



# MYSTICAL TOOLS

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## FOR ARTISANS OF LEGEND

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A smithing god leans far over the fire, hammers in hand, and crafts a piece of legendary armor. An ancient archdruid, steeped in the wisdom of century, brews potions of unparalleled potency. A common cobbler, though meek in most respects, pulls out his enchanted tools, an heirloom of his family that dates back for ten generations.

This title contains 20 magical tools: items with magic effects that double as artisan's tools, gaming sets, or other sorts of tools.

### LIST OF MAGIC ITEMS

Animated Instrument  
Charts of Ship Tracking  
Cobbler's Quick-Polish  
Dimensional Paints  
Hammers of Enhancement  
Hammers of Hephaestus  
Healing Herbs  
Herbs of Eternal Life  
Herbs of Potency  
Illusory Disguise Kit  
Locking Pick  
Mask's Venomous Vials  
Pen of Forgery  
Powders of Arrowcraft  
Spying Cards  
Thieves' Dagger  
Tinker's Tools of Animation  
Transfiguring Dice  
Wand of Jeweling  
Weaving Wand

## ITEM DESCRIPTIONS

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### ANIMATED INSTRUMENT

*Wondrous item (musical instrument), uncommon*

These instruments, though varied in shape and quality, almost always share the same unusual symbol, neatly placed out of sight.

This instrument is capable of playing songs on its own. To teach the instrument a song, you must spend 1 hour playing the song for it on another instrument, or on the animated instrument itself. The song can be up to half an hour long. Then, as a bonus action, you can speak the instrument's command word to cause it to spring up and begin to play, as if held by an invisible musician. When the song ends, the instrument slowly sets itself down again and waits for its command word once more. The song can also be ended early by speaking the command word again.

Each animated instrument can only hold a single song at once. If you teach the instrument a new song, it will forget the first. You may teach more than one animated instrument the same song at once.

### CHARTS OF SHIP TRACKING

*Wondrous item (navigator's tools), rare*

These charts are written in a magic ink that seems to ebb and flow with the churning of the tides. You have a +1 bonus to checks made to use these navigator's tools.

Additionally, the chart's location is always visible on the map itself, marked by a small red star. This symbol moves as the chart moves, and only disappears if the chart moves beyond the boundaries of the map.

As an action, you can link multiple charts by holding them together and speaking their command word. Linked charts will also show each other's location, each with its own unique symbol. Charts can be unlinked by holding them together and speaking their command word a second time.

### **COBBLER'S QUICK-POLISH**

*Wondrous item (cobbler's tools), uncommon*

These battered tools are old but obviously well-loved. In particular, a small jar of blue polish stands out among the tools. At the end of a long rest, you can apply this polish to a pair of shoes, granting the wearer a bonus to movement speed of 10 feet. The polish lasts 8 hours, or until used on a different pair of shoes.

### **DIMENSIONAL PAINTS**

*Wondrous item (painter's supplies), very rare*

This set of paints is full of unusual shades and colours, unfamiliar but striking. You have a +2 bonus to checks made to use these painter's supplies.

Additionally, you can use these paints to open a doorway to a destination of your choice. Over the course of 10 minutes, you can use these paints to draw your destination. It must be a place you have been very often, a place you have carefully studied, or a place you can see. At the end of this duration, the painting takes on a magical sense of depth. For 1 minute following the painting's completion, any creature can touch the painting and teleport to the destination, appearing in an unoccupied space within 5 feet of the painting's perspective of the destination. After 1 minute, the painting becomes

mundane and appears at the destination, as close to the painter as possible.

Once you have used the paints in this way, you can't do so again for seven days.

### **HAMMERS OF ENHANCEMENT**

*Wondrous item (smith's tools), rare*

These hammers are made of a crude and heavy iron, but their heads are gilded with enchanted gold. You have a +1 bonus to checks made to use these smith's tools.

At the end of a long rest, you can strike a nonmagical weapon with these hammers to magically enhance them. The chosen weapon has a +1 bonus to attack and damage rolls, and cannot be destroyed except by magical means. This effect lasts 8 hours, or until the hammers are used on a different weapon.

### **HAMMERS OF HEPHAESTUS**

*Wondrous item (smith's tools), legendary*

These ornate hammers produce sparks no matter where they strike, and once belonged to a god of smithing. You have a +3 bonus to checks made to use these smith's tools.

At the end of a long rest, you can strike a nonmagical weapon or piece of armor with these hammers to magically enhance them. If the target is a weapon, it has a +2 bonus to attack and damage rolls, and deals fire damage instead of its normal damage type. If the target is a piece of armor, the armor grants a +1 bonus to AC and resistance to fire damage. A piece of equipment enchanted in this way can't be destroyed except by magical means. This effect lasts 8 hours, or until the hammers are used on a different weapon.

## HEALING HERBS

*Wondrous item (herbalism kit), rare*

These herbs have outstanding restorative properties, and are particularly effective when brewing *potions of healing*. You have a +1 bonus to checks made to use this herbalism kit.

Additionally, *potions of healing* made with this kit heal an additional 1d4 hit points.

## HERBS OF ETERNAL LIFE

*Wondrous item (herbalism kit), legendary*

These mythical herbs are taken from the farthest corners of the Outer Realms, gathered by a demigod long lost to history. You have a +3 bonus to checks made to use this herbalism kit.

Additionally, *potions of healing* made with this kit heal the maximum possible amount of hit points. For instance, a potion that heals 2d4 + 2 hit points always heals 10.

## HERBS OF POTENCY

*Wondrous item (herbalism kit), very rare*

These potent herbs, though poisonous in the wrong hands, can brew potions of unnatural strength. You have a +2 bonus to checks made to use this herbalism kit.

Once per day, you can use this kit to enhance a *potion of healing*. The chosen potion temporarily increases in rarity by one step. For instance, a common *potion of healing* becomes an uncommon *potion of greater healing*. This effect lasts for 8 hours, after which the potion returns to its normal rarity.

## ILLUSORY DISGUISE KIT

*Wondrous item (disguise kit), rare*

This disguise kit is full of enchanted

scarves, magic makeup, and other minor wonders. You have a +1 bonus to checks made to use this disguise kit.

As an action, you can invoke the magic of the kit to cast *disguise self* on a creature within 5 feet of you. This is a special casting of the spell, and lasts for 4 hours, or until dispelled as a bonus action.

Once you use the kit in this way, you can't do so again until the next dawn.

## LOCKING PICK

*Wondrous item (thieves' tools), rare*

This pick, contrary to its appearance, is more useful at locking things than unlocking them. You have a +1 bonus to checks made to use these thieves' tools.

The pick has 3 charges. As an action, you can expend one charge and touch the pick to an unlocked object or entryway and cast the *arcane lock* spell on it.

The pick regains 1d3 charges daily at midnight.

## MASK'S VENOMOUS VIALS

*Wondrous item (poisoner's kit), legendary*

This set of vials and powders is rumoured to have once belonged to Mask, the god of shadows and thieves. You have a +3 bonus to checks made to use this poisoner's kit.

Additionally, poisons made with this kit deal the maximum possible amount of damage. For instance, a poison that deals 1d8 poison damage always deals 8 damage.

## PEN OF FORGERY

*Wondrous item (forgery kit), rare*

This pen, though mundane at a glance, has a tip forged from delicate mithril shards. You have a +1 bonus to checks made to use this

pen as a forgery kit.

The pen has 3 charges. As an action, you can expend one charge and cast the *illusory script* spell, using the pen's endless well of ink as the spell's material component.

The pen regains 1d3 charges daily at dawn.

## **POWDERS OF ARROWCRAFT**

*Wondrous item (alchemist's supplies), rare*

These powders, measures, and other alchemical tools are lightly dusted with ash, as if always within arm's reach of a fire or explosion. You have a +1 bonus to checks made to use these alchemist's supplies.

You can use these supplies to craft arrows with exploding heads. Over the course of 4 hours, and expending 50gp worth of materials, you turn one bolt or arrow into explosive ammunition. This ammunition deals an additional 2d8 fire or acid damage on a hit (your choice when you craft it).

## **SPYING CARDS**

*Wondrous item (playing cards), very rare*

This deck of cards appears to be hand-painted, with a startling amount of detail on the face cards in particular. When you find this deck, it has 4 face cards—a king, a queen, a jack, and a joker. As an action, you can place one of these face cards on a surface, in a pocket, against a wall, or in some other inconspicuous place.

While that card is intact, you can use an action to cast a limited version of the *arcane eye* spell without the need for spell slots or material components. This spell allows you to see through the eyes of the card. You cannot move the sensor, though your perspective can change if the card itself is

moved in some way. You also cannot look behind the card. If the card's eyes are struck through, inked over, or otherwise damaged in some way, you can no longer see through this sensor, though a torn card with intact eyes can still function normally.

Only one card can be active in your deck at a time. If you fail to retrieve a card, or a card is destroyed, you can activate a different card, but the last is rendered mundane and can't be seen through unless it is retrieved and placed with the deck again.

## **THIEVES' DAGGER**

*Weapon (dagger), rare*

This thin and crooked daggers, designed by thieves and assassins with limited pocket space, doubles as a lockpicking set. You have a +1 bonus to attack and damage rolls made with this dagger, as well as checks made to use this dagger as a set of thieves' tools.

## **TINKER'S TOOLS OF ANIMATION**

*Wondrous item (tinker's tools), rare*

These tools are bestowed with a lively magic, and sometimes twist and turn of their own volition, determined to make a mess of things. You have a +1 bonus to checks made to use these tinker's tools.

You can use these tools to create a small mechanical companion. As an action, you can touch one Tiny, nonmagical object and cast the *tiny servant* spell on it. The servant looks mechanical in nature, its limbs made of a shiny brass and full of clockwork components.

Once you use the tools in this way, you

can't do so again until the next dawn.

## TRANSFIGURING DICE

*Wondrous item (dice set), rare*

These dice are carved of a yellowing bone, and their inked spots are in places almost unreadable.

These dice function as a normal set of gaming dice. However, certain combinations of rolls cause the dice to transform into creatures. As an action, you can roll 2d6 an attempt to transform the dice, as described below. The transformed dice creatures are unaligned, cannot be commanded, and are neither friendly nor hostile. Once the creature is slain, it returns to the form of dice, and cannot transform again for 24 hours.

**Snake Eyes.** If you roll two 1's, the dice transform into a giant poisonous snake.

**Dog Eyes.** If you roll any combination that equals 4, the dice transform into a death dog.

**Spider Eyes.** If you roll any combination that equals 8, the dice transform into a giant spider.

**Crab Eyes.** If you roll any combination that equals 10, the dice transform into a giant crab.

**Scorpion Eyes.** If you roll two 6's, the dice transform into a giant scorpion.

**No Eyes.** If you roll any other combination of numbers, the dice remain in the form of dice.

## WAND OF JEWELING

*Wand, uncommon*

This wand is plated with gold and has a small ruby set into its palm. Over the course of 1 minute, you can hold the wand to a gem set into a piece of jewelry, causing it to

spring free of its metal housing. Alternately, you can hold a gem to a piece of jewelry and touch it with the wand, causing the metal to fold around it into the shape of a metal housing, adhering it to the jewelry.

## WEAVING WAND

*Wand, uncommon*

This wand resembles a knitting needle, only made of wood and carved with a small rune. Over the course of 1 hour, you can run the wand over the seams of a piece of clothing and change its size. You may increase the size of the clothing one category to a maximum of size Large, or decrease its size one category to a minimum of size Small. Clothing beyond these limitations can't be affected by the wand. If you wish to change the size of a piece of clothing by more than one size category, you must take an hour for each category you move through.

The rare variant of this wand can increase clothing to size Huge, or decrease clothing to size Tiny.