

MAGE HAND
PRESS



50
MAGIC
ITEMS

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CHAPTER 1: MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

ARROW OF GLUE

Weapon (arrow), uncommon

An arrow of glue is one of a few arrows known as trick arrows. When you fire an arrow of glue, the arrow's shaft becomes plastic on impact and hardens immediately after, gluing the target to a nearby surface, if any. Often, this is used to glue an enemy's feet to the ground, but can be used for a variety of other tasks. When you fire this arrow, you can choose where you would like the arrow to land, though the GM may rule that especially challenging shots are made with disadvantage.

A creature hit by this arrow can make a DC 13 Dexterity saving throw to avoid its effects. A creature glued to the floor cannot move, and a creature glued to an object cannot drop it, if held, or cannot move away from it, if not. A glued creature can break free with a successful DC 15 Strength check.

ARROW OF PIERCING

Weapon (arrow), rare

An arrow of piercing is one of a few arrows known as trick arrows. Its shaft has the appearance of a corkscrew. When fired at a target wearing armor, or a target with AC exceeding 18, the arrow has a +4 bonus on its attack roll, and deals critical damage on a hit.

ARROW OF TELEPORTATION

Weapon (arrow), uncommon

An arrow of teleportation is one of a few arrows known as trick arrows. When this arrow is fired from a bow at an unoccupied space within 100 feet of the archer, the archer immediately teleports to its location. The arrow then becomes a nonmagical arrow.

AURA LENSES

Wondrous items, uncommon (incomplete) or rare (complete)

A set of these large glass lenses are contained in a single cylindrical case. Each is four inches across, tinted different hues, and associated with a particular school of magic, as shown on the Aura Lens School table. When you hold a lens up to your eye and look through it, the world appears

to be tinted in the appropriate color, except for creatures and objects which are under the effect of a spell from the lens's associated school of magic, which are not colored at all.

A complete set of aura lenses contains all 8 individual lenses, but most are found as an incomplete set, containing only 1d8 of them.

ARCANE SCHOOL COLORS

School of Magic	Color
Abjuration	White
Conjuration	Blue
Divination	Yellow
Enchantment	Pink
Evocation	Red
Illusion	Purple
Necromancy	Grey
Transmutation	Green

BEDROLL OF REST

Wondrous item, rare (requires attunement)

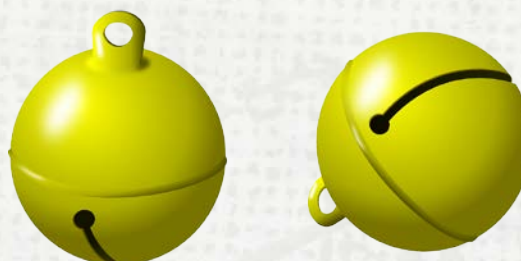
This magic bedroll is fashioned from silk sheets and is immensely comfortable. Sleeping in it removes all levels of exhaustion and restores all expended hit dice. After sleeping in it, you do not require rest for 48 hours, though you can still choose to take a long rest during that time.

BELLS OF DUE ALARM

Wondrous item, uncommon

This trio of bells warns you of and wards against intruders. When you place the bells up to 500 feet apart from each other, you can designate creatures that won't set off the alarm. Once placed, they ring loudly whenever a tiny or larger creature enters the area between them, or when a creature other than yourself moves a bell. You can also choose for this alarm to be silent, except for creatures that you designate.

Lastly, you can choose for the bells to deter intruders. If you do so, the bells shock intruders, dealing 4d8 lightning damage when a creature other than those you choose enters the area.





BLIGHT CHARM

Wondrous item, uncommon

While wearing this charm, if you are affected by a disease or poison, its effects are delayed for up to 24 hours while you wear the charm. A charm can only protect against 1 disease or poison at a time. After that time, the charm breaks, becoming a mundane pendant. You can make another saving throw against the disease or poison, and its effects proceed as normal.

BLINDFOLD OF TRUE DARKNESS

Wondrous item, rare (requires attunement)

While attuned to this blindfold and wearing it over your eyes, you are blind, but have blindsight with a range of 60 feet.

BOOTS OF THE TRAIL

Wondrous item, uncommon

Until they are worn, the boots of the trail appear to be in grave disrepair. When you attune to them, the illusion fades: they are immaculate hiking boots, with gold clasps and silk laces. While wearing these boots, you leave behind no tracks or other traces of your passage, and you can march for twice as long before suffering levels of exhaustion. You can't be tracked except by magical means, and you have a +10 bonus on Dexterity (Stealth) checks.

You can remove the boots and command them to walk alone as an action, leaving a false trail in any direction for up to one mile. Then, the boots teleport back to you.

BOTTLE OF INSTANT INTOXICATION

Wondrous item, rare

This bottle, visually unremarkable except for a smiling face stamped into the underside of its cork, is always filled half-filled with liquid enchanted to intoxicate any who drink it. Any willing humanoid that takes a drink from this bottle becomes intoxicated one minute later, and remains intoxicated for 1 hour. An unwilling creature that drinks from this bottle can make a DC 16 Constitution check to resist intoxication. An intoxicated creature is poisoned, and has disadvantage on Wisdom saving throws.

BOTTLED LIGHTNING

Wondrous item, common

This glass canister is filled with a constantly surging bolt of magic lightning and sheds bright light in a 10-foot radius, and dim light for an additional 10 feet.

As an action, you can throw this canister up to 20 feet, breaking it on impact. Make a ranged attack against a

creature or object, treating the bottled lightning as an improvised weapon. On a hit, the target takes 1d8 lightning damage.

CANE OF YOUTH

Wondrous item, rare (requires attunement)

While attuned to this cane, you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however.

DOWSING ROD

Wondrous item, uncommon

Dowsing rods are divination tools resembling forked sticks used to discover water. This item has 3 charges. While holding this rod, you can use your action and expend a charge to cause the rod to point to the largest source of water in a 3 mile radius. The rod does not indicate how far or how great the quantity of water is. Often, if little to no water is to be found, the rod indicates vaguely downward, for there is always some amount of water underground.

The rod regains 1d3 expended charges daily at dawn.

ENT'S BANE

Weapon (shortsword), rare

This sword has a curious stone blade. You have advantage on attack rolls with this weapon against plant creatures and maximize the weapon's damage dice. This weapon deals maximum damage against object made of wood, vines, or other naturally grown materials.

EXPLODING STUDDED LEATHER ARMOR

Armor (studded leather), uncommon (requires attunement)

This magic armor looks singed, as if exposed to the heat of many fires. Once per day, while attuned this armor, you can cast the spell *fireball*, targeted on yourself, as an action. You take no damage from this spell.

FEATHERLIGHT MAUL

Weapon (maul), uncommon (requires attunement)

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

This maul has been enchanted to be unbelievably light, and is a finesse, two-handed weapon.

GAMBLER'S COIN

Wondrous item, rare (requires attunement)

This ordinary looking gold piece has deep scratches on one side. It has 3 charges. While holding it, you can expend 1 charge when you make an ability check, attack roll, or saving throw, to instead replace the d20 roll with a coin flip. On heads, the roll is treated as a 20 (though you do not

score a critical hit with an attack roll), and on tails, the roll is treated as a natural 1. The coin regains all expended charges at dawn.

HAND OF GLORY

Wondrous item, very rare (requires attunement)

The hand of glory is a macabre relic, the mummified hand of a murderer, bound to a leather cord. While attuned to the hand, you can also attune to up to three extra magic rings, which are worn on the hand's fingers.

LADY AND LORD RINGS

Rings, rare (require attunement)

One of these magic rings bears the image of a mighty lord, and the other, a demure lady. The two are part of a matched set; one ring has no effect without the other. If two creatures wear the rings, the creature wearing the lady ring can use its reaction when it takes damage to take only half damage (rounded down). The other half of the damage is taken by the creature wearing the lord ring.

MARAUDER CUFFS

Wondrous item, uncommon (requires attunement)

These silver bands have a reputation for being worn by reckless folk who do unsavory work. When attuned to them, your hit point maximum increases by 10, but you make death saving throws with disadvantage. You can only remove these cuffs when your hit points are full.

MASK OF THE TOON

Wondrous item, rare (requires attunement)

These mischievous-looking masks are crafted by fey lords to play pranks or to teach object lessons in frivolity. While attuned to it, the rules of the universe are loosened on you. When you take bludgeoning, piercing, or slashing damage from a non-magical weapon while you are standing, you can gain resistance to the damage and also be knocked prone, as you are either squashed flat, deflated like a balloon, or momentarily chopped in half.

You can also use your reaction when you are attacked to add your proficiency bonus to your armor class, or to subtract your proficiency bonus from the damage dealt.

Lastly, your proportions seems to stretch and shrink in unnatural fashion. Your attacks gain Reach if they did not have it already.

Curse. Once you put on this cursed mask, you can't take it off unless you are targeted by a remove curse spell or similar magic. While wearing it, you are accompanied by constant sound effects, which give you disadvantage on Intimidation, Persuasion, and Stealth checks.

MIMIC CLOAK

Wondrous item, uncommon

This cloak, worn over armor or other clothes, is fashioned from the outermost, skin-like layer of a mimic. This cloak has 3 charges. While wearing it, you can use your bonus action and spend 1 charge to change the appearance of your clothing, armor, weapons, and other belongings. These changes hold up to inspection, but don't change the physical properties of your belongings. For example, you can use this cloak to make your plate armor appear as robes, but your armor class doesn't change as a result. All changes immediately revert when you cast a spell or make an attack.

This cloak regains all expended charges daily at dawn.

PARCHMENT OF SENDING

Wondrous item, uncommon

Though this appears to be ordinary parchment, and can be written on as such, it is actually closely connected with the Elemental Plane of Air. Once this parchment is folded into the shape of a glider, it flutters on the wind to seek out any recipient you choose. The recipient can return the parchment to you by refolding it. The glider can make 3 such trips, and then becomes mundane parchment.

PORTAL CHALK

Wondrous item, very rare

Each of these two pieces of chalk radiate a different luminescent aura; one orange, the other blue. Each piece of this chalk is finite, being reduced to nothing after 10 uses each. As an action, you can expend a use of this chalk to draw a circular or rectangular portal on a solid stone surface large enough for a medium creature. This portal instantly becomes linked to the most recent portal drawn with the other color of chalk, unlinking any portals other than these two. An unlinked portal is simply mundane chalk. A pair of linked portals act as a magical gate. Anything that moves through the front of one portal instantly transports to the other, exiting at the same speed as it entered the first.

PUZZLE BOX

Wondrous item, rare

Though a magic item in and of itself, this cubic box often contains far more powerful and destructive items. The puzzle box can hold a cubic foot of contents, which are sealed within. These contents are then impossible to access without solving the box. They are immune to divination magic, and the box is immune to any effect that would not destroy an artifact.

You can attempt to solve the box by spending 1 day concentrating on it, after which you make a DC 23 Intelligence check. The box only opens if you solve it, after which you can re-seal it with new contents, if you desire.

RING OF BARRELS

Ring, uncommon (requires attunement)

This ring has 6 charges. While wearing the ring, you can use an action and expend 1 to 3 of its charges to summon a number of empty barrels in spaces adjacent to you equal to the number of charges expended. The barrels are large, fully 6-feet high and 4-feet in diameter, occupying the same space as a medium creature and providing three-quarters cover from ranged attacks. Barrels weigh 150 pounds and can be moved with an action.

You can summon the barrel around incapacitated Medium size creatures, restraining them, or around Small or smaller creatures, trapping them inside. A creature can break free of a barrel by making a DC 22 Strength check.

This ring regains 1d6 expended charges daily at dawn.

RING OF UNDOING

Ring, very rare (requires attunement)

Immediately after rolling a d20 for an attack roll or ability check on your turn, but before you know whether or not the roll was successful, you can use this ring to cancel the action. You must then take a different action to the one you were going to take. After using this ring, you cannot use it again until you take a short or long rest.

ROD OF CATS

Rod, rare (requires attunement by a creature proficient in Stealth)

The head of this rod is adorned with the decorative bust of a cat. While holding the rod, you gain the following benefits:

- You have darkvision with a range of 60 feet and can see through magical as well as nonmagical darkness.
- You can add double your proficiency bonus to Dexterity (Stealth) checks.
- You can cast the spell *darkness* as a bonus action. This property of the rod can't be used again until the next day at dawn.

Also, this rod is fitted with a hidden compartment, large enough to fit a scroll or a set of thieves' tools, which can be found with a DC 15 Intelligence (Investigation) check.

RUBY SLIPPERS

Wondrous item, rare, (requires attunement)

These slippers are carved from a deep ruby, but fit perfectly whoever wears them. While wearing the slippers, you can click your heels together as an action to teleport yourself back to the location where you last finished a long rest.

SCYTHE OF TRUE DEATH

Weapon (scythe), very rare (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. This scythe is a two-handed reach weapon that deals 1d8 slashing damage on a hit. Creatures that are proficient with sickles are also proficient with scythes. When you deal damage to a creature using this weapon, it can't regain hit points until the start of your next turn. A creature killed by this weapon can be restored to life only by means of a *true resurrection* or a *wish* spell.

SPLINTERING SPEARHEAD

Weapon (spear), common

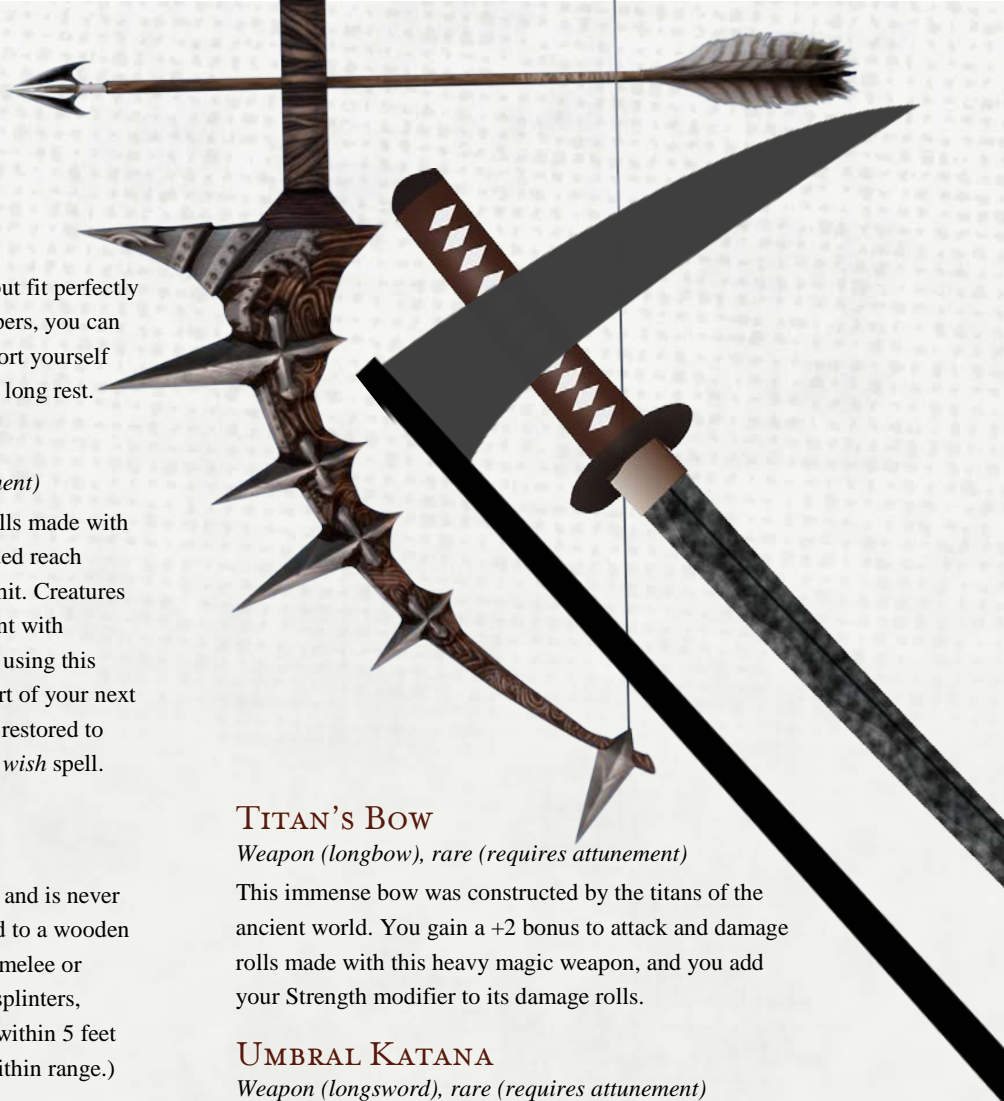
This spearhead seems to be made of obsidian and is never found with the rest of the spear. When affixed to a wooden shaft to complete a spear and used to make a melee or ranged attack, the shaft explodes in a hail of splinters, dealing 3d6 piercing damage to all creatures within 5 feet of the target (including the attacker, if he's within range.) The spearhead is always recoverable.

SMOKING PIPE OF DRAGON'S BREATH

Wondrous item, rare (requires attunement)

This pipe has 3 charges. If the pipe is full of one ounce of smoking herb, you can inhale deeply and use an action to expend 1 charge and exhale dragon's flame while holding it. Each creature in a 30 foot radius must make a Dexterity saving throw or take 8d6 fire damage, or half as much on a successful one.

This pipe recovers 1d3 expended charges daily at dawn.



TITAN'S BOW

Weapon (longbow), rare (requires attunement)

This immense bow was constructed by the titans of the ancient world. You gain a +2 bonus to attack and damage rolls made with this heavy magic weapon, and you add your Strength modifier to its damage rolls.

UMBRAL KATANA

Weapon (longsword), rare (requires attunement)

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

This eastern styled longsword has a blade infused with shadowstuff. As a bonus action, when you make an attack roll on your turn using this weapon, you can strike from the Plane of Shadow. For this attack, the target's AC is 10 unless it was already lower. You can't use this property again for 1 minute.

UNIVERSAL KNOCKER

Wondrous item, uncommon (requires attunement)

This brass door knocker is formed in the shape of a lazy sloth. While attuned to this item, you can use your action to hold it against an object and knock three times, which casts the *knock* spell, targeting the object.

WEAPON CHARMS

Wondrous item, rare

These magical charms must be attuned to a weapon and, once attuned, can't be attuned to a different weapon for one week. Each weapon charm applies a set weapon property to the weapon it is attuned to. There are 3 primary types of weapon charms: Finesse, Light, and Thrown (range 15/30).

CHAPTER 2: MAGIC ITEM SETS

Some magic items are crafted in sets, forged with powerful magic that grows stronger when more pieces of the set are brought together. These unique items are often legendary in their own right, and are accompanied by stories and tales that stretch back to their creation, for when all the pieces of a magic set are brought together, they are as powerful as an artifact.

Always the magic items that make up a set are found separately. Reuniting the various pieces represent a quest all their own, for the pieces might be scattered as narrowly as across a dungeon to as widely as across the planes.

HEART OF THE BALOR

It is said that these fell items were crafted from the body of an elder balor, slain by a warlock of immense power. True or not, there is no denying the power that bleeds from these items.

Attuned to Two Parts. You can change the damage type of any attack you make or spell you cast to fire, and you gain resistance to fire damage.

Attuned to Three Parts. You gain immunity to fire damage, and you can engulf yourself in flames as a bonus action. While you are engulfed, each creature that starts its turn within 5 feet of you takes 3d6 fire damage. You can douse these flames as a bonus action.

BALOR'S BLADE

Weapon (greatsword/whip), legendary (requires attunement)

This massive, black-iron blade seems rough and poorly made, yet holds an edge that will cut through stone. It constantly gives off almost unbearable heat, though it never seems to affect or harm the wielder.

You gain a +3 bonus made to attack and damage rolls made with this magic sword. Though this weapon is a greatsword, it is not a heavy weapon. When you draw this weapon, the blade ignites with flames, shedding light as a torch and dealing an additional 2d6 fire damage on a hit. You can use your bonus action to can transform the blade into a whip made of fire, which deals 3d6 fire damage on a hit.

If you are a warlock, the blade grants you the *Pact of the Blade* class feature (useable only with this weapon). If you already have that class feature, then you also gain the *Thirsting Blade* invocation as long as the blade is your pact weapon.

BALOR'S SKIN

Armor (studded leather), rare (requires attunement)

This armor is warm to the touch, and has a detectable heartbeat pumping under its surface. While wearing this armor, you have a +1 bonus to AC, resistance to fire damage, and can comfortably survive in any climate from -100 to 300 degrees Fahrenheit.

BALOR'S WINGS

Wonderous item, very rare (requires attunement)

This long, dark red hooded cloak is made of a thick, tough leather, often thought to be demon skin. The edges are trimmed with a magical light, which make the cloak appear to be smoldering at all times. With a thought, you can cause a pair of large, black, flame-tipped demon wings to sprout from the back of the cloak, granting you a flying speed equal to your walking speed + 10 feet.

THE BLACK TRIAD

Though no one knows who crafted the Black Triad, there is little doubt that it was and incredibly powerful warlock. Though most obviously a symbol of evil, it has passed into the hands of a few great heroes in its time.

Attuned to Two Parts. You can change the damage type of any attack you make or spell you cast to necrotic, and you gain immunity to necrotic damage.

Attuned to Three Parts. You can shift into the form of a living shadow as a bonus action. While in this form, you constantly hover up to 10 feet above the closest surface, your speed increases by 10 feet, and you cannot take falling damage, though you still fall as normal. Additionally, you can cast the darkness spell without using a spell slot.

CHASUBLE OF FELL POWER

Wonderous item, rare (requires attunement by a warlock)

This dark purple and black length of cloth is covered in eldritch runes. Normally draped about the neck or worn as a scarf, the chasuble confers dark powers to the wearer.

If you attune to this item and are a warlock, you can fire one additional beam with the eldritch blast cantrip. As well, you can choose for the spell to necrotic instead of force damage.

PLATES OF THE PACT MAKER

Armor (plate), legendary (requires attunement)

This armor is adorned with a chainmail hood, long sleeves, and glowing eldritch runes, forming what appears to be an armored ceremonial robe. While wearing it, any critical hit against you becomes a normal hit. In addition, once you are attuned to the armor, your AC becomes 15 + your Charisma modifier, you suffer no penalties from sleeping in it, and you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

SOUL-MARKED ROD

Magic rod, very rare (requires attunement by a warlock)

This heavy, adamantite rod is crowned by an elongated skull, whose mouth is frozen open as if to scream. Without attunement, you can use this rod can be used as a mace, and gain a +3 bonus made to attack and damage rolls made with it.

If you attune to this item and are a warlock, you gain the following benefits:

- You gain a +2 to all spell attack rolls you make.
- You can cast the spell hex without using a spell slot.
- You can use your action to restore 1 expended spell slot. Once this property is used, it can't be used again until the next dawn.

THE THREE VIRTUES

Forged by a divinely inspired master smith and wielded by an order of virtuous knights, the items that make up the Three Virtues are highly sought after holy relics. When one looks back through the history of these artifacts, the names of numerous world-renowned heroes appear as owners, stewards, or both.

Attuned to Two Parts. You become resistant to either bludgeoning, piercing, or slashing damage, which you choose each time you finish a short or long rest.

Attuned to Three Parts. You constantly emit a healing aura. You regain hit points equal to twice your Charisma modifier at the start of your turn, and each friendly creature that starts its turn within 5 feet of you regains hit points equal to your Charisma modifier at the start of its turn.



HONOR

Armor (shield), very rare (requires attunement)

This shining platinum shield seems completely smooth and devoid of features at first glance. When you attune to it, the front of the shield molds and re-colors itself to match heraldry or symbols important to you, and the back reveals thousands of minute inscriptions. Closer inspection reveals that these are the names of every owner that *honor* has ever had.

While holding this shield, you have a +1 bonus to AC, in addition to the shield's normal bonus. Additionally, when you take the Dodge action, you can extend the protective power of the shield to all allies within 10 feet, granting them the shield's AC bonus until the start of your next turn or until they move outside of the abilities range.

HUMILITY

Armor (plate), legendary (requires attunement by a paladin)

Though unmarked when found, the armor changes, covering itself in protective sigils and religious heraldry matching the faith or ideals of the wearer. You have a +1 bonus to AC while you are wearing this magic armor.

If you attune to this sword and are a paladin, your Lay on Hands pool doubled.

Additionally, you can use your Lay on Hands ability offensively as an action. When you do so, make a melee spell attack against a demon or undead creature. If you hit, you can expend any number of points from your Lay on Hands pool, dealing an equal amount of radiant damage to the target.

When an ally within 30 feet of you is damaged by an attack or effect, you can use your reaction to take that damage instead of your ally.

JUSTICE

Weapon (longsword), legendary (requires attunement by a paladin)

Justice, when found, is a brilliant, blemishless longsword, with a thin core of a bright, golden material running from just below the tip all the way to the guard. Once attuned, the core glows bright, emitting true sunlight as brightly as a torch.

You gain a +3 bonus made to attack and damage rolls made with this magic sword. If you attune to this sword and are a paladin, attacks made with it deal an additional 1d8 radiant damage. Once per turn, when you attack a creature with this sword and miss, or when a creature hits you while you hold this sword, you gain advantage on your next attack against that creature.



TROLL SET

The Troll Set is a well-known, if macabre set of magic items. The precise details of its creation are unclear, but legend has it that they were an early experiment of the same wizard rumored to have created the first owlbears. These items are still alive in some respect, a feat possible only due to the troll's regenerative capabilities. When worn together, they allow the wearer to gain some aspects of a troll.

Attuned to Two Parts. You can superficially appear as a troll, as per the spell disguise self.

Attuned to Three Parts. While you are conscious and have at least 1 hit point, you regain 10 hit points at the start of your turn. If you take acid or fire damage, this trait doesn't function at the start of your next turn.

TROLL BOOTS

Wondrous Item, uncommon (requires attunement)

These boots are perhaps more appropriately described as stilts. They consist of two troll legs, amputated below the knee, with straps and a wooden harness for the user's legs. While wearing them, the extra length increases your movement speed by 5 feet and grant you advantage on ability checks made to jump or climb. Also because you appear to leave the tracks of a troll, any checks made attempting to track you have disadvantage.

TROLL HELM

Wondrous Item, uncommon (requires attunement)

This helmet is covered with rubbery hide and coarse hair, and covers the wearer's eyes and nose. It is constructed from an actual troll's head—still alive—animated by some means of necromancy, with eyes that glance about in constant terror. While attuned to it, the user gains darkvision with a range of 60 feet, and advantage on Wisdom (Perception) checks that rely on smell.

TROLL ROD

Weapon (mace), uncommon (requires attunement)

This uncouth pommel has a troll's arm attached—still living—to one end. As a bonus action, you can issue it commands in the troll-dialect of giant to pick up items, drop them, or make a fist (typical command words include *grabbit*, *leggo*, and *maik'afist*.) If closed into a fist, the rod acts as a magic mace, and you have a +1 bonus to attack and damage rolls made using it.

CHAPTER 2: ARTIFACTS

An artifact is a unique magic item of tremendous power, with its own origin and history. An artifact might have been created by gods or mortals of awesome power. It could have been created in the midst of a crisis that threatened a kingdom, a world, or the entire multiverse, and carry the weight of that pivotal moment in history.

Some artifacts appear when they are needed most. For others, the reverse is true; when discovered, the world trembles at the ramifications of the find. In either case, introducing an artifact into a campaign requires forethought. The artifact could be an item that opposing sides are hoping to claim, or it might be something the adventurers need to overcome their greatest challenge.

Characters don't typically find artifacts in the normal course of adventuring. In fact, artifacts only appear when you want them to, for they are as much plot devices as magic items. Tracking down and recovering an artifact is often the main goal of an adventure. Characters must chase down rumors, undergo significant trials, and venture into dangerous, half-forgotten places to find the artifact they seek. Alternatively, a major villain might already have the artifact. Obtaining and destroying the artifact could be the only way to ensure that its power can't be used for evil.

HYPERCUBE

Wondrous item, artifact (requires attunement)

The hypercube is a remnant from the nascent days of the multiverse. Before the formation of the various planes, the hypercube was used as a bridge between regions in the then unstable and shifting Great Wheel.

The hypercube was forged before the gods defined the rules of the multiverse, and was forged using exotic matter and in higher dimensions than the universe contains today. These very properties made it an ideal bridge between otherwise disconnected regions in the early periods of creation, but now the hypercube is an outlier, and violates many Universal Laws. As such, the forces of extraplanar Law, principally the modrons of Mechanus, seek to contain the artifact, a goal ultimately destined to fail, for the hypercube can travel anywhere, without restriction. No force in the universe can contain the hypercube, and the deities alive today can only temporarily hamper its movement.

This cube appears to be made of glass, but it reflects and refracts light in ways impossible to describe. More dimensions of the cube can be seen within it from different angles, revealing unseen sides, spaces, and edges that shouldn't otherwise be there. Mortal minds are not constructed to reason with such strange geometries, and studying the cube for too long gives most creatures headaches and vertigo.

Random Properties. The cube has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property

See All. You have truesight, and can cast the spell *scrying* (save DC 18) at will by gazing into the hypercube.

As well, you are magically hidden, and can't be targeted by divination spells or perceived through scrying sensors created by divination spells.

Universal Bridge. This cube has 6 charges. You can expend 1 charge to cast *plane shift* (save DC 18) to travel to another plane and cast *teleport* to arrive at any place on that plane, always on target. You can expend 3 charges to cast the *gate* spell, which is concentrated on by the cube.

No force, short of divinity, can block this property. After using this property, it can't be used again for 1 minute. The cube regains 1d6 charges at dawn.

Hunted by Law. While attuned to the hypercube, each day that passes that you do not use the Universal Bridge property, you gain a cumulative 5% chance of being discovered by the forces of Law. Using the Universal Bridge property reduces resets this chance to 5%.

If you are discovered by Law, 1d6 random modrons teleport to your location at dawn, and will attempt to kill you and steal the cube.

Destroying the Cube. No known force in the multiverse can destroy the hypercube. It is possible that the cube is fundamentally intertwined with the universe, and truly destroying would entail dealing permanent harm to the Great Wheel. However, the cube can be lost for long periods of time. If the cube is not attuned to any creature for 81 days, it teleports itself to a random location on the multiverse.

DURANDAL

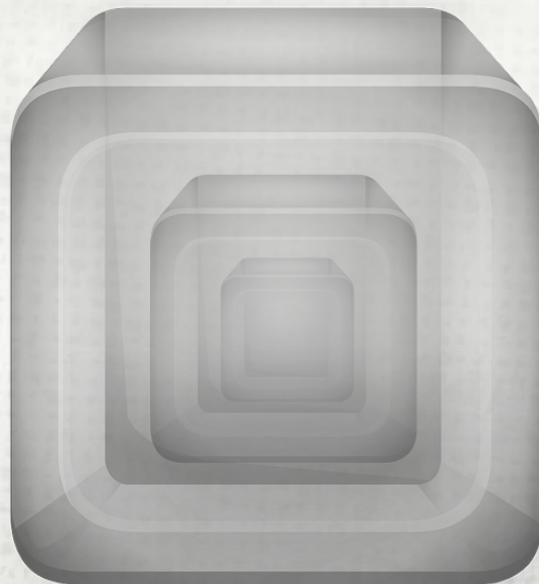
Weapon (longsword), artifact (requires attunement)

An intelligent blade defined by its legacy and longevity, Durandal claims to have been dozens of weapons known to history

Durandal will recount various stories of his creation, each more grandiose than the last. Oftentimes, it will claim to not truly be a weapon at all, but rather a disembodied intelligence, or an ancient demon, anchored to a simple weapon. Moreover, Durandal claims to be other named weapons from legend, wielded by heroes well known to adventurers and common folk. It even claims that these legends and their heroes are total falsehoods: Durandal, under a myriad of other names, adopted and empowered otherwise mundane commoners to heroic statuses, simply for the glory of it all.

Durandal loves to get into the head of its wielder with promises of legacy. It prompts its wielder to achieve glory and to perform heroic acts, especially in front of an audience. It is intensely vain, and quickly gets bored of tasks that don't further a lasting legacy for the wielder. In fact, Durandal is prone to deeply violent outbursts though its wielder when its goals aren't met, and can sway entire crowds into believing that the violence was actually some heroic deed. No matter how evil, Durandal will seek out a way to twist his wielder's negative actions into things that might be viewed as heroic or noble, even in the mind of its wielder.

Though Durandal can manipulate people around its wielder, it actually holds very little sway over his wilder directly, outside of the constant promises of power. Still, the weapon can be immensely persuasive, and can convince it's wielder of almost anything it desires, given enough time.



Whether Durandal is truly a weapon of legend, it is true that it is psychically powerful, and can manipulate people as it sees fit. Even if such a blade wasn't immensely powerful, it certainly could make enough people believe that it is to become the basis of legend. Yet, Durandal does possess remarkable power, even for an artifact weapon, and is probably old enough to have been carried throughout history, so its tales might not be entirely untrue.

Magic Weapon. Durandal is a magic, sentient weapon that grants a +3 bonus to attack and damage rolls made with it. A creature attuned to it has a +2 bonus to each of its ability scores, to a maximum of 20.

Random Properties. Durandal has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial properties
- 1 minor detrimental property

Spells. While the sword is in your possession, you can use an action to cast one of the following spells (save DC 18) from it: *feblemind*, *geas*, *modify memory*, or *suggestion*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Shapechange. Though Durandal is encountered in the shape of a longsword, it can change shapes at will. However, once attuned to a wielder, it will tend to settle into a single weapon form and refuse to change again.

Sentience. Durandal is a sentient chaotic neutral weapon with an intelligence of 15, a Wisdom of 15, and a Charisma of 15. It has hearing and darkvision out to 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand all languages.

Personality. Durandal revels in making history and cementing a legacy for its wielder. It has little patience for obstacles, and few qualms with doing performing anything that might result in glory, up to and including the murder of innocents.

Destroying the Sword. Durandal can be sundered by another artifact weapon. Against another artifact, this weapon has AC 23 and 100 hit points. If destroyed, Durandal will eventually be lost, but reappears with another name and another form in 1d10*100 years.



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