

# Wild Elemental Shards

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<https://www.dndbeyond.com/magic-items/7659958-wild-elemental-shards>



*Wondrous Item, rare*

This crackling crystal contains the essence of an elemental plane. As an action, you can attach the shard to a Tiny object (such as a weapon or a piece of jewelry) or detach it. It falls off if your attunement to it ends. You can use the shard as a spellcasting focus while you hold or wear it.

When the shard is attached to a weapon or being used as a spell-casting focus, and the hit is successful, the wielder can use their reaction to roll for a random elemental effect to occur immediately after a successful casting or hit.

d4	Elemental Type
1	<b>Air:</b> You can immediately fly up to 20 feet without provoking opportunity attacks.
2	<b>Fire:</b> If it was a spell cast, the target takes an additional 1d4 <b>Fire Damage</b> if the damage was type was Fire do an additional 1d4 <b>Fire Damage</b> . If it is a weapon hit, the target gets dealt an additional 1d6 <b>Fire Damage</b> .
3	<b>Water:</b> You create a wave of water that bursts out from the shard in a 10-foot radius. Each creature of your choice that you can see in that area takes 1d6 <b>Cold Damage</b> and must succeed on a Strength saving throw against a DC 14 or be pushed 10 feet away from you and fall prone.
4	<b>Earth:</b> You gain resistance to a damage type of your choice until the start of your next turn.