



INFINITY HOMEBREWS

MARVEL'S AVENGERS FOR THE WORLD'S GREATEST ROLEPLAYING GAME
PART 3. COVER ART BY PABLO ROMERO





Art by Max Beech

SLING RING

Ring, very rare, requires attunement by a spellcaster

While attuned to this two finger ring, you gain access to a potent teleportation spell. You may expend one spell slot to cast the Sling Portal Spell

SLING PORTAL

1st-level conjuration

Casting Time: 1 action

Range: 15 feet

Components: S (Making a wide circle with the ring hand)

Duration: up to 1 minute, concentration

You cut a portal into the air with red hot energy at a point within range. Its pair opens at a point of your choosing that you have seen before. The maximum distance between the two is determined by the level of spell slot you use.

You choose the orientation of the portals. The space on either side of the portal is considered to be adjacent, and so attacks can be made through it and areas of effect carry over to the other side.

The portal is considered to be full cover, and so attacks can't be made against people hiding behind it, only against people through the other side of the portal. If you attempt to open the portal below another person, they make a Dexterity saving throw against your spell save DC or fall through it.

PORTAL DISTANCE

Spell Level	Portal Range
1st	5 feet
2nd	25 feet
3rd	50 feet
4th	100 feet
5th	1 mile
6th	10 miles
7th	100 miles
8th	Anywhere on the same plane
9th	Anywhere

THE CLOAK OF LEVITATION

Sentient wondrous Item, Legendary, requires attunement

This red cloak fastens around the neck, and while it can't speak it is an intelligent item. It has the personality of a well trained dog, and an Intelligence score of 3, a Wisdom score of 14, and a Charisma score of 12.

It can be worn, giving you the following benefits:

- You have a fly speed of 30 feet as the cloak carries you.
- You can use your reaction to have the cloak deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 6

You can also choose to send the cloak out and command it using your bonus action. It has the following statistics:

CLOAK OF LEVITATION

Medium construct, chaotic good

Armor Class 16

Hit Points (1d4 + 5)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	8 (-1)	3 (-4)	14 (+2)	12 (+1)

Condition Immunities poisoned

Damage Immunities poison

Senses passive Perception 14

Languages None

Carrier The Cloak's speed is reduced to 30 rather than halved when it is moving medium and small creatures it has grappled.

Actions

Grapple. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. The target becomes grappled

JARVIS

Sentient wondrous item, Artifact, requires attunement

Jarvis is a spirit created by the Iron King. He fed a spirit of memory volumes upon volumes of information, growing its power, until it achieved sentience. He became the Iron King's assistant and companion, both in and out of battle.

Sentient. Jarvis is a sentient lawful good spirit that inhabits a red and orange earring. While the earring is worn, he can communicate audibly into that ear. He can hear as a normal creature, and has access to all of the senses of his wearer. He has an Intelligence of 23, a Wisdom of 18, and a Charisma of 12.

He is a spirit of memory and knowledge, and his goal is to be as helpful as possible to the wearer, as long as he believes them to be acting in a manner the long dead Iron King would have. As long as the wearer is creating inventions and furthering knowledge or being heroic and saving lives, that requirement is met. He has no ability to unattune with a person who does not meet the requirements, but he will withhold any benefits and offer generally unhelpful advice.

Vast Knowledge. Jarvis has absorbed several libraries worth of information. While attuned to Jarvis, you gain the following abilities.

- You are considered proficient in History, Investigation, and Arcana, or double your proficiency bonus in any of those skills you were already proficient in.
- You can speak, read, write, and understand any language Jarvis knows as he translates for you. Those are currently Common, Elvish, Dwarven, Gnomish, Halfling, Orc, Undercommon, and Celestial. He can learn a new language from a fluent speaker or book in one work week of downtime.
- You can cast Identify at will, by asking Jarvis what an object is.
- Jarvis has a complete knowledge of humanoid history on the plane he is from. He can give a brief summary of the history of any object, group, or person that has a historical record, even if obscure. This does not function on extraplanar targets, though he can absorb the contents of a library in one work week of downtime, adding new history to his repertoire. He will request to do so at any opportunity.

Combat Intellect. Jarvis assisted the Iron King in battle, augmenting the human's reactions and skills. While attuned to him, you gain the following benefits.

- You get +2 to attack and damage rolls. This does not stack with magical weapons, instead overwriting lesser bonuses.
- Jarvis makes his own perception rolls, at +8 or with a passive perception of 18, alerting the wearer of whatever he sees.





ARMOR OF THE ANT

Armor, Legendary, requires attunement by a medium or small creature

This suit of armor was built by a contemporary of the iron king. A brilliant wizard who excelled at changing the size of things. This armor was the culmination of that line of study. The wearer can change their size at will, down to the size of an ant even, without minimizing their strength or speed.

As a bonus action on your turn, you can change your size to Large, Medium, Small, or Tiny. You can also change to other sizes, but less frequently. Once per day, you can use an action to change your size to Gargantuan for up to a minute.

Separately, once per day you can change your size to Miniscule, a size smaller than tiny, also for up to one minute. These sizes confer the bonuses on the table below.

If you move at least 10 feet before making an attack you can preform a special melee attack by increasing your size. This uses your bonus action to change size as well as your action to attack. For each category you go up in size, add 1d12 to the damage of your attack.

MINISCULE SIZE

At this size, you can occupy any other character's space, and any character can occupy your space. You are less than an inch tall, and can fit through the cracks in most doors, keyholes, or cages.

SIZE BONUSSES

Size	AC	Other Bonuses
Miniscule	16+Dex	Advantage on climb and acrobatics checks
Tiny	13+Dex	
Small	13+Dex	
Medium	16+Dex (Max 2)	
Large	17	All weapons deal 1d4 extra damage
Gargantuan	19	All weapons deal 1d12 extra damage