

AVENGE IS A DISH BEST SERVED COLD

13 MORE ITEMS FROM MARVEL'S THE AVENGERS



Credit: Lee JP



Credit: Historical, from the cover of The Younger Edda

STORMBRINGER

Weapon (Greataxe), Artifact, Requires Attunement

This +3 greataxe is made of a metal unknown to mortal men. It was made to be wielded by a god of thunder, and it will accept no weakness. This weapon can only be attuned to by a character with at least two attribute scores at or above 20.

A person attuned to this weapon gains the following abilities:

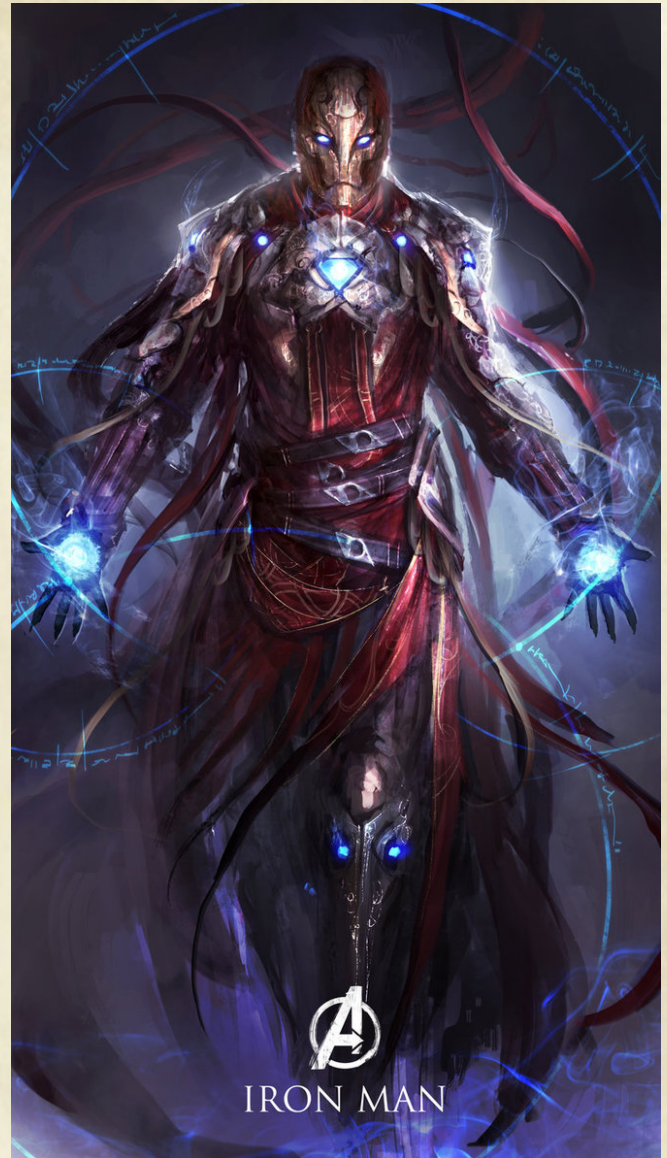
- You are immune to lightning damage
- This weapon deals an additional 1d12 lightning damage on a hit.
- **Chain Lightning.** If a character is killed by this weapon, you can choose another target within 60 feet that they can see. That target makes a Dex saving throw (DC 18) or takes 2d12 lightning damage, half as much on a save. This effect can trigger itself.
- **Titan Slayer.** A character cannot have or gain immunity or resistance to damage dealt by Stormbringer.

ARMOR OF THE IRON KING

Armor (Plate), Legendary, Requires Attunement

This suit of armor moves under its own power, and adds its strength to its wearer. The wearer does not need proficiency in heavy armor to wear this armor. The Iron King was an inventor of unparalleled genius, and he disbanded his own army and fought alone after building this armor. While wearing the armor, you gain the following benefits:

- You have an AC of 19
- You have a fly speed of 80 ft.
- Your Strength and Dexterity scores change to 21. If your Strength or Dexterity is already greater, it does not change.



Credit: TheDURRRRIAN

THE FINAL ARMOR OF THE IRON KING

Armor (Plate), Artifact, Requires Attunement

The king improved his armor throughout his life. He had different versions over his life that still exist around the world, but his final version outdid them all. It is made of a billion small creatures from the plane of Mechanus that he learned to control with perfect precision. They could protect him, but also could fit in his coat pocket when out of the armor. While attuned to this armor, you gain all the benefits of the Armor of the Iron King plus the following.:

- Your AC becomes 20
- You can don or doff the armor as a bonus action
- As a bonus action, you can create up to two weapons or shields. They can be of any type, and you are considered to have proficiency in them and weapons created this way are +2 magical weapons. You cannot drop them, but when you create a new weapon they merge back into the suit.



Credit: VicenteValentine

BRACERS OF THE SPIDER

Wonderous Item, Legendary, Requires Attunement

These bracers can shoot out strings of spiderwebs with the strength of iron. As an action you can attempt to attach one of the strands connecting you to any point within 120 ft. If you attempt to attach a strand to another character, they can make a DC 18 Dexterity saving throw to negate the effect. Any of the strands can be broken with a DC 18 Strength check as an action. You can have up to two strands attached to yourself at any one time.

If you have one of the strands attaching yourself and another object, you may do one of the following as a bonus action:

- Attach the other end of the strand to a second point. Those objects cannot move any further apart that they are now until the strand is broken.
- Attach the other end of the strand to the original object. If it is a character and they fail the second save, they are restrained. If it is an object, it cannot be moved until the strand is broken.
- Move the point to you. If it is a character, make opposed strength checks. If they fail, they move into a space adjacent to you. If it is an object, it must weigh less than your carrying capacity.
- Move to the point. If it is an object, it must weigh more than you.

- Swing. If the point is a stationary object you can swing in the air, travelling in an arc. You can move a number of feet this way equal to twice the distance between you and the point.

BOW OF THE HAWK

Weapon (Longbow), Very Rare, Requires Attunement

This complex +1 longbow has several pulleys and extra strings. It has a range of 300/1200 and is extra effective when used to ready an action. If you have the extra attack class feature, you may make all your attacks when you ready your action. The weapon has an additional +1 to hit and +1 to damage when fired at an enemy you could not see on your turn.

QUIVER OF THE HAWK

Wonderous Item, Very Rare, Requires Attunement

Each morning at dawn, roll 10d8. For each of those dice, the quiver contains one of the arrows shown on the following chart. They become non-magical after they are fired, and at the next dawn. 1- Explosive Arrow 2- Armor Piercing Arrow 3- Blowback Arrow 4- Grappling Arrow 5- Tracer Arrow 6- Incendiary Arrow 7- Tanglefoot Arrow 8- Frost Arrow

Explosive Arrow. Creates a 20 ft radius fireball around the target. Everyone inside the radius must make a DC 18 Dexterity saving throw or take 4d8 fire damage, or half as much on a successful save. If the target was hit by the arrow, they have disadvantage on the save.

Armor Piercing Arrow. The target loses the benefit of any armor they are wearing against this arrow. A character in plate for example, would have an AC of 10 against this arrow, regardless of their dexterity. This arrow does an additional 2d8 piercing damage.

Blowback Arrow. If the target is hit by the arrow, they are moved 20 ft. away from you and knocked prone.

Grappling Arrow. The arrow attaches a grappling hook to whatever is hit by it.

Tracer Arrow. This arrow leaves a small device in the body even after being pulled out. A linked device will tell you their precise location until the next dawn, anywhere on the same plane.

Incendiary Arrow. This arrow lights the target on fire. It deals an additional 2d8 fire damage. At the start of each of their turns they take 2d8 fire damage until they use an action to put out the fire. The fire spreads to objects around them.

Tanglefoot Arrow. The target becomes restrained and prone if hit, but takes no damage.

Frost Arrow. The target takes an additional 2d8 cold damage. The target must make a DC 18 Dexterity saving throw. If they fail, they are encased in ice and are incapacitated and immune to all damage. If the ice takes 20 damage or any fire damage, it shatters, ending both conditions.

THE INFINITY GAUNTLET

Wonderous Item, Artifact, Requires Attunement

While attuned to this item, you can attune to any number of the six infinity stones by placing them in the gauntlet, but cannot attune to any other magic items. If you are attuned to all six stones, you may cast the 10th level spell Greater Wish once per day.

GREATER WISH

10th-level conjuration

Casting Time: 1 action

Range: Self

The basic use of this spell is to duplicate any other spell of 9th level or lower. You don't need to meet any requirements in that spell, including costly Components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice.

- You create one object of up to 250,000 gp in value. The object can be no more than 3000 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to two hundred creatures that you can see to regain all Hit Points, and you end all effects on them described in the Greater Restoration spell.
- You grant up to one hundred creatures resistance to a damage type you choose.
- You grant up to one hundred creatures immunity to a single spell or other magical effect for one day. For instance, you could make yourself and all your companions immune to a lich's life drain Attack.

• You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You choose what number the new roll shows.

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance, the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that everyone were dead might propel you forward in time to a period when the world has ended, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport the item's current owner to you.

FIRST DRAFTS OF THE STONES

The final versions of the stones ended up being super simple and unreasonably powerful. There was an earlier version where each gave a list of spells with per day casts, but this felt more evocative.

Still, it's best to remember why the villain had a bunch of these, not the heroes.



Credit: Albertocubatas

THE SPACE STONE, OR THE TESSERACT

Wonderous Item, Artifact, Requires Attunement

As an action, you may teleport up to 10 people you can see anywhere on the same plane. Unwilling targets get a DC 20 Dexterity saving throw to resist.

THE MIND STONE

Wonderous Item, Artifact, Requires Attunement

You can detect the surface thoughts and locations of every sentient creature within a mile of you. As an action, you can target one of them to learn anything they know, phrased as a question. A DC 20 Wisdom saving throw prevents this.

THE POWER STONE

Wonderous Item, Artifact, Requires Attunement

If your race or class levels grant you any spells, abilities with a number of uses per day, or pools of points to spend per day, double the number of those spells, uses, or points you have access to.

THE TIME STONE, OR THE EYE OF AGAMOTTO

Wonderous Item, Artifact, Requires Attunement

You may cast Foresight as a ritual spell.

THE REALITY STONE

Wonderous Item, Artifact, Requires Attunement

You may cast Polymorph, Seeming, Greater Image, or Mirage Arcane as an action. They have save DCs of 20, and do not require concentration. In addition, polymorph can target any object, not just creatures.

THE SOUL STONE

Wonderous Item, Artifact, Requires Attunement

You have truesight out to any distance. Anyone who dies within a mile of you has their soul stored in the stone and cannot be resurrected unless you wish it. You may cast True Resurrection without any material components once per day on someone whose soul is in the stone.