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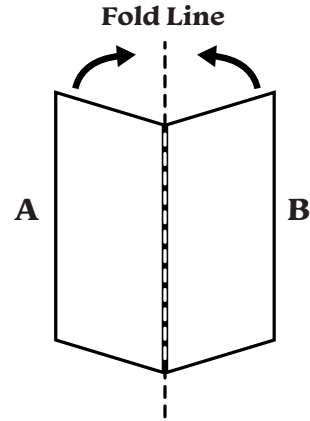
Foldable Magic Item Card

Instructions. Print out this page on a heavy weight paper (Regular printer paper may work, but could easily bend). Cut the card out carefully but do not cut along the dotted fold line. Fold the card on the dotted fold line so that side A aligns with side B. You can use a glue stick on the back of each side to adhere the sides together.

Fold Line

A   B

***Fold** the Dash*

| ***Cut** the Edges*

A

TYPE: GLOVES
RARITY: VERY RARE (REQUIRES ATTUNEMENT)

Magics that twist and manipulate the very earth on which we stand are classic, but finding ways to bind those magics to objects and allow anyone to shape them is more unique. These gloves are imparted with the same magics used to raise mighty earthen titans like marching citadels, albeit at a much smaller scale.

These gloves have a number of charges equal to the proficiency bonus of the creature that is attuned to them. During your turn, you can use an action to expend a number of charges of your choosing. Spent charges are regained after finishing a long rest and touching the gloves to earth. Each charge spent allows you to manipulate the earth around you in one of the following ways

Pillar. Choose a 5 ft. by 5 ft. area you can see within 30 ft. That area is immediately raised 10 ft. upward on an earthen pillar. Creatures standing in that area must make a DC 14 Dexterity saving throw or fall prone. The pillar lasts for 1 minute or until you dismiss it on your turn.

Wall. You mold a wall of earth and rock in an area you can see within 30 ft. The wall is up to 10 ft. wide and up to 5 ft. tall. It is always 1 foot thick. Medium and smaller creatures can take full cover behind it. Large creatures get half cover. The wall lasts for 1 minute or until you dismiss it on your turn.

Boulder. You form a boulder of earth and stone and fling it toward a creature. That creature must make a DC 14 Dexterity saving throw or take 1d6 bludgeoning damage and be pushed 5 ft. away from you.

ᴀB

B

EARTHMOVERS

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