



OLD GUS' ERRATA:
ITEMS AND ARTIFACTS

DUNGEONS & DRAGONS®

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Designer's Notes

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This document provides new magical items to supplement *Dungeons & Dragons* 5th Edition. This material is not officially part of the game and isn't permitted in *Dungeons & Dragons* Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

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Spells appear in the *Player's Handbook* on page 211.

SCAG denotes a spell appearing in the *Sword Coast Adventurer's Guide* on page 142.

XGE denotes a spell appearing in *Xanathar's Guide to Everything* on page 150.

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**OLD GUS' ERRATA:
ADDITIONAL PLAYER OPTIONS**



Illustration by Benedict Odom

AMULET OF THE UNBURNT

Wondrous item, rare

This amulet hangs from a simple gold chain, and features a black stone at the center. If the wearer is subjected to an attack or spell that would deal fire damage, they can use their reaction to absorb any flames that would harm themselves, absorbing them into the amulet. The amulet can absorb a maximum of 21 (6d6) fire damage on behalf of the wearer. When this limit is reached, the amulet provides the wearer with resistance to fire damage.

The amulet remains pleasantly warm, slowly discharging any heat it has absorbed. Each day at dawn, roll 6d6 for the amount of absorbed fire damage that has been harmlessly discharged from the amulet.

APPRENTICE'S DUELING ROBE

Wondrous item, uncommon (requires attunement by a sorcerer, warlock or wizard)

This set of periwinkle robes is made from a high-quality wool bearing a large embroidered patch in the shape of a shield over the left breast. When you cast a 1st-level spell or higher while wearing the robes, you gain a +1 bonus to your Armor Class and saving throws until the start of your next turn.



Illustration by Elvira Shatunova

AVIAN CONSTRUCT

Wondrous item, rare

This item takes the form of a delicate, aerodynamically sound mechanical bird or dragon. An inconspicuous button under its left wing activates its reactor. After a few seconds, it becomes active and aware, and imprints upon the first individual it senses. For the duration, it obeys their commands.

Deduct the time the avian construct is active, in increments of 1 minute, from its reactor's maximum operation duration of 2 hours. Pressing the button underneath the left wing again deactivates it. The Avian Construct is unable to deactivate itself. For each uninterrupted period of 12 hours the reactor remains inactive, it regains 1 hour of operation. If the reactor is completely depleted, the avian construct loses its imprint. If not, it remains imprinted on the same individual the next time it is activated.

While inactive, the avian construct is unconscious, restrained and incapacitated. While active, the avian construct shares statistics of a hawk, except that it is a construct instead of a beast, and it understands Common, but cannot speak, and it has one additional bonus action:

Record/Playback. The avian construct records up to 1 minute of what it sees and hears. It can play that recording back as three-dimensional illusion if the individual it is imprinted upon presses an inconspicuous button hidden underneath its right wing. The recorded illusion is played back at a scale of 1:10. These recordings are immediately erased if its reactor is depleted.

If the avian construct is reduced to 0 hit points, it can be repaired with 50g of materials, 1 hour of labor and a successful DC 15 check made with tinker's tools.



Illustration by gailee

BALTHAZAAR'S BIG BORING BOOK

Wondrous item, very rare

A leather-bound book with a marvelously detailed cover: two dragons locked in a battle, one cast in silver, the other in gold.

Lulling Allure. An unoccupied (not in combat or otherwise immediately preoccupied with a task) humanoid that can read and gazes directly at the cover must succeed a DC 14 Wisdom saving throw or be compelled to open the book and read it. The reader is at first completely engrossed by the book's contents, but after 1 minute, they grow increasingly disaffected and bored. The reader must then succeed a DC 14 Wisdom saving throw at disadvantage or fall asleep for 1d8 hours. The book can only affect a creature once.

BARBED WHIP OF CRUELTY

Whip, rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The heavy metal construction removes the *Finesse* property. Attacks made with this whip must use your Strength for the attack and damage rolls.

Cruel Barbs. When you hit a creature with this whip, its barbs deal an additional 1d6 slashing damage to the target.

BEGUILING HOOP

Wondrous item, common

A 1-inch diameter gold hoop earring, engraved with a series of braided, twisted mouths. The earring has 2 charges and regains 1d2 expended charge daily at dawn.

When you make a Charisma (Persuasion or Intimidation) check, you can expend 1 charge to adding additional 1d4 as a bonus to the roll.



Illustration by Максим Студеникин



Illustration by Inkary

BLADE OF THE FIFTH WIND

Shortsword, legendary (requires attunement by a monk)

You have a +2 bonus to attack and damage rolls with this magic weapon.

Lighter as a Feather. While attuned the sword, and it is on your person, you gain the following benefits:

- You do not need to breathe.
- You are cannot be deafened by windy conditions, nor do they impede your movement.
- You have advantage against any saving throw that would result your being knocked prone.
- You are immune to falling damage.
- Your movement speed increases by 10 feet.

The Fifth Wind. Additionally, while the sword is in your hand, you can use your ki to duplicate the effects of certain spells, using Wisdom as your spellcasting ability:

- You can cast the *Sword Burst* cantrip.
- When you make an unarmed strike, you can choose to cast the *Gust* cantrip instead.
- You can spend 2 ki point to cast *Jump*.
- You can spend 3 ki points to cast *Gust of Wind* or *Warding Wind* ^{XGE}.
- You can spend 4 ki points to cast *Fly*.
- You can spend 6 ki points to cast *Steel Wind Strike* ^{XGE}.

Windy Servant. As an action, you can spend 6 ki points to create an *Air Elemental*. You concentrate, as if concentrating on a spell, and for the duration, you are in complete control of the elemental, which takes its turn immediately after yours. If your concentration is broken, the elemental disappears. You can maintain concentration on the elemental for up to 1 hour, after which it dissipates. The DM has the elemental's statistics.

BOOTS OF FLEET FEET

Wondrous item, common

A pair of supple red leather boots with silver laces. The boots have 1d4 charges, and once expended, the silver and blue fade, becoming a mundane, if well-made set of leather boots.

As an object interaction, you can click your heels together and expend 1 charge, doubling your movement speed and the distances you can cover making a long or high jump until the start of your next turn.



Illustration by Harkalé Linaï

CANDLE OF STUDIOUS DEVOTION

Wondrous item, very rare

Found in bundles of 1d4 candles bound by an orange silk ribbon. If you prepare spells during a long rest by the light of this candle, you gain one additional spell slot each of 1st and 2nd-level for 24 hours. Up to two creatures can benefit from the candle's effect simultaneously. Once consumed, the candle melts into a puff of purple smoke and disappears.

CANDLE OF WILLFUL FLAME

Wondrous item, common

When lit, this candle hisses and sparkles, shedding bright light in a 5-foot radius, and dim light for an additional 10 feet. The candle burns, but does not consume itself.

The candle has 12 hit points and is capable of making saving Constitution saving throws against any attempt to snuff out its flame at +4 bonus. The flame can be doused if it is completely submerged in an inflammable liquid.

CHANNELER'S RING

Wondrous item, uncommon

A copper ring with a small clear gem that shimmers slightly, even in the dark. It is crudely crafted, showing scuffs and scratches abound along its crude loop. Yet there is something quaintly charming about its simple design.

The ring can be attuned to a single cantrip the wearer knows, increasing any damage it deals by 1.



Illustration by Oxana Zelenskaya

CLOUDSTONE

Wondrous item, very rare

Activating this stone seeds the sky with moisture, creating thick rain clouds within 5 miles of it for 8 hours. The stone must be outdoors with a clear path to the sky to be activated.

Once activated, the stone changes the current weather conditions, which are determined by the DM based on the climate and season, moving them toward a heavy rainstorm. It takes 1d4 minutes for the new conditions to take effect. Once they do, another 1d4 minutes passes before the change again. After 2 hours of rainfall, the stone consumes itself, and the weather gradually returns to normal.

Stage	Effects of Change on Weather
1	Light clouds
2	Overcast
3	Drizzling rain
4	Steady rain
5	Torrential rain



Illustration by Tom Sharp

HAT OF HIRSUTISM

Wondrous item, rare (requires attunement)

A handsome pink hat with a jaunty yellow feather.

Hirsute Curse. The moment you don this hat, it begins to cause your body's hair to grow at ten times its normal rate until you have a fantastic and unruly mane around your entire body. As your hair grows, you are enthralled by the combination of the hair and hat, and are unwilling to remove either until you are targeted by the Remove Curse spell or similar magic.

HANDYMAN'S SLEDGE

Warhammer, rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Shrink. While holding the hammer, you can press a button just above its leather grip as a bonus action. Pressing the button shrinks the hammer down to the size and inconspicuous appearance of a carpenter's hammer. For the duration, the hammer can be used as a part of carpenter's tools, granting a +1 to checks made with them. It still usable as a weapon while reduced, but its damage dice are reduced to 1d4. Pressing the button a second time restores the hammer to its full size.

DANDY DAN'S DAPPER DUDS

Wondrous item, very rare (requires attunement)

You gain a +1 bonus to AC while wearing this enchanted set of garments and no armor. It includes a pair of slacks, a jacket, a shirt, and an array of optional accessories: a vest, a tie, a tie clip, a pocket square, a pair of cufflinks, a pair of socks, and a pair of shoes. The garments have 4 charges, and regain 1d4 charges daily at dawn.

If you remove the clothes, you can expend 1 charge and speak the command word, and the garments will clean and mend themselves (as if casting the *Prestidigitation* and *Mending* cantrips upon themselves). After 1 hour, the garments neatly press, fold and, (if a suitable peg or hangar is available) hang themselves.

As an action, you can expend 2 charges and can speak the clothing's command word to alter the garments' appearance, fabric choice, or details, for example: adding a frilled cuff to a shirt, change the jacket from velvet single-breasted to pinstripe linen double-breasted, and the tie from a paisley cotton to a solid silk. The retailoring process takes 1 hour.

As an action, you can expend 3 charges to cast the *Enhance Ability* spell on yourself.



Illustration by Vertry

JAR OF BEASTLY STINK

Wondrous item, uncommon

A small tub of jelly that reeks of animal musk. When the handful of jelly is removed and applied to an object or person, the smell will frighten off small beasts, but attract medium to large rutting beasts within a 1-mile radius. The first time a humanoid comes within 10 feet of the source of the smell, they must succeed a DC 10 Constitution save or retch, becoming incapacitated for 1 round. The musky smell lasts for 24 hours.

LIFE-DRINKER HILT-CLOTH

Wondrous item, rare (requires attunement)

A dark red velvet hilt-cloth which can wrap around the grip of a weapon. Once wrapped, a wielder can attune the cloth and weapon to themselves by gripping the handle and leaving the deadly parts of the weapon lodged in their flesh for 1 hour, dealing the weapon's damage die.

Once attuned, the weapon deals an additional 1 necrotic damage. However, this enhancement does not render a non-magical blade magical.

Drink Life. The weapon has one charge and it regains it daily at dawn. When you reduce a creature to 0 hit points with this weapon, you can use your reaction to heal for a number of hit dice equal to your proficiency bonus.

MAESTRO MARVIN'S MARVELOUS MIXER

Wondrous item, uncommon (requires attunement)

A large wooden spoon with a small red crystal affixed to the end of the handle. When the spoon is placed into a bowl or cauldron, speaking its command word will cause the spoon to autonomously mix and stir the contents at your direction. It cannot stir with more force than the Mage Hand spell is able to generate, and it ceases to function if removed from its assigned bowl or container.



Illustration by Tom McLean

PIPES OF MASS DISTRACTION

Wondrous item, uncommon

These large bladder-pipes are beautifully made from a rich mahogany wood, artfully carved and centered on a green silk-covered bladder and bellows. The pipes can be played normally by anyone proficient with pipe instruments. The pipes have 3 charges and recover 1 charge daily at dawn.

In addition to playing them normally, you can use your action and expend a charge to produce a blaring, loud sound from the pipes, which is audible within 500 feet. The sound does no damage, but any spellcaster maintaining a concentration spell within a 100-foot radius of the awful noise must make a DC 14 Constitution saving throw or lose their concentration.

PSIONIC CIRCLET

Wondrous item, very rare (requires attunement by a creature with an Intelligence score of at least 13)

While wearing this circlet, you can know the Mage Hand cantrip. The circlet has 6 charges and regains 1d6 charges daily. You can use an action to expend 1 or more of its charges to cast one of the following spells from it: *Tenser's floating disk* (1 charge), *calm emotions* (1 charge), *detect thoughts* (2 charges), *mind spike* (2 charges, plus 1 charge per additional spell level, up to 4th), *telekinesis* (5 charges).

The spells have a DC of 14, or 8 + your proficiency bonus + your Intelligence modifier, whichever is higher.



Illustration by Lee Smith

STORMBOW

Weapon (any bow), very rare (requires attunement)

You have +2 bonus to ranged attack and damage rolls with this magic weapon. The weapon itself is a fine copper-alloy bow with delicate engravings of lightning bolts cast in gold along the limbs. The handle is thick, insulated rubber. The bow has 4 charges and recovers 1d4 charges each day at dawn.

Lightning Arrow. Whenever you make a ranged weapon attack with the bow, you can expend 1 charge to imbue the fired arrow with lightning. If it hits, lightning arcs between the bow and the target. The target takes the attack's normal damage, and each creature occupying a space between you and the target must make a DC 15 Dexterity saving throw, 2d6 lightning damage on a failure, or half as much on a success.

RETURNER'S SHIELD

Shield, legendary (requires attunement)

While holding this circular, lightweight, and perfectly balanced adamantine shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You have a +3 bonus to attack and damage rolls made with this shield when using it as a weapon.

A clever thumb trigger on the shield's mounting brace allows the disc to be detached to detached from the brace or re-summoned to it using your bonus action.

The shield has 6 charges for the following properties. It regains 1d6 charges daily at dawn.

Block. If you aren't incapacitated, you can expend 1 charge to add the shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

Shove. When you take the attack action on your turn, you can use your bonus action and expend 1 charge to attempt to shove a creature. When you do, add the shield's AC bonus to your Strength (Athletics) check.

Smash. When you take the attack action on your turn, you can use your bonus action and expend 1 charge to make a melee weapon attack with the shield. If it hits, it deals 1d8 bludgeoning damage.

Reflect. When a creature misses you with a ranged attack, you can use your reaction and expend 2 charges to redirect the attack toward another creature. Make a ranged attack against a creature you can see within 30 feet of you. If it hits, the creature becomes the target of the triggering attack.

Ricochet. You can use your bonus action and expend 2 charges to make a ranged weapon attack against a creature you can see within 45 feet of you. If it hits, the shield deals 1d8 bludgeoning damage. You concentrate (as if on a spell), and for the next 1 minute, you can use your bonus action on your turn to command the shield to attack another creature, or to return to the mounting brace. For the duration, you can your hand freely, but do not benefit from the shield's AC bonus. If your concentration is interrupted, the shield falls to the floor.



Illustration by Limin Studio

REBUKING SHIELD

Wondrous item, rare (requires attunement by cleric or paladin)

While holding this finely crafted from a hardwood shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. The shield has 3 charges and regains 1d2+1 expended charge daily at dawn.

Rebuke the Unholy. If an undead or fiend creature misses you with an attack, you may use your reaction and expend one charge to deal 1d6 radiant damage to your attacker, and shove them if you wish.

RING OF SOLAR SYMBIOSIS

Wondrous item, common (requires attunement)

An adamantine loop with an elegant insignia of the sun. The ring has 1 charge and regains any expended charge daily at noon if the ring is exposed to direct sunlight. Any charge the ring has is immediately expended as the ring is removed from its attuned bearer.

Solar Symbiosis. You can expend 1 charge to cast the Healing Word spell at its lowest level. Use your spellcasting ability modifier if you can cast spells. If you are not a spellcaster, Wisdom is your spellcasting ability for the spell.

RING OF SPELL ABSORPTION

Ring, very rare (requires attunement)

This magical ring is adorned with an engraved brass lid with an internal chamber capable of storing a quantum of magical energy.

The ring has a maximum capacity of 2d10 charges, and it converts 1d10 expended charges back into available capacity, up to the maximum, daily at dawn. Spells absorbed into the consume capacity as charges, in accordance with the following table:

Spell Level	Charges
1st	2
2nd	3
3rd	5
4th	6
5th	7

Spell Absorption. When a creature misses you with a spell attack, or you succeed on a saving throw against a spell of 1st-5th level that is cast by a creature, you can use your reaction to attempt to absorb the spell into the ring. Spells you attempt to absorb must target you, and only you. Roll a d20 and add your proficiency bonus to the result, and contest that number against the triggering spell's attack roll or spell save DC. If you succeed, the spell is absorbed into the ring, and if your saving throw would result in you taking half damage, you instead take no damage from the spell. For example, if you attempt to absorb the *Witch Bolt* spell, and it was cast at 3rd level, the spell requires 5 charges of the ring's available capacity to absorb.

If you absorb a spell that causes the ring to exceed its available capacity, you immediately take 1d12 force damage for each charge in excess of the ring's available capacity, and the spell is not absorbed.

Release Stored Spell. As an action, you can cast one spell that has been absorbed, releasing the spell from the ring. When you do, you use the spellcasting ability as the original caster of the spell as your spellcasting ability, and it is cast at the same level it was absorbed at. The expended spell's charges become inert, and can be converted back to available capacity the following dawn.

SATCHEL OF BEASTLY TREATS

Wondrous item, rare

This leather bag is full of treats shaped like various animals. It can dispense 2 treat per day, and magically refills at dawn. Offering a beast a treat is the equivalent of casting the *Animal Friendship* spell (DC 14) upon it. Druids assuming a *Wild Shape* creatures polymorphed into beasts are immune.

If you are a proficient in the Animal Handling or Medicine skills, you can use your action to administer a treat to a beast within 20 feet of you. If the target is more than 5 feet away from you, it must succeed a DC 10 Dexterity (Acrobatics) check to catch the treat. If they succeed, they are healed for a number of hit points equal to your Wisdom modifier (minimum: 1). If they fail, the treat hits the ground and immediately vanishes. Beasts, including polymorphed creatures and Druids in a *Wild Shape* assuming the form of a beast can benefit from this healing.

SERPENT'S MAW

Weapon (any sword or scimitar), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. On the left side of the blade is an engraving of a grinning mouth.

Acidic Maw. The scimitar has 2 charges and regains 1d2 expended charges daily at dawn. As a bonus action, you can speak the command word to expend 1 charge, causing the mouth to open, revealing hideous gnarled teeth and a long, green forked tongue from within the blade's mouth. The weapon remains in its awakened state for one minute. For the duration, it deals an additional 1d6 acid damage, and gains the reach property. When used as a reach weapon, the weapon deals only its acid damage, not its slashing damage.

STERLING HELM OF SACRIFICE

Wondrous item, very rare (requires attunement)

This shining silver helm has a series of concentric circles engraved upon the forehead.

Projectile Absorption. If a creature you can see within 20 feet of you becomes the target of a nonmagical ranged attack, you can use your reaction to redirect that attack towards your head instead. If the attack hits you, it deals an additional 1d4 damage.

TARTINI'S TERRIBLE INSTRUMENT

Wondrous item (any musical instrument), legendary (requires attunement by a bard with proficiency in the instrument)

When you attune yourself to this instrument, you learn the *thunderwave* spell as a bard spell if you don't already know it.

Busker's Delight. The instrument has 6 charges and regains 1d4+2 charges daily at dawn. As an action, you can expend 1 charge to gain advantage on Charisma (Performance) checks you make while playing it for 1 hour and if you are busking or performing in an establishment during this time, you earn twice as much money as you normally would.

Fiddler's Frenzy. While holding the instrument, you can use your action to play a number of phrases equal to your proficiency bonus, making a ranged spell attack (range 50/100 feet) for each phrase you play. Each phrase that hits deals 1d4 + your Charisma modifier thunder damage, and reduces the creature's movement speed by 5 feet until the end of their next turn.

When you take the Attack action using the instrument and you hit a creature with at least one note, you can use your bonus action in one of three new ways:

Accent. Target one creature you have hit with a phrase this turn and deal one additional phrase of damage to them without the need to make an attack roll.

Tune. Tune the instrument, granting yourself advantage on the attack roll of the first phrase you play on your next turn.

Finale. Expend 3 charges and a bard spell slot of your choice to cast the *thunderwave* spell. When you do, choose a creature you hit with an accent this turn. The spell's effects are centered on the target.



Illustration by Alix Branwyn

You know, I can't even recall where I came across the damned thing. Near as I can remember, it just showed up in my pocket one day.

I kept it with me for years- racked up a tidy sum at a few card tables - until one day, I carelessly tossed the last card away without realizing what I'd done.

I still sometimes wonder where it ended up.

~Old Gus

WILD JOKER

Wondrous item, very rare (requires attunement by a creature with proficiency in a card-based gaming set)

This enchanted joker card has two charges, and regains 1d2 expended charge daily at dawn. As an action, you can expend one charge to create (or refill) a deck of 54 playing cards (an ace through king of clubs, hearts, diamonds, and spades, and two jokers). The cards are blank until drawn, dealt, or discarded, and become mundane playing cards a few seconds after being removed from the deck. Divination magic cannot reveal what order the cards are in. As long as one undrawn card from the deck remains in your possession, you can use your action and expend one charge to re-summon

any missing or destroyed cards, refilling and reshuffling the deck. You can shuffle your remaining undrawn cards as a bonus action.

While holding the undrawn cards in the deck, you gain the following benefits:

- You have advantage on checks made to play or perform with the cards. This feature only works when the deck is full.
- You know the *Sword Burst*^{SCAG} cantrip. Dexterity is your spellcasting ability for the spell, and its range is increased to 10 feet. As a part of the casting action for the spell, discard 10 cards from the top of the deck.
- While holding the deck in one hand, you can draw the top card of the deck with the other, and make ranged weapon attacks (30/60 feet) with the drawn card. Cards used for such attacks are destroyed. If you hit, the card deals damage according to its value, and of a type according to suit. If you roll a 20 on your attack roll, draw one additional card and add its damage and effects to the attack, but do not add your Dexterity modifier a second time.

Card	Damage and Additional Effects
Club	The card deals fire damage equal to its value.
Heart	The card deals cold damage equal to its value.
Diamond	The card deals acid damage equal to its value.
Spade	The card deals lightning damage equal to its value.
Jack	The target takes 1d12 damage according to its suit and has disadvantage on the first attack it makes until the end of its next turn. If it is concentrating on a spell, it makes its concentration saving throw at disadvantage.
Queen	The target takes 1d12 damage according to its suit + 1d8 radiant damage.
King	The target takes 2d6 damage according to its suit and must succeed a DC 14 Strength saving throw or be knocked prone.
Joker	The card deals 13 psychic damage. Draw two more cards. Deal the first card's damage and any additional effects to the target, and the second to yourself. You do not add your Dexterity modifier to the damage of these additional cards.

If you discard all the cards from the deck, you lose your attunement to it, and it enters the Astral Plane for 10d10 days, reappearing elsewhere on the Material Plane at location of the Dungeon Master's choosing.

Unlike other magical 1d12 weapons, the potential damage of the deck deals changes with each card removed from the deck. A clever gambler counts the cards drawn from their deck, and will use their action and the deck's charges to refill the deck strategically, ensuring a both good damage rate and hedging against pulling an inconvenient Joker or critical hit that might cause the deck to become lost.