Summary

SHAPE	MUNDANE	MAGICAL (BRILLIANT / STEP)
Round (any weapon)	+1 to damage rolls	+1 to attack rolls
		Scores a crit. on a roll of 19 or 20
Oval (melee weapon)	You can’t be surprised	Crit. blinds enemy for 1 round
		You have advantage on initiative
Pear (ranged weapon)	Ignores up to 3/4 cover	Long range doesn't impose dis.
		Being within 5 ft. doesn't impose dis.
Marquise (focus, attun.)	+1 to spell attack rolls	+1 to the saving throw DCs of spells
		Spell attacks ignore up to 3/4 cover
Cushion (robe, attun.)	+1 to ability checks	+1 bonus to AC
		+1 to saving throws
Square (armor)	No Str requirement	Ignore dis. on Dex (Stealth) checks
		+1 to maximum Dex modifier
Rectangle (shield)	Shove as bonus action	+1 bonus to AC
		Adds its AC bonus to Dex saves

Detailed Rules

- **Round (any weapon)**: you have a +1 bonus to damage rolls made with this weapon
    - **Round Brilliant**: you have a +1 bonus to attack rolls made with this *magic* weapon
    - **Round Step**: attacks made with this *magic* weapon score a critical hit on a roll of 19 or 20
- **Oval (melee weapon)**: you can’t be surprised (except when incapacitated) while this weapon is on your person
    - **Oval Brilliant**: if you score a critical hit against a creature with this *magic* weapon, it is blinded until the end of your next turn

    - **Oval Step**: you have advantage on initiative rolls while this *magic* weapon is on your person

- **Pear (ranged weapon)**: attacks made with this weapon ignore half cover and three-quarters cover

    - **Pear Brilliant**: attacking at long range doesn't impose disadvantage on attack rolls made with this *magic* weapon

    - **Pear Step**: being within 5 feet of a target doesn’t impose disadvantage on attack rolls made with this *magic* weapon

- **Marquise (spellcasting focus, requires attunement)**: you gain a +1 bonus to spell attack rolls while holding this spellcasting focus

    - **Marquise Brilliant**: you gain a +1 bonus to the saving throw DCs of your spells while holding this spellcasting focus

    - **Marquise Step**: you ignore half cover and three-quarters cover when making a spell attack while holding this spellcasting focus

- **Cushion (robe, requires attunement)**: you gain a +1 bonus to ability checks while wearing this robe

    - **Cushion Brilliant**: you gain a +1 bonus to AC while wearing this robe

    - **Cushion Step**: you gain a +1 bonus to saving throws while wearing this robe

- **Square (armor)**: if the armor would normally have a Strength requirement, this engraved version doesn't

    - **Square Brilliant**: if the armor would normally impose disadvantage on Dexterity (Stealth) checks, this engraved version doesn't

    - **Square Step**: the maximum Dexterity modifier you can add to your AC while wearing this armor increases by 1

- **Rectangle (shield)**: if you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with this shield

    - **Rectangle Brilliant**: in addition to this shield's normal bonus to AC, you have a +1 bonus to AC while holding it

    - **Rectangle Step**: if you aren't incapacitated, you can add this shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you