

OUTLANDISH SCULPTING TOOLS

A COLLECTION OF SCULPTOR-THEMED MAGIC ITEMS



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MAGIC ITEMS

MANA GAUNTLETS

Wondrous item, uncommon (requires attunement)

Mana gauntlets are ornate and lovingly crafted heavy gloves made from rare metals and materials, and are designed to allow any creature to sculpt the mana inherent to the gauntlets to cast spells. Four types of these gauntlets exist, one for each Mana Source, with which each pair of gauntlets is specifically infused. The gauntlets have 3 charges. While wearing the gauntlets, you can expend 1 charge to cast one of the spells inherent to the gauntlets. The spell save DC and spell attack bonus are 15 and +7, respectively, unless yours are higher.

The gauntlets regain 1d3 expended charges daily at dawn.

Gauntlets

Abyssal Sculpting Gauntlets

Arcane Sculpting Gauntlets

Divine Sculpting Gauntlets

Natural Sculpting Gauntlets

Spells

arms of Hadar, hex, witch bolt

chromatic orb, mage armor, magic missile

bless, cure wounds, divine favor

ensnaring strike, hail of thorns, hunter's mark

SCULPTING GLOVES, +1, +2, OR +3

Wondrous item, rare (+1), very rare (+2), or legendary (+3) (requires attunement by a sculptor)

While wearing the gloves, you gain a bonus to the attack and damage rolls you make with your shape weapon, as well as to the spell attack rolls and spell save DC of your sculptor spells. The bonus is determined by your weapon's rarity.

+1 *sculpting gloves* are often called "journeyman's sculpting gloves," +2 *sculpting gloves* are often referred to as "adept's sculpting gloves," and +3 *sculpting gloves* are most often deemed "master's sculpting gloves."



ARTIFACT

GLOVES OF MASTER SCULPTOR RODIN

Wondrous item, artifact (requires attunement by a sculptor)

Rodin was a genius sculptor who surpassed all others. He began his career by sculpting with bronze, stone, and other mundane materials, but his genius and creativity couldn't be contained to merely the physical realm. He began searching metaphysical energies for new ways to create, discovering what he referred to as the "Four Mana Sources," from which mana could be extracted and shaped: Abyssal, the magic of the Negative Plane, Arcane, the magic of the Weave that pervades the multiverse, Divine, the magic of the Positive Plane, and Natural, the magic of the beauty of the Material Plane.

So skilled was Rodin that he could interweave all of these sources of mana into beautiful, never-before-seen works of art. In others trying to emulate his work, the art of mana sculpting came to be. Rodin's gloves became marked by his genius and power, suffused with mana from all four Sources, and now imbue its bearers with his gifts.

Due to the disastrous battles between sculptors for possession of the gloves, they became lost by unknown means. Some say they are simple leather gloves whose power is hidden until a worthy sculptor uses them for craft, while others espouse that the gloves are mighty and beautiful gauntlets made from hardened mana of all four sources. No matter their appearance, sculptors still to this day seek this legendary treasure of their art.

Mana Imbued. While wearing this item, you gain a +3 bonus to the attack and damage rolls you make with your shape weapon, as well as to your spell attack rolls and spell save DC.

Random Properties. The gloves have the following randomly determined properties (using the tables on page 219 of the *Dungeon Master's Guide*):

- 2 minor beneficial properties
- 1 major beneficial property

Source Mastery. When you attune to this item, your number of sculptor spells known increases to 20, and you can choose your sculptor spells from any of the Mana Source spell lists. When you finish a long rest, you can spend time in quiet contemplation to change your list of known spells: 1 minute per level for each spell you know.

Quick Sculpting. While wearing this item, you can use your action to change your Battle Sculpt, including your shape weapon and your Battle Sculpt features, to a different Battle Sculpt. You can use Strength or Dexterity, your choice, for the attack and damage rolls of your shape weapon.

Destroying the Gloves. The only way to destroy the gloves is to engulf them in a nexus of power at the center of the multiverse, where all four Mana Sources collide. They must remain at the center of the nexus for 100 years before the hardened mana from which they are created finally dissolves into its natural state.

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