

MARVELS OF INVENTION

MAGIC ITEMS BASED ON THE MARVEL UNIVERSE

Image credit: TheDURRRRIAN



PANTHER SUIT

Armor (Light), Legendary, requires attunement

This body tight suit of light armor covers the entire body and is made of an extremely rare black metal. It is light enough to wear under a normal suit of clothes and does not impose disadvantage on stealth checks. While wearing it you gain the following benefits:

- If you have the unarmored defense class feature, it functions while wearing this armor, and this armor gives you +2 to your AC. If you do not, your AC is equal to 12+Dex modifier.
- When you would take damage while wearing the suit, prevent it and this armor gains that many charges. The suit can prevent 50 damage this way per day, resetting at dawn.
- You can spend charges as an action to cast Thunderwave. For 5 charges spent, cast it as a first level spell. For each additional 5 charges spent, increase the level of the spell by one and also increase the knockback effect by 10 feet. When the suit's allotted 50 points of damage are used, the suit automatically spends all stored charges to cast this spell.
- You can spend an action and 3 charges to cast gust of wind as a second level spell, but with a duration of 1 round.



Credit: Reza-ilyasa

THE GOLIATH PROCEDURE

Potion, Legendary, requires attunement

This item consists of a serum, and a crystal that emanates harmful energy. They are stored together in a lead box. Each has a single use. For the procedure to work, you must drink the serum, and then activate the crystal. Anyone within 120 feet who can see the crystal when it is activated takes 30 necrotic damage and has their hit point maximum permanently reduced by the same amount.

When this happens to a person who has drunk the serum, they gain the following ability: When they are reduced to 0 hp, they transform into the Goliath. They also transform whenever they become extremely enraged, at the GM's discretion.

THE GOLIATH

Large aberration, chaotic neutral

Armor Class 12

Hit Points 50

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	26 (+8)	3 (-4)	6 (-2)	6 (-2)

Condition Immunities None

Senses passive Perception 8

Languages Languages the original knew, but cannot speak

Challenge 12 (2819 XP)

Furious Regeneration. At the start of its turn, the goliath regains all its hit points. If it had less than half its hit points remaining when it does this, its hit point maximum increases by 10 and its strength increases by 2. These reset to the base value every time the Goliath transforms.

Blind Rage. The Goliath attacks a creature it can see every turn. If that is not possible, it moves as close as possible to the nearest creature.

Short Attention Span. If the Goliath cannot attack for 3 rounds or if it is reduced to zero hit points, it transforms back into its original form, stable at 0 hp, and falls unconscious for 1d4 hours.

Actions

Leap. The Goliath takes a running jump. It can jump up to 500 feet vertically, or one mile horizontally.

Slam. Melee attack. +10 attack bonus, reach 5 ft, on hit 2d12+6 bludgeoning damage. *(Both attack bonus and damage increase by one when its strength increases by 2.)*



Credit: Daniel Kamarudin

MJOLNIR

Weapon (Light Hammer), Legendary, requires attunement

This small hammer cannot be lifted by anyone who would not willingly throw themselves into certain death to save an innocent. When a person is attuned to the weapon, they gain the following benefits:

- On a hit, this weapon deals 1d12 bludgeoning damage and 1d12 lightning damage.
- It's range when thrown is increased to 30/120, and it unfailingly returns to the thrower's hand.
- The wielder is immune to lightning damage.
- The wielder can throw the hammer, holding on to the handle, to fly through the air in a streak of lightning. They cannot control the flight beyond the general area they intend to land. They move at around 800 miles per hour. The wielder suffers no ill effects from breaking the sound barrier.



Credit: theDURRRRIAN

THE SHIELD OF THE RIGHTEOUS

Armor (Shield), Legendary, requires attunement

This +2 shield is emblazoned with the symbols of its original owner's nation. It is unbreakable by any means. A person attuned to this shield cannot wield a weapon. A person attuned to it can perform the following special actions:

- Attacking with the shield, either throwing or bashing. Treat it as a +2 weapon that does 1d8 damage and has the properties finesse and thrown 30/90. The shield can ricochet around corners. If there is line of sight to a target from a solid object you can see, you can target them. Additionally, if the wielder does not roll a natural 1 on a throw the shield returns to hand after the attack.
- Using your reaction to defend another. If a character within 5 feet of you is targeted by a weapon or spell attack, you can use your reaction to change the target of that attack to yourself, even if you would not normally be a legal target.



Credit: Daniel Kamarudin