

Spider Charm

NAME

Charm

CATEGORY

- N

RARITY ATTUNE

NOTES

This charm allows you to cast the *spider climb* spell as a bonus action targeting yourself. The spell lasts for an hour without you needing to maintain concentration.

Once used three times, this charm vanishes from you.

BONUS

SAVE DC

3

CHARGES

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CHARGES

The Chronicle

NAME

Wondrous item

CATEGORY

A N

RARITY ATTUNE

NOTES

A human-sized, black diamond of polished obsidian stands silently on its point. Three parallel lines of neon blue, green, and pink run down its center into three hand-sized holes in the ground. Touching *The Chronicle* causes a creature to relive vivid experiences from its past. That creature must pass a DC 18 Cha save or be stunned for 1d4 rounds. After that, whether the creature passed or failed, it is immune to this effect for the next 24 hours.

The Chronicle has three power cores. If each of its power cores is placed into the matching holes in front of it, it activates. While *The Chronicle* is activated, a creature can touch it and command it to undo any single event that occurred within the last 1,000 years that has a plausible alternative outcome. For example, *The Chronicle* can undo the birth of an enemy or the casting of an apocalyptic spell. *The Chronicle* enacts the command and the multiverse adjusts to this new reality as determined by the GM. After *The Chronicle* completes its commanded task, its power cores rocket away in three random directions. *The Chronicle* and its three power cores then go inert for 1,000 years and cannot be used.

BONUS

SAVE DC

18

CHARGES