



**THE BACKER  
MAGIC ITEM  
COMPENDIUM**

Feb 2019



## Frostblood Blade

*Very Rare*

This sword is said to have been hewn from the blood and bone of the ancient Frost Giants, beings who once ruled over all the northern realms, now hunted into extinction. It is advised never to allow the edge to touch one's skin, for even being in the presence of its icy aura sends chills down the spine that one is loath to shake.

### **Mechanic**

When struck with the weapon its target must make a successful Constitution Saving Throw of 8+ the wielder's STR and Proficiency. If the target fails this save it takes 1d8 additional Frost damage and moves at half speed during its next turn.

- Steve Dao



## The Time Looper's Scythe

*Very Rare, Requires Attunement*

Discovered by accident, a cartographer, Aiva Sarot, etched runes into the metal of this scythe blade giving it a flourish. The runes glowed a brilliant red and tossed the party backward 5 minutes in time. Realizing the potential for disaster, Aiva stopped engraving the item, only to be trapped in a time loop. This destabilized the region and crushed Aiva's home.

The scythe, once a legend, was found buried under a rock-slide by a wandering bard. It is said, the voices of those souls caught in the time loop still emanate from the scythe once per day.

### **Mechanic**

Once per day, the sword transports the user back in time by 5 minutes, allowing the user to redo actions.

- Aidan Zingler



## Elajor's Boots

*Very Rare, Requires Attunement*

These boots were worn by the legendary assassin Elajor. Said to be created by a mad wizard, they harness the power of lightning to allow the wearer to move unhindered allowing access to the most secure locations.

### **Mechanic**

While wearing these boots, you may transform into electrical energy and move up to double your normal speed. Moving in this form does not provoke attacks from enemies, frees you from any movement impairment, and allows you to

- Ride the Lightning

## Stratosphere Boots

*Very Rare*

These boots were created by the powerful Djinni Asizaas as a tool for his messengers. As a powerful merchant lord, Asizaas has many servants performing his errands atop his floating palace. He grants these boots to any that are given the freedom to come and go in his service, Inscribed on the heel of the boots is the phrase, "Gotta blast."

### **Mechanic**

3 times per day, the wearer can use the boots to continuously summon small clouds beneath their feet. The wearer can use the clouds to walk through the air as though it was solid ground. The wearer can also use the clouds as launching points to cover large vertical distances quickly.

- Geoffrey



## Voice of the Silent King

### *Legendary*

A relic of a bygone era, known only to historians as the Great Silence, believed to be the king's voice made manifest. The Noise threatened his kingdom consuming all leaving a void of silence in its wake. The king rose from his throne, marched to his kingdom's border, and with all his might shouted his will upon The Noise. Enraged, The Noise swallowed him whole. The king was now engulfed by cries of agony, the horrific disembodied screams of women and children, yet the king did not falter. Once again he yelled, and his voice overtook the noise, rendering it to a mere whisper. The whisper cursed the king with its final breath, "May whoever hear your voice fall to their knees a hollowed husk and noise returned to me" the noise then withered away. The king never spoke again.

### **Mechanic**

The Voice of the Silent King is the essence of disembodied whispers that surrounds the user's throat, condemning their voice to suffer the king's curse. With every word spoken, foe and ally alike will fall to their knees a hollowed husk and the noise will slowly corrupt and overtake the wielder. Uttering a single word will activate the king's curse, and with each use, all your stats will be cut in half, if used more than 3 times the user will become just another whisper in the item itself.

- TheHoboMagician



## Sigil of the Revenant

*Rare, Requires Attunement*

A fine silver pendant with ornate filigree. The item belonged to the High Alchemist of the capital city who had been trying to bring his late wife back from the dead. He was driven mad by the fact the ghost summoned by the pendant is nothing but an image, or impression of his beloved.

### **Mechanic**

The Sigil of the Revenant summons the ghost of a soldier from the player's past. The ghost lasts for 15 minutes and can be “programmed” to perform specific roles. The ghost has its own initiative.

- Bennett Ahearn



## Plate of the Dragon God

*Rare, Requires Attunement*

A set of plate mail armor said to be blessed by a dragon god. On the front of the plate, there is a slot where a single dragon scale can fit into.

### **Mechanic**

The type of dragon scale will change the resistance that the plate gets. For example, a red dragon will add fire resistance. Green dragon, poison resistance.

- Chris brown



## Cask of the Gilded Traitor

### *Legendary*

The helm of the once admired dwarven general, Roric Stonedagger. His betrayal marked the end of the golden age of dwarven diplomatic relations, bringing war back to the hills and mountains that had known peace for centuries.

He was a brilliant tactician, a brave and worthy warrior, but his only talent was for war, and so it was war which he restored to the realm.

Some say they can still hear his whispers when they don this brilliant metal helm, urging them on into battle, with no regard for who the next foe might be.

### **Mechanic**

+3 ATK/DMG to all melee and ranged attacks.

+2d6 DMG to any attacks the user makes with advantage.

The one attuned to this item gains proficiency in Deception so long as the helmet is within five feet of him/her. If the attuned individual is already proficient in Deception, he/she instead doubles their proficiency bonus in that skill (up to a maximum of two times their original proficiency score).

Attunement can only be achieved through the sacrifice of one who trusts the person who would attune the item.

- Steve Dao



## Rustpiercer

*Rare, Requires Attunement*

This pike is a piece taken off a larger torture device in the 9 hells. Used for millennia the metal is steeped in pain and suffering.

### Mechanic

After damaging an enemy, all other hostile creatures which can see you must make a DC 14 Wisdom Saving throw or become frightened of you until the end of your next turn.

- Marcus Selby

## Druid's Boon

*Very Rare, Requires Attunement*

Made of sturdy bark and woven vines, simple druidcraft must be used to place it or remove it from a wearer. This choker was originally crafted for use by druids born into a clan but without the gift, but they were gradually stolen into the Underdark for nefarious purposes by the Drow. For this reason, no new chokers have since been crafted.

### Mechanic

Can only be activated by druids. Once the command word is spoken, the wearer is affected by the polymorph spell as if the commanding druid cast it, with the following additions. The spell ends only when the collar is removed or a dispell of a level matching that of the druid is cast against it. If the wearer falls unconscious while under the spell, they must make death saving throws. If the spell ends while the wearer is unconscious, the wearer returns to their original form, and any death fails and saves carry over. If the wearer dies while under the spell, they are dead. The collar grows and shrinks with its wearer and can only be activated once per day.

- Travis Sandidge