irrelevant.

FINDING AN ARCANE FORGE

There's a great deal of debate as to what makes a forge an arcane forge. Is it the material it is made of, or the place where it is built? The magic woven into it by its maker? Whatever the answer may be, all that truly matters is this: given time, coin, and the skill to use it, there is no limit to the marvels that you could create at such a forge.

To create weapons or armor out of rare metals, you must be working the metal at an arcane forge.

Where you can find such a forge is up to the GM. Perhaps it's found in a vast metropolis where magic items are more common, and access to the forge carefully controlled. Or maybe it's deep within a dungeon where it lies dormant, waiting to be rediscovered and for its flames to be kindled once more.

Wherever it may be found, getting access to an arcane forge can be an excellent reward for players around level 5, especially in a game where crafting and downtime are a major factor.

RARE METAL ALLOY

When creating a new magic weapon or armor with a rare metal, you can attempt to combine the two metals into a powerful alloy.

When you do the you use the more powerful *Magic Weapon* or *Magic Armor* property and add all the properties of both metals on the weapon.



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Mystic Arts

ADAMANTINE · Very Rare

Adamantine has been forged into both weapons and armor by Dwarves since time immemorial.

Adamantine reflects light with a slightly greenish hue.

ADAMANTINE ARMOR

Adamantine Armors have these properties:

Magic Armor. You have a +2 bonus to your armor class while wearing this armor.

Adamantine. While you're wearing this armor, any critical hit against you becomes a normal hit.

ADAMANTINE WEAPON

Adamantine Weapons have these properties:

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

Adamantine. This weapon deals force damage to constructs, elementals and objects instead of its regular damage type.

Reliable. When you hit a creature with an attack using an adamantine weapon, you may reroll the weapon's damage dice and use the higher roll.

BLACKSTEEL · Rare

After Blackstreet ran red with molten coal over the brass conduits in the street, the Atroxians discovered a new form of arcane metal: Blacksteel.

Items forged from blacksteel take on a dull-looking gray hue with sharp white edges.

BLACKSTEEL ARMOR

Blacksteel Armors have these properties:

Magic Armor. You have a +2 bonus to your armor class while wearing this armor.

Blacksteel. When you're hit by an attack while you're wearing this armor, any acid, cold, fire, lightning and thunder damage dealt to you by that attack is reduced by an amount equal to your proficiency bonus.

BLACKSTEEL WEAPON

Blacksteel Weapons have these properties:

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

Blacksteel. If you hit a creature with a Blacksteel weapon and that creature is immune to the weapon's damage, it is treated as having resistance to the damage instead.



CHURCH

Mystic Arts

BLOODMETAL · Very Rare

During the early days of the Age of Heroes, Varic the Corpse created Bloodmetal to hold the wizards of Thalanil to account. It cut through the weave, even if it was dormant within spellcasters.

This metal reflects light in shades of red

BLOODMETAL ARMOR

Bloodmetal Armors have these properties:

Magic Armor. You have a +3 bonus to your armor class while wearing this armor.

Bloodmetal. You have advantage on saving throws against spells while you wear this armor.

BLOODMETAL WEAPON

Bloodmetal Weapons have these properties:

Magic Weapon. You have a +3 bonus to attack and damage rolls made with this magic weapon.

Bloodmetal. This weapon deals an additional 4d8 force damage to creatures with the spellcasting feature.

Ward Breaker. When a creature takes damage from this weapon, any ongoing spell of level 8 or lower on that creature ends.

COLD IRON · Rare

Devils mastered the creation of cold iron to wage war with the fey. Its very touch wounds them, and its mere presence wilts the vibrant colors of the feywild.

This metal reflects light in dullish browns, almost like it's long since rusted.

COLD IRON ARMOR

Cold Iron Armors have these properties:

Magic Armor. You have a +2 bonus to your armor class while wearing this armor.

Cold Iron. If a creature hits you with a melee attack while you're wearing this armor, that creature has disadvantage on the next attack it makes against you before the end of the current turn.

COLD IRON WEAPON

Cold Iron Armors have these properties:

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

Cold Iron. This weapon deals 1d8 additional necrotic damage to fey and plants.

Sap Vitality. When a creature takes damage from this weapon, its speed is reduced to 0 until the end of the current turn.

IMIXIUM · Very Rare

Cults of Elemental Evil created the potent Imixium by channeling primordial powers through adamantine until they had created a stark black metal with vibrant red edges.

IMIXIUM ARMOR

Imixium Armors have these properties:

Magic Armor. You have a +3 bonus to your armor class while wearing this armor.

Imixium. You have immunity to fire damage while wearing this armor.

IMIXIUM WEAPON

Imixium Weapons have these properties:

Magic Weapon. You have a +3 bonus to attack and damage rolls made with this magic weapon.

Imixium. When you use this weapon to attack a creature and roll a 20 on the d20 for the attack roll, maximize the weapon's damage dice and treat its damage as fire damage instead of its normal damage type for that attack.

MASTERWORK · Common

Ordinary humanoid creatures from all walks of life have managed, through great time and effort, to create masterwork weapons and armor.

To the eyes of even ordinary laymen, this metal appears extraordinary in its make and quality. No rare metal are required to craft masterwork equipment.

MASTERWORK ARMOR

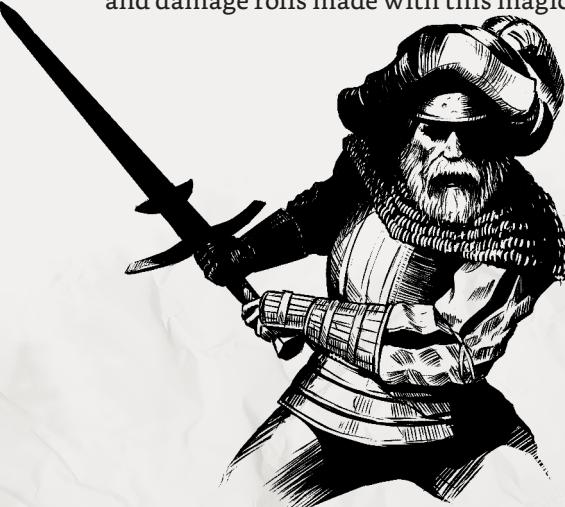
Masterwork Armors have this property:

Magic Armor. You have a +1 bonus to Armor Class while wearing this armor.

MASTERWORK WEAPON

Masterwork Weapons have this property:

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



Mystic Arts

MITHRAL · Very Rare

Elves fought their long wars against both dragons and titans, in their pursuit of weapons for these wars they discovered mithral deep within the mountains of Mythalen.

Mithral reflects light with a slightly bluish hue.

MITHRAL ARMOR

Mithral Armors have these properties:

Magic Armor. You have a +2 bonus to your armor class while wearing this armor.

Mithral. Armor made of this substance weighs half as much as it normally would and can be worn under regular clothes.

Nimble. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor does not.

MITHRAL WEAPON

Mithral Weapons have these properties:

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

Mithral. This weapon deals an additional 1d6 force damage.

Nimble. This weapon is a finesse weapon.

ORICHALCUM · Uncommon

In the Age of Heroes, humans discovered orichalcum. Sometimes called true bronze, this metal and the ease with which it took to enchantment became the foundation of human civilization as it was carved out of the wilderness.

This brass metal occasionally reflects light with a near golden sheen.

ORICHALCUM ARMOR

Orichalcum Armors have these properties:

Magic Armor. You have a +1 bonus to your armor class while wearing this armor.

Orichalcum. The bonus granted by this armor's *Magic Armor* feature increases by 1 for each enchantment on it, to a maximum of +3.

ORICHALCUM WEAPON

Orichalcum Weapons have these properties:

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

Orichalcum. The bonus granted by this item's *Magic Weapon* feature increases by 1 for each enchantment on it, to a maximum of +3.

SILVER · Uncommon

Working silver into usable weapons is a rare skill in most societies, mostly because it's usefulness is limited. But when fighting lycanthropes and vampires, there is no metal better suited for the task.

SILVER ARMOR

Silver Armors have these properties:

Magic Armor. You have a +1 bonus to your armor class while wearing this armor.

Silvered. You have advantage on saving throws against any effect that would alter your form.

SILVER WEAPON

Silver Weapons have these properties:

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

Silvered. This weapon deals force damage to creatures with the *Shape-Shift* feature instead of its regular damage type.

SUNMETAL · Legendary

Since the Age of Dawn, the Edenican Elves have mastered the forges and created the greatest metal of them all: Sunmetal.

No matter where the metal is located, it always reflects the light of the dawn.

SUNMETAL ARMOR

Sunmetal Armors have these properties:

Magic Armor. You have a +3 bonus to your armor class while wearing this armor.

Sunmetal. If you're subjected to an effect that allows you to make a saving throw to take only half damage, you can take a reaction to take no damage if you succeed on the saving throw.

SUNMETAL WEAPON

Sunmetal Weapons have these properties:

Magic Weapon. You have a +3 bonus to attack and damage rolls made with this magic weapon.

Sunmetal. This weapon deals an extra 1d8 damage and any attack made with this weapon ignores all damage resistances and immunities.



Mystic Arts

VERTSTEEL · Legendary

To bind the eternal storm of Pandemonium, the dwarves created a new metal through the magic of true names.

Said to be indestructible by all means but the utterance of its name, vertsteel reflects light in brilliant shades of green.

VERTSTEEL ARMOR

Vertsteel Armors have these properties:

Magic Armor. You have a +3 bonus to your armor class while wearing this armor.

Vertsteel. You have resistance to bludgeoning, piercing, and slashing damage while you wear this armor.

VERTSTEEL WEAPON

Vertsteel Weapons have these properties:

Magic Weapon. You have a +3 bonus to attack and damage rolls made with this magic weapon.

Vertsteel. This weapon deals additional force damage equal to your proficiency bonus.

Banishing. When a celestial, elemental, fey, fiend, or undead creature takes damage from this weapon, it must succeed on a DC 17 Charisma saving throw or be banished to their home plane. If a creature succeeds this saving throw, it's immune to this effect for the next 24 hours.

WHITEFORGED · Rare

Only the most noble of Knights-Errant in the oldest days of Brightwell could earn the trust of a metallic dragon enough to forge a blade from their dragon's breath.

This weapon has a brilliant chrome shine.

WHITEFORGED ARMOR

Whiteforged Armors have these properties:

Magic Armor. You have a +2 bonus to your armor class while wearing this armor.

Whiteforged. While wearing this armor, you cannot be frightened and your maximum hit points cannot be reduced.

WHITEFORGED WEAPON

Whiteforged Weapons have these properties:

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

Whiteforged. When you use this weapon to attack a creature, you can treat a result of 1 on the d20 as a 2 instead.

"Oh, god." said Brutus with a heavy sigh.
"The Gnomes are here... and they're in full rainbow get-up."

ZARINTHIC · Rare

Through their unparalleled mastery of the Arcane, Gnomes created a new sort of colorful metal especially useful for conducting magical energy. They found it especially useful as weapons and armor.

It is near-transparent, with all the colors of the rainbow found within.

ZARINTHIC ARMOR

Zarinthic Armors have these properties:

Magic Armor. You have a +2 bonus to Armor Class while wearing this armor.

Zarinthic. Your spell save DC increases by 1 while wearing this armor.

ZARINTHIC WEAPON

Zarinthic Weapons have these properties:

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

Zarinthic. Your spell attack bonus increases by 1 while wielding this weapon.

Conductive. This weapon can be used as a spellcasting focus.



DEAN SPENCER

FINALIZING A WEAPON

When you've crafted the item and enchanted it, all that's left to do is some finalization.

DETERMINE RARITY

You determine the rarity of a magic item by following these steps:

Start with Rarest Property. The rarity of the completed item is equal to the rarity of the rarest metal, enchantment, or spellcasting property on the item.

Enchantments Increase Rarity. Every enchantment or inclusion of a spellcasting property increases the rarity by one step.

For example, a Masterwork Longsword is Uncommon Item, but once you've added the Maneuvering Enchantment it becomes a Rare item, if you then later reenchant the weapon to include the Vorpal enchantment, it's now a legendary weapon.

Costs Don't Increase. The completed item's rarity doesn't affect the time and cost required to make the item.

DETERMINE ATTUNEMENT

If any part of your magic item requires attunement, the item as a whole requires attunement.

NAMING MAGIC ITEMS

No magic item is complete without a name, and there are a few ways to give it a memorable name.

USING THE LISTED NAMES

You can simply use the listed enchantments as inspiration.

An Adamantine Longsword with the Mighty Cleaving enchantment might be the Adamantine Sword of Mighty Cleaving, whereas a Mithral Longsword with the Luck enchantment might be the Lucky Mithral Longsword.

CREATING EVOCATIVE NAMES

You can chose to give your weapon a name evocative of your character or of the weapon's properties without naming them explicitly.

Names like Slayer or Skewer, or Lady come to mind. Or maybe your character names it after someone they love, and their Bloodmetal Vorpal Greatsword could be called Rosie.

BIT OF BOTH

You could also find the fun within between evocative names and listed names.

A greatsword with the Swatting enchantment that is honed in on the humanoid creature type might be mostly used for killing goblins. And thus: you've got a Greatsword of Goblinswatting.



DevonLee Wright

EXAMPLE MARVELS

Below are listed some example magic items.

ALLEROPHON'S SPARTANIUM ARMOR

Plate Armor, Legendary (Requires Attunement)

When Sparta used her Spark of Creation to make weapons for the Chosen to kill the God of Time, she forged them from a combination of metals; both Adamantine and Orichalcum. In addition, it was enchanted to resist lightning damage.

ADAMANTINE ARMOR

Adamantine Armos have these properties:

Magic Armor. You have a +2 bonus to your armor class while wearing this armor.

Adamantine. While you're wearing this armor, any critical hit against you becomes a normal hit.

RESISTANCE

You have resistance to lightning damage while attuned to this item.

ALTAN'S STAFF OF EXPLORATION

Quarterstaff, Very Rare (Requires Attunement)

Altan was never prepared to explore Loggers County, and didn't want to find himself in close-quarters combat with the beasts within, so he created a staff designed to avoid that exact situation.

UNCOMMON SPELLCASTING

You can cast *Pass Without Trace*. Once this property has been used, you cannot use it again until the next dawn.

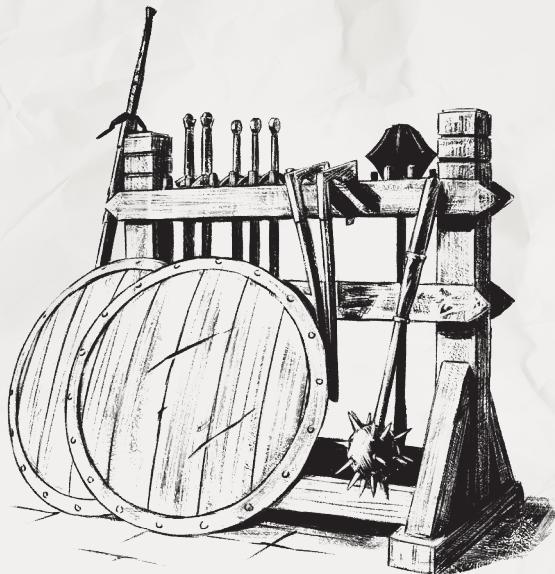
PRIMORDIAL

This weapon deals an extra 1d8 thunder damage.

STRIKING

This weapon has 10 charges.

When you hit with an attack using it, you can expend up to 3 charges. For each charge you expend, the target takes an extra 1d6 force damage. It regains $1d6 + 4$ expended charges daily at dawn.



GREATSWORD OF GOBLINSWATTING

Greatsword, Legendary (Requires Attunement)

This adamantine greatsword was created by Squaker the Dwarf to destroy goblinoids, but it has since found use in killing all kinds of humanoid invaders.

ADAMANTINE WEAPON

Adamantine Weapons have these properties:

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

Adamantine. This weapon deals force damage to constructs, elementals and objects instead of its regular damage type.

Reliable. When you hit a creature with an attack using an adamantine weapon, you may reroll the weapon's damage dice and use the higher roll.

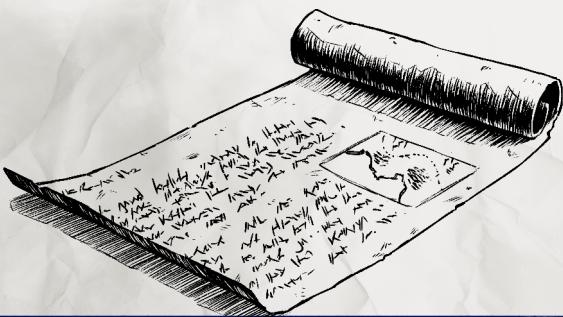
MIGHTY CLEAVING

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against another creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage.

You cannot attack the same creature more than once with this property as a part of the same attack.

HUMANOID SWATTING

When you hit a humanoid creature with this weapon it takes an extra 2d6 damage of the weapon's type. If that creature is reduced to 10 hit points or fewer by this damage, it dies.



CREDITS

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Keep studying the Mystic Arts!

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