

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide

Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +2

Type: Any Ammunition

Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +3

Type: Any Ammunition

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 400 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +1

Type: Armor: Light, Medium, or Heavy

Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +2

Type: Armor: Light, Medium, or Heavy

Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +3

Type: Armor: Light, Medium, or Heavy

Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Healing

Type: Potion

Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains $2d4 + 2$ hit points. Drinking or administering a potion takes an action.

Value: 50 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Greater Healing

Type: Potion

Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains $4d4 + 4$ hit points. Drinking or administering a potion takes an action.

Value: 150 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Superior Healing

Type: Potion

Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains $8d4 + 8$ hit points. Drinking or administering a potion takes an action.

Value: 450 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains $10d4 + 20$ hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +1

Type: Shield

Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +2

Type: Shield

Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +3

Type: Shield

Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +1

Type: Any Weapon

Rarity: Uncommon

Description

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

Value: 1000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +2

Type: Any Weapon

Rarity: Rare

Description

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

Value: 4000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +3

Type: Any Weapon

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide

Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +2

Type: Any Ammunition

Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +3

Type: Any Ammunition

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 400 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +1

Type: Armor: Light, Medium, or Heavy

Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +2

Type: Armor: Light, Medium, or Heavy

Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +3

Type: Armor: Light, Medium, or Heavy

Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Healing

Type: Potion

Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains $2d4 + 2$ hit points. Drinking or administering a potion takes an action.

Value: 50 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Greater Healing

Type: Potion

Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains $4d4 + 4$ hit points. Drinking or administering a potion takes an action.

Value: 150 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Superior Healing

Type: Potion

Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains $8d4 + 8$ hit points. Drinking or administering a potion takes an action.

Value: 450 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains $10d4 + 20$ hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +1

Type: Shield

Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +2

Type: Shield

Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +3

Type: Shield

Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +1

Type: Any Weapon

Rarity: Uncommon

Description

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

Value: 1000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +2

Type: Any Weapon

Rarity: Rare

Description

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

Value: 4000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +3

Type: Any Weapon

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide

Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +2

Type: Any Ammunition

Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +3

Type: Any Ammunition

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 400 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +1

Type: Armor: Light, Medium, or Heavy

Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +2

Type: Armor: Light, Medium, or Heavy

Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +3

Type: Armor: Light, Medium, or Heavy

Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Healing

Type: Potion

Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains $2d4 + 2$ hit points. Drinking or administering a potion takes an action.

Value: 50 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Greater Healing

Type: Potion

Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains $4d4 + 4$ hit points. Drinking or administering a potion takes an action.

Value: 150 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Superior Healing

Type: Potion

Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains $8d4 + 8$ hit points. Drinking or administering a potion takes an action.

Value: 450 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains $10d4 + 20$ hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +1

Type: Shield

Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +2

Type: Shield

Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +3

Type: Shield

Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +1

Type: Any Weapon

Rarity: Uncommon

Description

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

Value: 1000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +2

Type: Any Weapon

Rarity: Rare

Description

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

Value: 4000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +3

Type: Any Weapon

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide

Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +2

Type: Any Ammunition

Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +3

Type: Any Ammunition

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 400 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +1

Type: Armor: Light, Medium, or Heavy

Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +2

Type: Armor: Light, Medium, or Heavy

Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +3

Type: Armor: Light, Medium, or Heavy

Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Healing

Type: Potion

Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains $2d4 + 2$ hit points. Drinking or administering a potion takes an action.

Value: 50 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Greater Healing

Type: Potion

Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains $4d4 + 4$ hit points. Drinking or administering a potion takes an action.

Value: 150 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Superior Healing

Type: Potion

Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains $8d4 + 8$ hit points. Drinking or administering a potion takes an action.

Value: 450 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains $10d4 + 20$ hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +1

Type: Shield

Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +2

Type: Shield

Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +3

Type: Shield

Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +1

Type: Any Weapon

Rarity: Uncommon

Description

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

Value: 1000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +2

Type: Any Weapon

Rarity: Rare

Description

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

Value: 4000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +3

Type: Any Weapon

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide

Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +2

Type: Any Ammunition

Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +3

Type: Any Ammunition

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 400 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +1

Type: Armor: Light, Medium, or Heavy

Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +2

Type: Armor: Light, Medium, or Heavy

Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +3

Type: Armor: Light, Medium, or Heavy

Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Healing

Type: Potion

Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains $2d4 + 2$ hit points. Drinking or administering a potion takes an action.

Value: 50 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Greater Healing

Type: Potion

Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains $4d4 + 4$ hit points. Drinking or administering a potion takes an action.

Value: 150 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Superior Healing

Type: Potion

Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains $8d4 + 8$ hit points. Drinking or administering a potion takes an action.

Value: 450 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains $10d4 + 20$ hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +1

Type: Shield

Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +2

Type: Shield

Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +3

Type: Shield

Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +1

Type: Any Weapon

Rarity: Uncommon

Description

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

Value: 1000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +2

Type: Any Weapon

Rarity: Rare

Description

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

Value: 4000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +3

Type: Any Weapon

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide

Rarity: Uncommon

Description

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Value: 500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 25 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +2

Type: Any Ammunition

Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 100 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Ammunition +3

Type: Any Ammunition

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition.

Once it hits a target, the ammunition is no longer magical.

Value: 400 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +1

Type: Armor: Light, Medium, or Heavy

Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +2

Type: Armor: Light, Medium, or Heavy

Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Armor +3

Type: Armor: Light, Medium, or Heavy

Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Healing

Type: Potion

Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains $2d4 + 2$ hit points. Drinking or administering a potion takes an action.

Value: 50 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Greater Healing

Type: Potion

Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains $4d4 + 4$ hit points. Drinking or administering a potion takes an action.

Value: 150 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Superior Healing

Type: Potion

Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains $8d4 + 8$ hit points. Drinking or administering a potion takes an action.

Value: 450 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Potion of Supreme Healing

Type: Potion

Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains $10d4 + 20$ hit points. Drinking or administering a potion takes an action.

Value: 1350 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +1

Type: Shield

Rarity: Uncommon

Description

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 1500 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +2

Type: Shield

Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Shield +3

Type: Shield

Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +1

Type: Any Weapon

Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 1200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +2

Type: Any Weapon

Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 4800 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Wand of the War Mage +3

Type: Any Weapon

Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity.

In addition, you ignore half cover when making a spell attack.

Value: 19200 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +1

Type: Any Weapon

Rarity: Uncommon

Description

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

Value: 1000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +2

Type: Any Weapon

Rarity: Rare

Description

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

Value: 4000 gp

MAGICAL ITEM CARDS

PATRICK JOHNSTON DESIGNS®

Weapon +3

Type: Any Weapon

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Value: 16000 gp