

Blue Power Core

NAME

Wondrous item

CATEGORY

L

RARITY

N

ATTUNE

NOTES

This hand-sized, round tube with pointed ends glows neon blue and is unexpectedly heavy.

This magical object is one of three power cores that activates *The Chronicle*.

The blue power core magically enhances arcane power. Under circumstances determined by the GM, it can double the numerical effects of a spell, magic item, or magical ability.



BONUS



SAVE DC



CHARGES

Crystal Ball of True Seeing

NAME

Wondrous item

CATEGORY

L

RARITY

Y

ATTUNE

NOTES

While touching this crystal ball, you can cast the *scrying* spell (save DC 17) with it. While scrying with the crystal ball, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also use an action to cast the *suggestion* spell (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *suggestion* duration, but it ends if scrying ends. Once used, the *suggestion* power of the crystal ball can't be used again until the next dawn.



BONUS



17

SAVE DC



CHARGES

Green Power Core

NAME

Wondrous item

CATEGORY

L

RARITY

N

ATTUNE

NOTES

This hand-sized, round tube with pointed ends glows neon green and is unexpectedly heavy.

This magical object is one of three power cores that activates *The Chronicle*.

The green power core magically imbues higher consciousness. Under circumstances determined by the GM, it can permanently raise a creature's Intelligence score by 12 points if the creature's Intelligence score is 6 or lower.



BONUS



SAVE DC



CHARGES

Immovable Rod

NAME

Rod

CATEGORY

U

RARITY

N

ATTUNE

NOTES

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.



BONUS



SAVE DC



CHARGES

Pink Power Core

NAME

Wondrous item

CATEGORY

L

RARITY

N

ATTUNE

NOTES

This hand-sized, round tube with pointed ends glows neon pink and is unexpectedly heavy.

This magical object is one of three power cores that activates *The Chronicle*.

The pink power core magically affects the flow of time. Under circumstances determined by the GM, the pink power core can be used to stop, reverse, or speed time for 1d6 rounds.



BONUS



SAVE DC



CHARGES

Potion of Mind Reading

NAME

Potion

CATEGORY

R

RARITY

N

ATTUNE

NOTES

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.



BONUS



13

SAVE DC



CHARGES

Potion of Superior Healing

NAME

Potion

CATEGORY

R

RARITY

N

ATTUNE

NOTES

You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated.



BONUS



SAVE DC



CHARGES

Potion of Superior Healing

NAME

Potion

CATEGORY

R

RARITY

N

ATTUNE

NOTES

You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated.



BONUS



SAVE DC



CHARGES