

## Midgard 13th Age Magic Items

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| <p><b>Arbonesse Wand</b><br/>+2 bonus to damage only.<br/>When you crit with a daily spell, you can cast an at-will spell as a quick action that turn.</p> <p><i>Quirk: You carefully consider your words, weighing them for maximum impact.</i></p>  | <p><b>Cloak of Desert Night (recharge 16+)</b><br/>As a move action you briefly transform into a whirling dust-cloud and teleport anywhere nearby that dust could get into. The direction you've traveled is obvious to observers.</p> <p><i>Quirk: Incessant thirst.</i></p>                                      | <p><b>Clockwork Weapon (quick action, recharge 16+)</b><br/>For the rest of this battle or until your next critical hit, your crit range expands by the value of the escalation die.</p> <p><i>Quirk: Your words and actions are precise and unemotional, like clockwork.</i></p>  |
| <p><b>Ghost Armor (recharge 11+)</b><br/>The first time in a battle that you would take damage, you can teleport to any point nearby as an interrupt action.</p> <p><i>Quirk: You believe that you're dead. If you are undead, you believe you're alive.</i></p>                                      | <p><b>Hexenblade</b><br/>Add the +1 item bonus to hit and damage to arcane spells that you cast. Casting a ranged spell while engaged does not provoke opportunity attacks if at least one of the targets is an enemy you're engaged with.</p> <p><i>Quirk: You make sure that others keep their distance.</i></p> | <p><b>Ironcrag Shield (recharge 6+)</b><br/>Reroll any damage dice that come up 1s until they are no longer 1s.</p> <p><i>Quirk: You feel the urge to sing the dwarven battle songs of the Ironcrag. If you don't know any, you make them up.</i></p>  |
| <p><b>Mantle of The Arcanist (daily)</b><br/>As a free action, regain the use of an expended daily spell. If it is the last spell you cast, you can choose to recast it immediately as a quick action with a -2 attack penalty.</p> <p><i>Quirk: You tend to cackle at inappropriate moments.</i></p> | <p><b>Holy Gear Symbol (recharge 11+)</b><br/>Spend a recovery to recharge any magic item which has a recharge power.</p> <p><i>Quirk: You're constantly tinkering with things.</i></p>  | <p><b>Valeran Steel Sword</b><br/>+2 bonus to damage only. On a miss, choose a damage type (cold, fire, lightning, or thunder). When you next hit, your damage has that type.</p> <p><i>Quirk: You believe the ancient empire of the elves was the height of culture, civilization, and power, a topic that you try to insert into conversation whenever possible.</i></p> |