



ARCANE PROSTHETICS



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THE ADVENTURE NEVER STOPS

An **arcane prosthetic** is a magic item designed to replace a limb. In most cases, these prosthetics are designed for adventurers who have lost limbs but still feel the pull of the questing life—though some just want to recover the dexterity and ease of their fully-abled lives. Others were born without limbs, and these items are akin to weapons or magic—not replacements but tools to interact with the world. Still a fourth (albeit rare) party of people sever their limbs in order to permanently replace them with magical prosthetics, believing that they are improvements on the natural form.

The rules and items below govern magic items that replace limbs. They mesh best in settings with some form of magitech, although any clockwork-style descriptions can easily be replaced with purely magical ones depending on your campaign setting.

WEARING PROSTHETICS

As enchanted magical items, it is presumed that these prosthetics will change size and shape to fit any user that attunes to them, no different than a Cloak of the Manta Ray might shrink to fit a halfling. Therefore, fitting is a non-issue as far as rules are concerned.

Similarly, as a magical item, these prosthetics can adhere to the body through spellcraft, and thus become much easier to don and doff. Refer to the table below for

how quickly these items can be worn or removed.

TABLE: DONNING AND DOFFING

Type	Don Time	Doff Time
Arm	1 minute	1 action
Eye	1 bonus action	1 bonus action
Foot	1 action	1 bonus action
Hand	1 action	1 bonus action
Leg	1 minute	1 action

PROSTHETIC REQUIREMENTS

In order to attune to a prosthesis, you must be missing the limb that matches the type of the prosthetic. For instance, you must be missing an eye to attune to a magic eye.

In some cases, you may be missing more than enough to attune to a prosthesis. For instance, if you are missing an arm up to the shoulder, you are also missing a hand, and by the above rules qualify to attune to a hand prosthesis. In this case, you may do so if you have a larger prosthetic to attach the attuned prosthesis to. For example, you may attune to a prosthetic foot if you have a leg prosthesis to attach the foot to. By this rule, you may mix and match magical prosthetics on the same limb, but only if you have enough attunement slots remaining to attune to each item.

You may not wear a magic item over a magical prosthesis, though you may over a normal one. For instance, you cannot wear Boots of Elvenkind over a magical prosthetic foot.

LIST OF ITEMS

Arm of Tiamat
Clawing Hand
Compass Hand
Concealed Arm Crossbow
Concealed Arm Flail
Concealed Foot Blade
Concealed Hand Crossbow
Concealed Hand Shield
Concealed Leg Crossbow
Concealed Wrist Blade
Eye of Aether Sight
Eye of Arcane Sight
Eye of Blasting
Eye of Poison Detection
Eye of Precision
Eye of the Beholder
Eye of the Scholar
Foot of Flying
Foot of the Hiker
Foot of Water Walking
Hand of Blasting
Hand of Illumination
Hand of Thievery
Heavily Plated Arm
Heavily Plated Leg
Hooves of Pan
Insightful Eye
Leg of Holding
Leg of Springing and Striding
Levitating Hand
Magnetic Hand
Mariner's Flippers
Menacing Eye
Odin's Lost Eye
Paladin's Eye
Palm of Prometheus
Plated Arm
Plated Leg
Prosthetic Focus
Vampiric Hand

ITEM DESCRIPTIONS

ARM OF TIAMAT

Prosthetic (arm), legendary (requires attunement by an evil-aligned creature)

This scaly arm ends in a clawed hand that resembles a dragon's head, and seems to shimmer between the five colors of chromatic dragon. While attuned to this arm, you gain the following benefits.

- You have a +1 bonus to AC.
- Your unarmed strike deals 1d8 slashing damage. You are proficient in these strikes, and can use your Strength or Dexterity modifier for them.
- At the end of a long rest, choose three of the following five elements: acid, cold, fire, lightning, poison. You are resistant to each of the chosen elements until the end of your next long rest.

CLAWING HAND

Prosthetic (hand), common (requires attunement)

This hand ends in pointed claws, good for raking and grasping. While attuned to this hand, it is a weapon you are proficient in the use of, has the *light* and *finesse* properties, and deals 1d6 slashing damage on a hit.

The uncommon variant of this hand can retract and expose its claws as a bonus action.

COMPASS HAND

Prosthetic (hand), common (requires attunement)

The index finger of this hand ends in a red metal tip. While you are attuned to this hand, you can remove it and place it on any flat surface, and it will always turn to point north with its index finger extended.

CONCEALED ARM CROSSBOW

Prosthetic (arm), rare (requires attunement)

This arm appears to be a plain arm prosthetic at first, but hides complicated clockwork inside. While attuned to this arm, you can activate its clockwork as a bonus action. Crossbow arms spring from its length, and it becomes a light crossbow you are proficient in the use of. You have a +1 bonus to attack and damage rolls made with this crossbow.

You cannot use the hand of this arm for grasping or wielding weapons or shields while activated in this way, save for the crossbow itself. Returning the arm to its normal shape is also a bonus action.

CONCEALED ARM FLAIL

Prosthetic (arm), rare (requires attunement)

This arm appears to be a plain arm prosthetic at first, but hides complicated clockwork inside. While attuned to this arm, you can activate its clockwork as a bonus action. Its fist clenches and drops from the arm, suspended by a heavy iron chain, and becomes a flail you are proficient in the use of. You have a +1 bonus to attack and damage rolls made with this flail.

You cannot use the hand of this arm for grasping or wielding weapons or shields while activated in this way, save for the flail itself. Returning the arm to its normal shape is also a bonus action.

CONCEALED FOOT BLADE

Prosthetic (foot), rare (requires attunement)

This foot appears to be a plain foot prosthetic at first, but hides complicated clockwork inside. While attuned to this foot, you can activate its clockwork as a bonus action. A knife blade springs from the tip of the foot, and it becomes a dagger you are proficient in the use of. You have a +1 bonus to attack and damage rolls made with this dagger.

Your movement speed is reduced by 5 feet when the dagger is engaged in this way. Returning the foot to its normal shape is also a bonus action.

CONCEALED HAND CROSSBOW

Prosthetic (hand), rare (requires attunement)

This hand appears to be a plain hand prosthetic at first, but hides complicated clockwork inside. While attuned to this hand, you can activate its clockwork as a bonus action. Crossbow arms spring from its sides, and it becomes a hand crossbow you are proficient in the use of. You have a +1 bonus to attack and damage rolls made with this crossbow.

You cannot use this hand for grasping or wielding weapons or shields while activated in this way, save for the hand crossbow itself. Returning the hand to its normal shape is also a bonus action.

CONCEALED HAND SHIELD

Prosthetic (hand), rare (requires attunement)

This hand appears to be a plain hand prosthetic at first, but hides complicated clockwork inside. While attuned to this

hand, you can activate its clockwork as a bonus action. A folded plate of metal spirals outwards from the back of the hand, and it becomes a shield you are proficient in the use of. You have a +1 bonus to AC while wielding this shield. This bonus is in addition to the normal bonus granted by shields.

You cannot use this hand for grasping or wielding weapons or shields while activated in this way, save for the shield itself. Returning the hand to its normal shape is also a bonus action.

CONCEALED LEG CROSSBOW

Prosthetic (leg), rare (requires attunement)

This leg appears to be a plain leg prosthetic at first, but hides complicated clockwork inside. While attuned to this leg, you can activate its clockwork as a bonus action. Crossbow arms spring from its length, and it becomes a heavy crossbow you are proficient in the use of. You have a +1 bonus to attack and damage rolls made with this crossbow.

You must drop prone in order to fire this crossbow. Returning the leg to its normal shape is also a bonus action.

CONCEALED WRIST BLADE

Prosthetic (hand), rare (requires attunement)

This hand appears to be a plain hand prosthetic at first, but hides complicated clockwork inside. While attuned to this hand, you can activate its clockwork as a bonus action. A blade springs from its wrist, and it becomes a dagger you are proficient in the use of. You have a +1 bonus to attack and damage rolls made with this dagger.

You cannot use this hand for grasping or wielding weapons or shields while activated

in this way, save for the dagger itself. Returning the hand to its normal shape is also a bonus action.

EYE OF AETHER SIGHT

Prosthetic (eye), very rare (requires attunement)

This enchanted mithril eye is covered in complex runes. While attuned to this eye, you can cause it to glow with supernatural light, granting you truesight to a distance of 60 feet for 10 minutes. Once you use the eye in this way, you can't do so again until you finish a long rest.

EYE OF ARCANE SIGHT

Prosthetic (eye), uncommon (requires attunement)

This enchanted steel eye is covered in simple geometric runes. While attuned to this eye, you can cast *detect magic* at will. You can only see the objects being highlighted by the spell through this eye. Once you use the eye in this way, you can't do so again for 1 hour.

EYE OF BLASTING

Prosthetic (eye), rare (requires attunement)

This eye has an abnormally bright iris, and is nearly impossible to match with any natural eye color. This eye has 5 charges. While attuned to this eye, you can cause it to fire blasts of destructive energy from its burning iris.

As an action, expend a charge and designate a creature within 30 feet of you. That creature must make a DC 16 Dexterity saving throw, taking 2d6 damage on a failed save or half as much on a successful one. The type of damage this blast deals is determined by the color of the iris, as

described in the table below.

The eye regains 1d4 + 1 charges daily at dawn.

Color	Damage Type
Green	Acid
Light Blue	Cold
Red	Fire
Dark Blue	Force
Gold	Lightning
Purple	Necrotic
Pink	Psychic
White	Radiant
Orange	Thunder

EYE OF POISON DETECTION

Prosthetic (eye), common (requires attunement)

This eye has a verdant green iris, and glows gently in the presence of poison. While attuned to this eye, you can cast *detect poison and disease* at will without the need for material components. You can only see the objects and creatures being highlighted by the spell through this eye. Once you use the eye in this way, you can't do so again for 1 hour.

EYE OF PRECISION

Prosthetic (eye), common (requires attunement)

The eye of this pupil never seems to dilate, as if ever focused on something in the distance. While attuned to this eye, you suffer no disadvantage when making ranged attacks outside of the normal range of your weapon. However, you are still

unable to make attacks outside of your weapon's long range.

EYE OF THE BEHOLDER

Prosthetic (eye), very rare (requires attunement)

This eye is vaguely unsettling to focus on, as if it doesn't belong. This eye has 3 charges. While attuned to this eye, you can fire a random beholder eye beam from its otherworldly iris.

As an action, expend a charge and designate a creature within 30 feet of you. Then roll a d4. The target must attempt to save against the resulting beam, as determined by the table below.

The eye regains 1d3 charges daily at dawn.

d4	Beam
1	Confusion Ray. The target must succeed on a DC 16 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and uses its action to make a weapon attack against a random creature within range. If the target can't attack, they do nothing on their turn.
2	Paralyzing Ray. The target must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.
3	Fear Ray. The target must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat its saving throw at the end of each of its turns, with disadvantage if your eye is still visible to it, ending the effect on itself on a success.
4	Wounding Ray. The target must succeed on a DC 16 Constitution saving throw, taking 24 (4d10) necrotic damage

on a failed save or half as much on a successful one.

EYE OF THE SCHOLAR

Prosthetic (eye), common (requires attunement)

This eye is a dull grey, and sees exceptionally well by candlelight. While attuned to this eye, you can read twice as fast, and have advantage on Intelligence checks made to retain large amounts of information at once.

FOOT OF FLYING

Prosthetic (foot), rare (requires attunement)

This foot has a small decorative wing on its heel. While attuned to this foot, you can tap its heel to the ground and activate its wings. For 1 hour, you have a flying speed of 60 feet. Once you use the foot in this way, you can't do so again until you finish a long rest.

FOOT OF THE HIKER

Prosthetic (foot), common (requires attunement)

This foot has a spiky, rugged surface that clings to the ground. While attuned to this foot, you have a climbing speed of 30 feet.

FOOT OF WATER WALKING

Prosthetic (foot), uncommon (requires attunement)

This enchanted foot is decorated with a motif of rolling waves. While attuned to this foot, you can tap its heel to the ground and cast *water walk* on yourself at will without the need for material components. You take no damage from walking over lava while under the effects of this spell.

HAND OF BLASTING

Prosthetic (hand), rare (requires attunement)

This hand is panelled with enchanted steel, and has a colored gem in its palm. This hand has 5 charges. While attuned to this hand, you can cause it to fire blasts of destructive energy from its radiant palm.

As an action, expend a charge and designate a creature within 30 feet of you. That creature must make a DC 16 Dexterity saving throw, taking 2d6 damage on a failed save or half as much on a successful one. The type of damage this blast deals is determined by the color of the gem, as described in the table below.

The hand regains 1d4 + 1 charges daily at dawn.

Color	Damage Type
Green	Acid
Light Blue	Cold
Red	Fire
Dark Blue	Force
Gold	Lightning
Purple	Necrotic
Pink	Psychic
White	Radiant
Orange	Thunder

HAND OF ILLUMINATION

Prosthetic (hand), uncommon (requires attunement)

This hand resembles cracked stone, and gently glows from within. While attuned to

this hand, you can cast the *light* cantrip at will, targeting the hand itself.

HAND OF THIEVERY

Prosthetic (hand), uncommon (requires attunement)

Despite its name, this hand is quite common among law-abiding folk for its delicate movements and total flexibility. While attuned to this hand, you have proficiency in Sleight of Hand. If you already have proficiency in this skill, you can add your proficiency bonus twice to Sleight of Hand checks.

Additionally, the tips of each finger of this hand can be removed to reveal a different lockpicking tool, allowing the hand to double as a set of thieves' tools.

HEAVILY PLATED ARM

Prosthetic (arm), rare (requires attunement, proficiency in heavy armor)

This arm is covered in heavy metal plates, and affords excellent protection. While attuned to this arm, you have a +1 bonus to AC. You cannot benefit from two magic prosthetics with the *plated* descriptor simultaneously, such as a *plated arm* or *heavily plated leg*.

HEAVILY PLATED LEG

Prosthetic (leg), rare (requires attunement, proficiency in heavy armor)

This leg is covered in heavy metal plates, and affords excellent protection. While attuned to this leg, you have a +1 bonus to AC. You cannot benefit from two magic prosthetics with the *plated* descriptor simultaneously, such as a *plated leg* or *heavily plated arm*.

HOOVES OF PAN

Prosthetic (leg), legendary (requires attunement)

This leg resembles that of a goat, and ends in a cloven hoof whittled from bone. While attuned to this leg, you gain the following benefits.

- Your hoof is a weapon you are proficient in the use of that deals 1d6 bludgeoning damage on a hit. You use your Strength modifier for attacks made with this weapon.
- You have a walking speed of 35 feet, unless your walking speed would otherwise be higher. Additionally, you have a climbing speed equal to your walking speed.
- Once per day, you can stomp your hoof on the ground and cast the *entangle* spell (save DC 17) on a spot you can see within 90 feet. You regain the use of this spell each day at dawn.

INSIGHTFUL EYE

Prosthetic (eye), uncommon (requires attunement)

Regardless of color, this eye always has a piercing quality, as if it sees right through you. While attuned to this eye, you have proficiency in Insight. If you already have proficiency in this skill, you can add your proficiency bonus twice to Insight checks.

LEG OF HOLDING

Prosthetic (leg), uncommon (requires attunement)

This leg appears to be a normal prosthetic at first, but is unusually spacious inside. The inner space of this leg doubles as a *bag of holding*. The leg can hold up to 300 lbs., not

exceeding a volume of 36 cubic feet. The leg weighs 20 lbs., regardless of its contents. Retrieving an item from the leg requires an action, and for the leg to be removed from your body. In all other ways, the *leg of holding* adheres to the restrictions of a regular *bag of holding*.

LEG OF SPRINGING AND STRIDING

Prosthetic (leg), common (requires attunement)

This leg ends in a curved hook, and works surprisingly well at high speeds. While attuned to this leg, your walking speed is 30 feet, unless it would otherwise be higher, and your speed isn't reduced if you are encumbered or wearing heavy armor.

In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

LEVITATING HAND

Prosthetic (hand), rare (requires attunement)

This hand is not connected at the wrist, and floats in place by means of magical power. While attuned to this hand, you can cast a special version of the *mage hand* cantrip at will. Instead of creating a spectral hand, the spell utilizes this hand. The hand does not disappear if moved more than 30 feet away from you, rather it is unable to do so, and snaps back to your wrist when the spell ends. Otherwise, the hand adheres to all the normal restrictions of the cantrip.

MAGNETIC HAND

Prosthetic (hand), rare (requires attunement)

This metal hand is charged with mystical power, and hums quietly when it moves. While attuned to this hand, you can effect minor magnetic forces at will.

As an action, you can designate a metal object within 90 feet of you no larger than a 2-foot cube as the target of this spell. You may move the object up to 10 feet in any direction. If the object slams into a creature, that creature must make a DC 15 Dexterity saving throw or be knocked prone.

Also, when a creature attempts to strike you with a metal weapon, you can use your reaction to repel the weapon, forcing the attack to miss. Once you use the hand in this way, you can't do so again until you finish a short or long rest.

MARINER'S FLIPPERS

Prosthetic (foot), uncommon (requires attunement)

This foot has a flat, webbed toe, and is jointed so as to flex and bend in the water. While attuned to this foot, you have a swimming speed of 30 feet.

MENACING EYE

Prosthetic (eye), uncommon (requires attunement)

This eye is very intense, and off-putting to look directly into. While attuned to this eye, you have proficiency in Intimidation. If you are already proficient in this skill, you can add your proficiency bonus twice to Intimidation checks.

ODIN'S LOST EYE

Prosthetic (eye), legendary (requires attunement)

Legends say the king god Odin traded his eye for cosmic wisdom at the well that dwells in the roots of the world tree. While attuned to this eye, you gain the following benefits.

- Your Wisdom score increases by 4, and your maximum for this score increases to 24.
- You can cast the *legend lore* spell without the need for material components. When you cast the spell in this way, you see the information the spell grants through this eye, as if reliving the legends or memories in person. Once you use the eye in this way, you can't do so again until the next dawn.

PALADIN'S EYE

Prosthetic (eye), uncommon (requires attunement by a good-aligned creature)

This eye has a celestial rune carved into its pupil, and evil creatures find it unsettling to watch. While attuned to this eye, you can cast *detect evil and good* at will. You can only see the objects and creatures being highlighted by the spell through this eye. Once you use the eye in this way, you can't do so again for 1 hour.

PALM OF PROMETHEUS

Prosthetic (hand), legendary (requires attunement)

This curious hand is made of a dark and twisted metal, but flexes easily, as if made

of the most pliant reed. While attuned to this hand, you gain the following benefits.

- You have immunity to fire damage.
- Any weapon you hold in this hand burns with ancient flame. Once per turn, you can cause the weapon to deal an additional 2d6 fire damage on a successful hit. This benefit extends to melee weapons as well as the ammunition of ranged weapons.

PLATED ARM

Prosthetic (arm), uncommon (requires attunement, proficiency in medium armor)

This arm is covered in metal plates, and affords great protection. While attuned to this arm, you have a +1 bonus to AC. You cannot benefit from two magic prosthetics with the *plated* descriptor simultaneously, such as a *heavily plated arm* or *plated leg*.

PLATED LEG

Prosthetic (leg), uncommon (requires attunement, proficiency in medium armor)

This leg is covered in metal plates, and affords great protection. While attuned to this leg, you have a +1 bonus to AC. You cannot benefit from two magic prosthetics with the *plated* descriptor simultaneously, such as a *heavily plated leg* or *plated arm*.

PROSTHETIC FOCUS

Prosthetic (any), uncommon (requires attunement)

This prosthetic is covered in runes, sigils, and geometric spell diagrams, indecipherable to the untrained eye. While attuned to this prosthetic, you can use it as a spellcasting focus, and have a +1 bonus to attack rolls and to the save DC of spells

cast with it.

This focus may function as a holy symbol, but it must be emblazoned with the symbol of the appropriate deity to do so.

VAMPIRIC HAND

Prosthetic (hand), rare (requires attunement)

This black hand has a cursed red eye scrawled across its palm. While attuned to this hand, you can cast the *vampiric touch* spell, using the hand to perform the spell's melee component. Once the spell ends, you can't use it again until you finish a short or long rest.