

## Mold Breaker

weapon (any melee weapon), rare

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

In addition, whenever an attack with this weapon brings a creature of CR 1 or greater to 0 hit points, if the attack dealt more damage than the creature had hit points, you gain temporary hit points equal to the excess damage dealt. Whenever you make a successful weapon attack while you have temporary hit points from this weapon, you can expend those temporary hit points to deal additional force damage equal to the amount expended.

## Rod of Magnetism

rod, rare (requires attunement)

This rod has an unnatural shine to it. While holding it, it gives the impression of permanent thrumming. The top of it is forked with two large spheres at the end, while the bottom has a third, smaller sphere.

While holding this rod, you can use your action to activate its magnetic aura, which expands in a 30-foot radius from the rod. While the aura is active, at the start of each of your turns, each metallic object that weighs less than 300 pounds is pulled 10 feet toward the rod. If the object is worn or animated (via the animate objects spell or as a construct), it must succeed on a DC 17 Strength saving throw or be pulled. Also, while within the aura, a creature wearing nonmagical metallic armor or wielding a nonmagical metallic weapon has disadvantage on all weapon attacks, Strength checks and saving throws, and Dexterity checks and saving throws.

The aura remains active for 10 minutes, until you turn it off or until you are disarmed of the rod.

Once you've activated the aura, it cannot be activated again until next dawn.



## Metallurgist's Gauntlet

wondrous item, rare (requires attunement)

The gauntlet is made of various metals, all joined together by a powerful magical essence and bound in the middle with a large blue gem – signs of ancient dwarven craftsmanship from generations past.

This gauntlet has 8 charges, and it regains 1d6+2 charges daily at dusk. You can expend charges to use any of the following features:

- **Metallic Transmutation.** You can expend any number of charges to turn that many square feet of lead, iron, copper, gold, or platinum within 30 feet of you into a different one of those materials. They return to their original state after 1 minute.
- **Metallic Manipulation.** You can expend 3 charges to cast the *heat metal* spell at 2nd level. You may expend additional charges to cast the spell at a higher level (1 charge for each level) to a maximum of 5th level. When cast in this way, the spell has a casting time of 1 bonus action.
- **Metallic Missile.** You can expend 5 charges to turn up to 10 pounds of metal within 90 of you into a missile and shoot the missile in a 60-foot long, 5-foot wide line, stopping early if it impacts against a solid surface or creature. If the missile would hit a creature, that creature must make a DC 15 Dexterity saving throw. On a failed save, the missile hits, dealing 4d8 bludgeoning damage.

