

## Spider Charm

NAME

Charm

CATEGORY

-

RARITY

N

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

RARITY

N

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