

APPENDIX B: MAGIC ITEMS



BELT BUCKLE OF INSTANT ARMOR

Wondrous Item, Armor (Studded Leather), Very Rare (Requires Attunement)

This belt buckle was crafted in honor of a great prismatic dragon said to bestow great abilities upon his loyal followers. The pearlescent armor that it equips is able to diminish even the most powerful magic attacks thrown at its wearer.

As an action, you can speak the belt buckle's command word. When you do, pristine, white studded leather armor magically covers you. You have a +2 bonus to AC while wearing this armor. You can speak the command word again to recall the armor back to the belt buckle.

When you choose to don this armor, you may also select one of the following damage types to be immune to until you de-activate the armor: fire, cold, lightning, acid, or poison.



BOW OF FIREPOWER

Weapon (Shortbow), Legendary

One of a handful of artifacts rumored to have been crafted by a powerful dragon deity, the Bow of Firepower is said to have the power of a mighty dragon's fiery breath imbued in it. Just stand clear of the blast radius.

If you load no ammunition in the weapon, it magically produces its own in the form of swirling, fiery energy, somewhat resembling a regular arrow. On a hit, this fiery magic explodes on impact, dealing 4d6 fire damage to the target. On a miss, the magical energy skitters off course and vanishes.

When you roll a 20 with this magic weapon, the magical energy becomes overcharged, causing significantly more damage and destruction. The target takes 8d6 fire damage and each other creature in a 10-foot-radius sphere centered on the target creature must make a Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much damage on a successful one.



FANG OF THE PRISMATIC DRAGON

Weapon (Dagger), Instrument (Flute), Legendary (Requires Attunement)

Thought to be a boon from an all-powerful dragon, this dagger is vaguely shaped to resemble the sharp fangs of its namesake. Bored into the thick face of the blade are several finger holes with an embouchure hole carved into the handle allowing it to be played as a primitive flute. The legends say that playing a secret melody summons forth an avatar of The Great Dragon to help you in battle.

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

You can use an action to play the dagger as a flute. When you do, you can choose to summon an Avatar of the Prismatic One to aid you in combat for 1 minute. Your GM has the stats for this creature. You can use this feature once every 24 hours. You can still play the flute as you usually would, but nothing else happens.