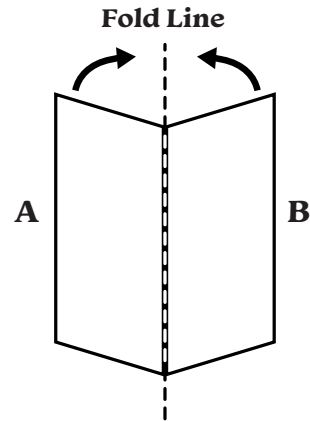


# ABYSSAL BREWS

## FOLDABLE MAGIC ITEM CARD

**Instructions.** Print out this page on a heavy weight paper (Regular printer paper may work, but could easily bend). Cut the card out carefully but do not cut along the dotted fold line. Fold the card on the dotted fold line so that side A aligns with side B. You can use a glue stick on the back of each side to adhere the sides together.



**Fold the Dash**

**Cut the Edges**

**A**

TYPE: GLOVES  
RARIETY: RARE


While they may look intimidating to strap to your hands, these gloves do have a certain attractive property to them. Fashioned from specialized, drudgework style magnets infused with an ever regenerating magical electric core, these gloves offer their user the power to attract or repulse magnetic metals such as iron, steel, and nickel.

These gloves have 5 charges that can be used for the following properties. They regain all of their charges daily at dawn.

**Positive Attraction (1 charge).** When a melee attack made with a weapon composed of primarily magnetic metal misses you, you can use your reaction to spend a charge and attempt to disarm the attacker. They must succeed on a DC 15 Strength saving throw or the weapon is ripped from their hands and attaches itself to the glove. As part of this same action, you can choose to equip the weapon or toss it aside.

**Negative Repulsion (1 charge).** When you hit with a melee weapon attack or unarmed strike, you can expend 1 charge to repel the target away from you. They are shoved 15 feet away from you and must succeed on a DC 15 Dexterity saving throw or be knocked prone.

AB



DIPOLAR GAGES

AB

**B**