

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Adamantine Armor

**Type:** Armor: Medium or Heavy, but not Hide

**Rarity:** Uncommon

## Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

**Value:** 500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

## Description

---

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +2

Type: Any Ammunition

Rarity: Rare

## Description

---

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +3

**Type:** Any Ammunition

**Rarity:** Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

**Value:** 400 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +1

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Uncommon

## Description

You have a +1 bonus to AC while wearing this armor.

**Value:** 1500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +2

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Rare

## Description

You have a +2 bonus to AC while wearing this armor.

**Value:** 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +3

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Very Rare

## Description

You have a +3 bonus to AC while wearing this armor.

**Value:** 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Healing

Type: Potion

Rarity: Common

## Description

A character who drinks the magical red fluid in this vial regains  $2d4 + 2$  hit points. Drinking or administering a potion takes an action.

Value: 50 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Greater Healing

Type: Potion

Rarity: Uncommon

## Description

A character who drinks the magical red fluid in this vial regains  $4d4 + 4$  hit points. Drinking or administering a potion takes an action.

Value: 150 gp

# **MAGICAL ITEM CARDS**

**PATRICK JOHNSTON DESIGNS®**

# Potion of Superior Healing

Type: Potion

Rarity: Rare

## Description

A character who drinks the magical red fluid in this vial regains  $8d4 + 8$  hit points. Drinking or administering a potion takes an action.

Value: 450 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

## Description

A character who drinks the magical red fluid in this vial regains  $10d4 + 20$  hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +1

Type: Shield

Rarity: Uncommon

## Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +2

Type: Shield

Rarity: Rare

## Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +3

Type: Shield

Rarity: Very Rare

## Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

## Description

---

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

## Description

---

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

## Description

---

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +1

Type: Any Weapon

Rarity: Uncommon

## Description

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

Value: 1000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +2

Type: Any Weapon

Rarity: Rare

## Description

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

Value: 4000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +3

Type: Any Weapon

Rarity: Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Adamantine Armor

**Type:** Armor: Medium or Heavy, but not Hide

**Rarity:** Uncommon

## Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

**Value:** 500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

## Description

---

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +2

Type: Any Ammunition

Rarity: Rare

## Description

---

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +3

**Type:** Any Ammunition

**Rarity:** Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

**Value:** 400 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +1

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Uncommon

## Description

You have a +1 bonus to AC while wearing this armor.

**Value:** 1500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +2

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Rare

## Description

You have a +2 bonus to AC while wearing this armor.

**Value:** 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +3

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Very Rare

## Description

You have a +3 bonus to AC while wearing this armor.

**Value:** 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Healing

Type: Potion

Rarity: Common

## Description

A character who drinks the magical red fluid in this vial regains  $2d4 + 2$  hit points. Drinking or administering a potion takes an action.

Value: 50 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Greater Healing

Type: Potion

Rarity: Uncommon

## Description

A character who drinks the magical red fluid in this vial regains  $4d4 + 4$  hit points. Drinking or administering a potion takes an action.

Value: 150 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Superior Healing

Type: Potion

Rarity: Rare

## Description

A character who drinks the magical red fluid in this vial regains  $8d4 + 8$  hit points. Drinking or administering a potion takes an action.

Value: 450 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

## Description

A character who drinks the magical red fluid in this vial regains  $10d4 + 20$  hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +1

Type: Shield

Rarity: Uncommon

## Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +2

Type: Shield

Rarity: Rare

## Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +3

Type: Shield

Rarity: Very Rare

## Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

## Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

## Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

## Description

---

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +1

Type: Any Weapon

Rarity: Uncommon

## Description

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

Value: 1000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +2

Type: Any Weapon

Rarity: Rare

## Description

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

Value: 4000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +3

Type: Any Weapon

Rarity: Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Adamantine Armor

**Type:** Armor: Medium or Heavy, but not Hide

**Rarity:** Uncommon

## Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

**Value:** 500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

## Description

---

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +2

Type: Any Ammunition

Rarity: Rare

## Description

---

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +3

**Type:** Any Ammunition

**Rarity:** Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

**Value:** 400 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +1

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Uncommon

## Description

You have a +1 bonus to AC while wearing this armor.

**Value:** 1500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +2

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Rare

## Description

You have a +2 bonus to AC while wearing this armor.

**Value:** 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +3

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Very Rare

## Description

You have a +3 bonus to AC while wearing this armor.

**Value:** 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Healing

Type: Potion

Rarity: Common

## Description

A character who drinks the magical red fluid in this vial regains  $2d4 + 2$  hit points. Drinking or administering a potion takes an action.

Value: 50 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Greater Healing

Type: Potion

Rarity: Uncommon

## Description

A character who drinks the magical red fluid in this vial regains  $4d4 + 4$  hit points. Drinking or administering a potion takes an action.

Value: 150 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Superior Healing

Type: Potion

Rarity: Rare

## Description

A character who drinks the magical red fluid in this vial regains  $8d4 + 8$  hit points. Drinking or administering a potion takes an action.

Value: 450 gp

# **MAGICAL ITEM CARDS**

**PATRICK JOHNSTON DESIGNS®**

# Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

## Description

A character who drinks the magical red fluid in this vial regains  $10d4 + 20$  hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +1

Type: Shield

Rarity: Uncommon

## Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +2

Type: Shield

Rarity: Rare

## Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +3

Type: Shield

Rarity: Very Rare

## Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

## Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

## Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

## Description

---

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +1

Type: Any Weapon

Rarity: Uncommon

## Description

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

Value: 1000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +2

Type: Any Weapon

Rarity: Rare

## Description

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

Value: 4000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +3

Type: Any Weapon

Rarity: Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Adamantine Armor

**Type:** Armor: Medium or Heavy, but not Hide

**Rarity:** Uncommon

## Description

This suit of armor is reinforced with adamantite, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

**Value:** 500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

## Description

---

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +2

Type: Any Ammunition

Rarity: Rare

## Description

---

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +3

**Type:** Any Ammunition

**Rarity:** Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

**Value:** 400 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +1

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Uncommon

## Description

You have a +1 bonus to AC while wearing this armor.

**Value:** 1500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +2

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Rare

## Description

You have a +2 bonus to AC while wearing this armor.

**Value:** 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +3

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Very Rare

## Description

You have a +3 bonus to AC while wearing this armor.

**Value:** 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Healing

Type: Potion

Rarity: Common

## Description

A character who drinks the magical red fluid in this vial regains  $2d4 + 2$  hit points. Drinking or administering a potion takes an action.

Value: 50 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Greater Healing

Type: Potion

Rarity: Uncommon

## Description

A character who drinks the magical red fluid in this vial regains  $4d4 + 4$  hit points. Drinking or administering a potion takes an action.

Value: 150 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Superior Healing

Type: Potion

Rarity: Rare

## Description

A character who drinks the magical red fluid in this vial regains  $8d4 + 8$  hit points. Drinking or administering a potion takes an action.

Value: 450 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

## Description

A character who drinks the magical red fluid in this vial regains  $10d4 + 20$  hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +1

Type: Shield

Rarity: Uncommon

## Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +2

Type: Shield

Rarity: Rare

## Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +3

Type: Shield

Rarity: Very Rare

## Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

# **MAGICAL ITEM CARDS**

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

## Description

---

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

# **MAGICAL ITEM CARDS**

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

## Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +3

**Type:** Any Weapon

**Rarity:** Very Rare

## Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

**Value:** 19200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +1

Type: Any Weapon

Rarity: Uncommon

## Description

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

Value: 1000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +2

Type: Any Weapon

Rarity: Rare

## Description

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

Value: 4000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +3

Type: Any Weapon

Rarity: Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Adamantine Armor

**Type:** Armor: Medium or Heavy, but not Hide

**Rarity:** Uncommon

## Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

**Value:** 500 gp

# **MAGICAL ITEM CARDS**

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

## Description

---

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +2

Type: Any Ammunition

Rarity: Rare

## Description

---

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +3

**Type:** Any Ammunition

**Rarity:** Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

**Value:** 400 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +1

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Uncommon

## Description

You have a +1 bonus to AC while wearing this armor.

**Value:** 1500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +2

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Rare

## Description

You have a +2 bonus to AC while wearing this armor.

**Value:** 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +3

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Very Rare

## Description

You have a +3 bonus to AC while wearing this armor.

**Value:** 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Healing

Type: Potion

Rarity: Common

## Description

A character who drinks the magical red fluid in this vial regains  $2d4 + 2$  hit points. Drinking or administering a potion takes an action.

Value: 50 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Greater Healing

Type: Potion

Rarity: Uncommon

## Description

A character who drinks the magical red fluid in this vial regains  $4d4 + 4$  hit points. Drinking or administering a potion takes an action.

Value: 150 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Superior Healing

Type: Potion

Rarity: Rare

## Description

A character who drinks the magical red fluid in this vial regains  $8d4 + 8$  hit points. Drinking or administering a potion takes an action.

Value: 450 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

## Description

A character who drinks the magical red fluid in this vial regains  $10d4 + 20$  hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +1

Type: Shield

Rarity: Uncommon

## Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +2

Type: Shield

Rarity: Rare

## Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +3

Type: Shield

Rarity: Very Rare

## Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

## Description

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While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

## Description

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While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

## Description

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While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +1

Type: Any Weapon

Rarity: Uncommon

## Description

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

Value: 1000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +2

Type: Any Weapon

Rarity: Rare

## Description

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

Value: 4000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +3

Type: Any Weapon

Rarity: Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Adamantine Armor

**Type:** Armor: Medium or Heavy, but not Hide

**Rarity:** Uncommon

## Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

**Value:** 500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +1

**Type:** Any Ammunition

**Rarity:** Uncommon

## Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

**Value:** 25 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +2

Type: Any Ammunition

Rarity: Rare

## Description

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You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Ammunition +3

**Type:** Any Ammunition

**Rarity:** Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

**Value:** 400 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +1

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Uncommon

## Description

You have a +1 bonus to AC while wearing this armor.

**Value:** 1500 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +2

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Rare

## Description

You have a +2 bonus to AC while wearing this armor.

**Value:** 6000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Armor +3

**Type:** Armor: Light, Medium, or Heavy

**Rarity:** Very Rare

## Description

You have a +3 bonus to AC while wearing this armor.

**Value:** 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Healing

Type: Potion

Rarity: Common

## Description

A character who drinks the magical red fluid in this vial regains  $2d4 + 2$  hit points. Drinking or administering a potion takes an action.

Value: 50 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Greater Healing

Type: Potion

Rarity: Uncommon

## Description

A character who drinks the magical red fluid in this vial regains  $4d4 + 4$  hit points. Drinking or administering a potion takes an action.

Value: 150 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Superior Healing

Type: Potion

Rarity: Rare

## Description

A character who drinks the magical red fluid in this vial regains  $8d4 + 8$  hit points. Drinking or administering a potion takes an action.

Value: 450 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

## Description

A character who drinks the magical red fluid in this vial regains  $10d4 + 20$  hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +1

Type: Shield

Rarity: Uncommon

## Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Shield +2

Type: Shield

Rarity: Rare

## Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

# **MAGICAL ITEM CARDS**

**PATRICK JOHNSTON DESIGNS®**

# Shield +3

Type: Shield

Rarity: Very Rare

## Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

## Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

## Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp



# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

## Description

---

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +1

Type: Any Weapon

Rarity: Uncommon

## Description

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

Value: 1000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +2

Type: Any Weapon

Rarity: Rare

## Description

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

Value: 4000 gp

# MAGICAL ITEM CARDS

**PATRICK JOHNSTON DESIGNS®**

# Weapon +3

Type: Any Weapon

Rarity: Very Rare

## Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp