

MAGICAL ITEMS VOLUME THREE



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COMPATIBLE FOR



By: Robert Buckley

COLD FLAME, PG 5

CORAL GREATSWORD OF UNDERWATER COMBAT, PG 5

DAGGER OF TOXIC ABSORPTION, PG 5

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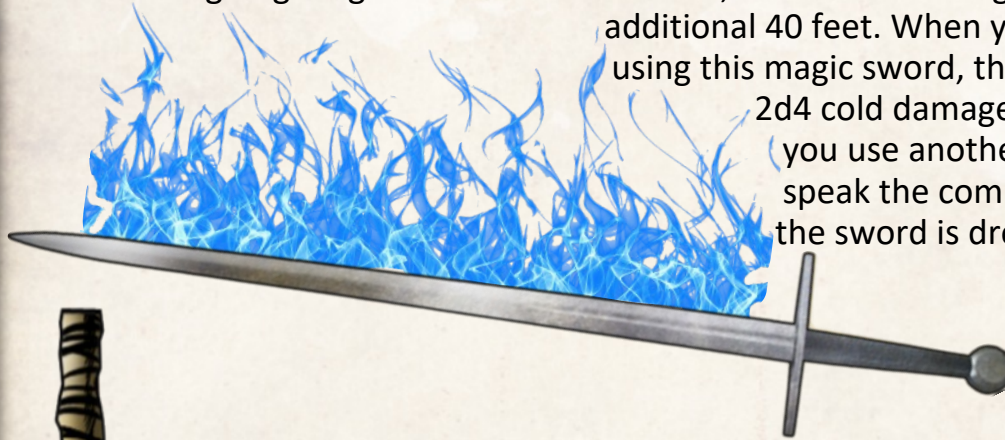
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COLD FLAME

Weapon (any sword), very rare

You can use a bonus action to speak this magic sword's command word, causing blue flames to erupt from the blade. The flames shed no heat, instead radiating a bitter cold and shedding bright light over a 40 foot radius, with a dimmed light spread across an additional 40 feet. When you hit with an attack using this magic sword, the target takes an extra 2d4 cold damage. The flames last until you use another bonus action to speak the command word again, or the sword is dropped or sheathed.



CORAL GREATSWORD OF UNDERWATER COMBAT

Weapon (Greatsword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magical weapon. When you wield this weapon and are fully immersed in water, its special properties come to life.

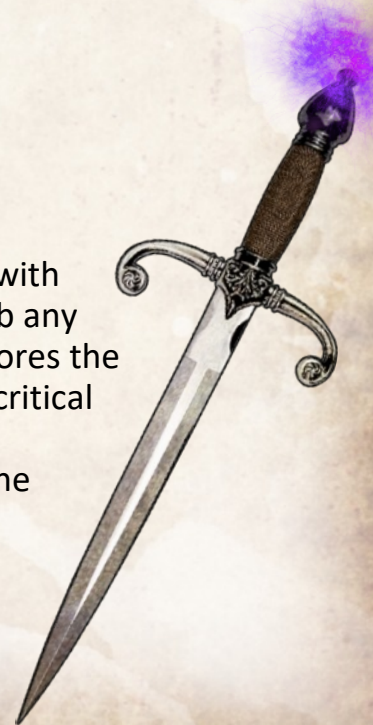
While you hold the drawn sword underwater, it creates a field surrounding you that grants you unimpeded movement. An impenetrable bubble of fresh air forms around your face and renews itself from the oxygen found in the water. Additionally, your swim speed increases by 20 feet.



DAGGER OF TOXIC ABSORPTION

Weapon (Dagger), rare

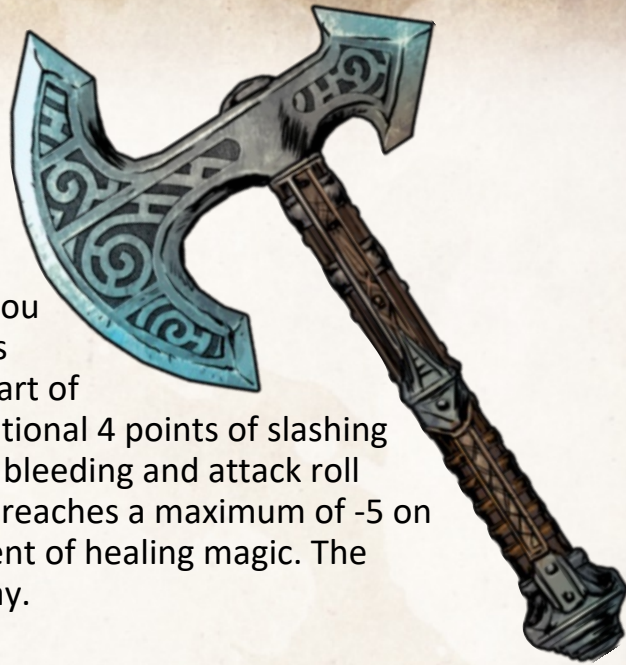
You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, the dagger can absorb any poison or toxin it touches for later use. The weapon stores the toxin for 24 hours and discharges it upon a successful critical strike. However, if 24 hours pass without the weapon expending the toxin, it is rendered inert and escapes the weapon's hilt as a faint mist.



DANTHAG'S RAZOR

Weapon (Battleaxe), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magical weapon. When you score a successful hit, you can use your bonus action to cause the wound to bleed. At the start of the affected creature's turn, it suffers an additional 4 points of slashing damage and receives a -1 on attack rolls. The bleeding and attack roll penalties continue until the creature is dead, reaches a maximum of -5 on its attack rolls, or is the creature is the recipient of healing magic. The weapon's ability can be used three times a day.



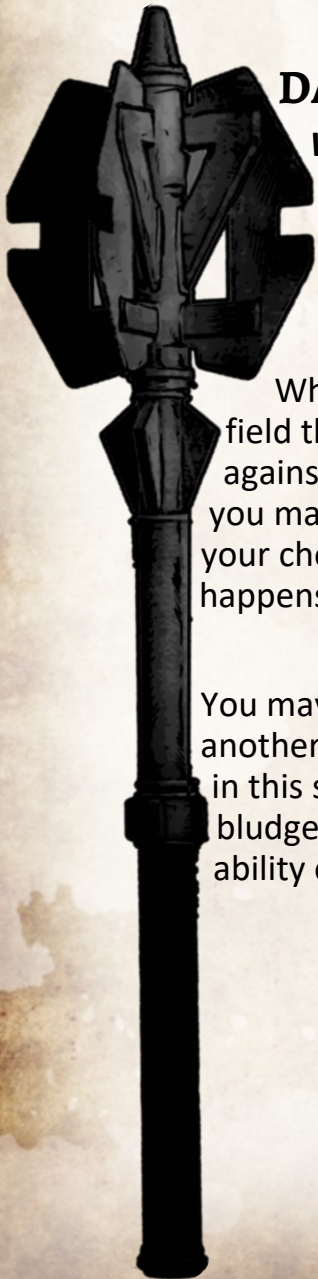
DARKSTAR MACE

Weapon (Mace), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magical weapon. This mace is lighter than other weapons of similar make and seems to slightly bend the light surround it.

While you hold the drawn weapon, you are protected by an invisible field that distorts space around you. Any ranged or melee attack made against you has a 20% chance to miss, and anytime a strike misses you, you may use your reaction to cause the strike to hit another target of your choice within its range. If there is no available target, nothing happens.

You may use your action to teleport to any location not occupied by another creature within 90 feet and in your line of sight. When you arrive in this space, your form is wavered and you gain immunity to slashing, bludgeoning, and piercing damage on your next turn. You can use this ability once a day.



DEVASTATOR

Weapon (Warhammer), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magical weapon. When you score a successful hit against a construct, the damage is doubled. This does not apply to critical hits.

While attuned to the weapon, you are able to sense the presence of any constructs within 90 feet of your current position, regardless of mundane or magical barriers or spells designed to fool the senses.

Once per day, you can use an attack action to throw the hammer at any construct within 90 feet and in your line of sight. This strike automatically hits and deals weapon damage normally, including double damage against a construct. You may use your bonus action to instantly recall the hammer back to your hand, or you can cause the hammer to split into three identical, smaller hammers that can fly away and strike three additional constructs within 90 feet. These strikes also hit automatically, however, they do not deal double damage. The hammer can only split if there are at least 4 constructs within your line of sight. Once the hammers strike, they reform into one and return to your hand.



GURB'S CHOPPA

Weapon (Handaxe), rare (requires attunement)

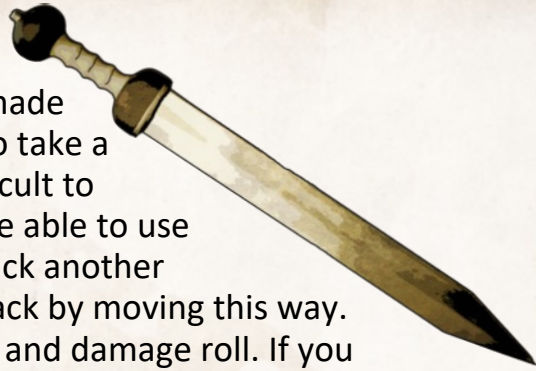
You gain a +1 bonus to attack and damage rolls made with this magical weapon. Twice per day, you can cause the weapon to deliver a more powerful slice, dealing an additional 1d6 slashing damage after a successful strike. This attack also dislodges a piece of the weapon into the targeted creature, and the piece of shrapnel deals an additional 1d6 slashing damage on the next turn. Pieces dislodged this way reform on the weapon after 24 hours, often in the form of jury-rigged scraps of metal attached to the blade.



IVORY SWORD OF THE JUGGERNAUT

Weapon (Shortsword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magical weapon. If you use the sword to take a life, you become increasingly dangerous and difficult to stop. If a creature is killed with the sword, you are able to use your bonus action to move up to 20 feet and attack another creature. You do not provoke an opportunity attack by moving this way. This attack is made with a +2 bonus to the attack and damage roll. If you successfully strike the creature, you may move again up to 20 feet to attack another creature. Once again, you provoke no opportunity attack by moving this way. This attack is made with a +3 bonus to the attack and damage roll. If you succeed in that attack, you gain +3 to your AC for the next three rounds.



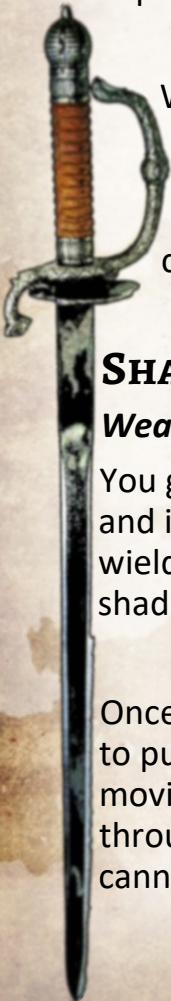
SAWTOOTH GREATSWORD

Weapon (Greatsword), very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Whenever you score a critical hit with this weapon, the damage is tripled instead of doubled.



When you make a successful attack with this sword, you may use your bonus action to deal an additional 1d8 slashing damage. The weapon can use this ability three times a day.



SHADOWPOINT

Weapon (Rapier), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magical weapon, and it deals an additional 1d4 necrotic damage with successful strikes. When you wield this weapon, your outline and form partially blend in with the ambient shadows, granting you a +3 bonus to Dexterity (Stealth) ability checks.

Once per day, you may call upon the power of the blade and convert your form to pure shadow, increasing your movement speed by 50 feet for one turn. While moving this way, you do not provoke opportunity attacks, and you can move through the space of creatures that are larger than you are. However, you cannot end your movement that round in a space occupied by a creature.

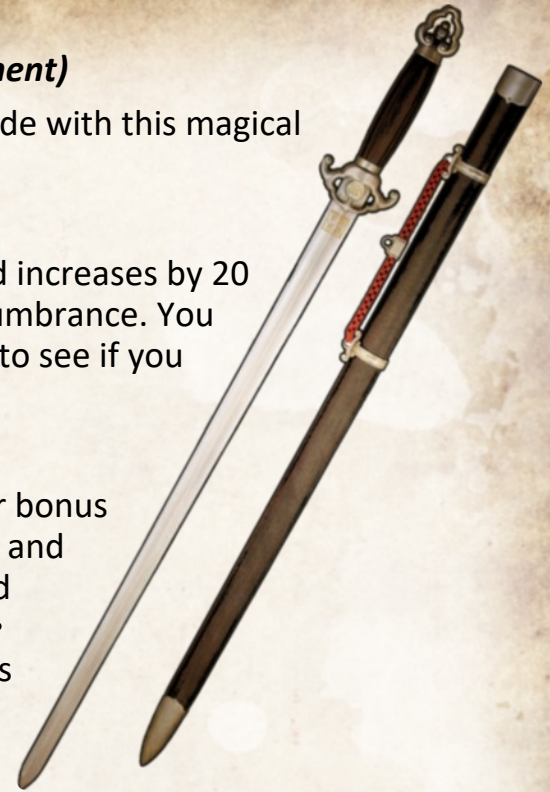
SWORD OF THE YOUXIA

Weapon (Longsword), very rare (requires attunement)

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

While attuned to the sword, your movement speed increases by 20 feet regardless of armor worn or your current encumbrance. You also gain advantage on Constitution saving throws to see if you can continue to run for long distances.

When you have the sword drawn, you can use your bonus action to have it shed bright light in a 30 foot radius and dim light for an additional 30 feet. Additionally, and useable twice per day, you can cast the spell *locate creature* or *locate object* from the sword as a bonus action.



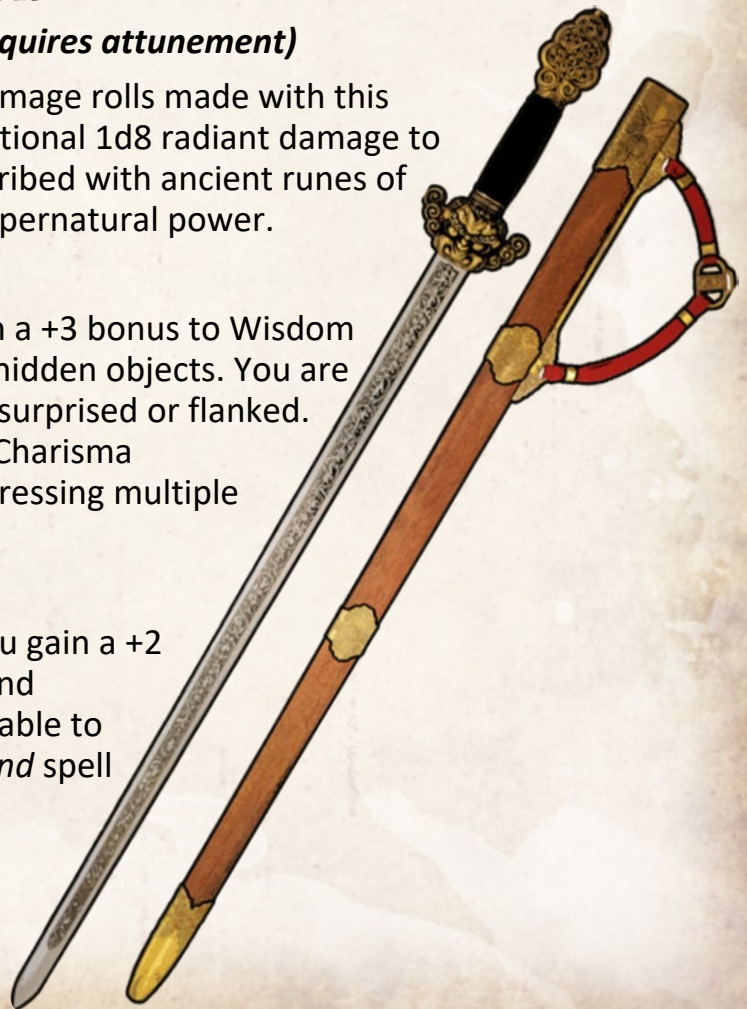
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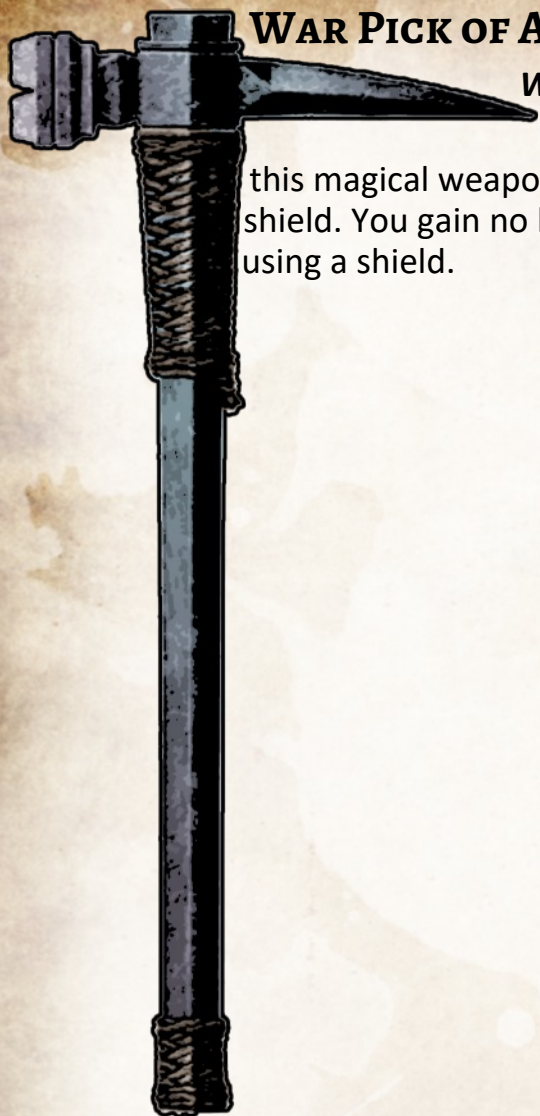
Weapon (Longsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magical weapon, and it deals an additional 1d8 radiant damage to undead and fiends. The sword is inscribed with ancient runes of power that imbue its wielder with supernatural power.

While attuned to the sword, you gain a +3 bonus to Wisdom (Perception) ability checks to notice hidden objects. You are considered ever alert and cannot be surprised or flanked. Additionally, you gain a +3 bonus to Charisma (Persuasion) ability checks when addressing multiple people.

When you have the sword drawn, you gain a +2 to your AC and +2 to your Strength and Dexterity ability scores. You are also able to use your reaction to cast the *command* spell three times per day.





WAR PICK OF ARMOR PIERCING

Weapon (War Pick), rare

You gain a +2 bonus to attack and damage rolls with this magical weapon against targets that are wearing armor or using a shield. You gain no bonus if the target is not wearing armor or not using a shield.





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