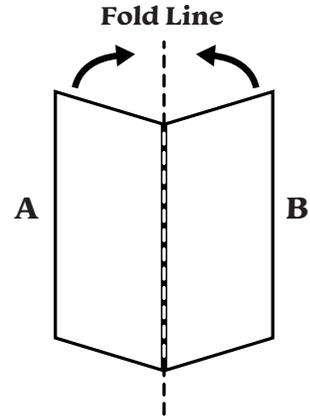


# ABYSSAL BREWS

## 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 the Dash**

**Cut the Edges**

**A**

TYPE: DAGGER  
 RARITY: **VERY RARE** (REQUIRES ATTUNEMENT BY A ROGUE)

Fissure crabs dwell in extreme conditions, finding a way to live in deep ocean volcanoes due to their extremely heat resistant shells. This dagger has seemingly been forged from the pincers of one such creature, kept alive by unknown magics. You have a +2 bonus to attack and damage rolls made with this magic weapon.

This dagger still drips the superheated remnants of a fissure crab's deadly grip. Attacks with this weapon deal an additional 1d4+1 fire damage.

While attuned to this weapon, the first time you hit a creature that is no more than one size larger than you with a sneak attack using this weapon, they must succeed on a DC 18 Dexterity saving throw or be grasped by the powerful pincers on this weapon. On a failure, the creature is restrained. While restrained in this way, they take 3d8+4 fire damage at the start of their turn. At the end of each turn, they can attempt a DC 18 Strength (athletics) check to try to break free from the grasp, becoming unrestrained on a success. While you have a creature restrained in this way, your speed becomes 0 and you cannot attempt an attack with this weapon.

AB

**B**

**MOLTEN CHELAE**

AB