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Messenger's Companion

Weapon (shortbow), rare (requires attunement)

When you shoot the messenger, the *messenger's companion* shoots back! Crafted from hearty yew, tempered steel, and a touch of magic, this unique weapon traces back to an extraordinary branch of delivery-folk with impeccable work ethic. Once wielded to help and connect others in times of need, it is nowadays more likely to be found on some eccentric collector's shelf, gathering dust.

You gain a +1 bonus to attack and damage rolls made with this weapon, which deals slashing damage instead of piercing damage. In addition, you can choose to deal no damage to a target when you make a ranged attack with this weapon.

When you use this weapon to make a ranged attack, the *messenger's companion* magically conjures a sealed letter, instead of the normal ammunition expended for a shortbow. You determine the contents of the letter, transcribed in a language you understand. Conjuring the letter is part of the attack, and any letters conjured by this weapon disintegrate after one hour or after the contents have been read, whichever comes first.

Signed, Sealed, Delivered. Reserved for the most important of deliveries, you can use the *messenger's companion* to send a letter which instantly appears near the recipient's location. The recipient's name must be known to you, and they must be on the same plane of existence as you, otherwise the letter immediately disintegrates. The letter is transcribed in a language the target understands, if any. Once used, this property can't be used again until the next dawn.

Archivist’s Ink

Wondrous item, legendary

Swirling with a range of colors and energies seemingly pooled from the myriad planes, this substance can reverse the effects of time’s passage. The ink reflects the light of the elemental planes, changing to reflect any color suitable to the painter's needs. When found, a container of this magical ink contains 1d4 ounces. One ounce of the ink can cover a 1-foot square surface, and vanishes completely after 24 hours.

A living or inanimate subject painted using this ink, at 1:1 or full-size scale, will reverse the time of the subject and restore it to its previous state, as depicted in the painting. The subject must be painted in full, not cropped, and must be painted from a reference, such as a memory, image, or physical description.

When you paint a subject, you must make a DC 15 Intelligence (Perception) check. On a success, the painting is completed perfectly, and the subject is gradually restored over the duration. On a failure, the ink used becomes ordinary, non-magical black ink and the subject remains the same.

The container can’t hold any other substance, and only the paired brush, when dipped into the still-unbroken inkwell, can lift and apply the ink. The ink dries instantly and can’t be removed once applied, and breaking the inkwell will cause all existing ink to vanish immediately.

Postmaster's Letter Opener

Weapon (dagger), rare (requires attunement)

Cast from solid brass, this letter opener has been passed down through the generations of frontier postmasters, held as a symbol of their service and position. Imbued with purposeful magic, the *postmaster's letter opener* can be used to open packages without leaving permanent damage. You gain a +1 bonus to attack and damage rolls made with this weapon.

This dagger has 5 charges. It regains 1d4+1 expended charges daily at dawn. If you expend the dagger's last charge, roll a d20. On a 1, the dagger is sucked through a tear in space and deposited in a random container on the same plane of existence.

Unboxing. When you hit an object with the *postmaster's letter opener*, and the object is a sealed space smaller than a 5-foot cube, you can use a bonus action and expend 1 charge to speak its command word and create a magical opening on its surface, as with the passwall spell. This effect is limited to a duration of 1 minute, and to the following dimensions: up to 1 foot wide, 2 feet tall, and 1 foot deep.