

ETERNAL RETURN LOCKET

*When you hold the stone, a slight vibration runs through the air, as if time itself is trying to touch, but cannot reach you. The locket allows its wearer to stand outside the time flow of the dungeon.*

WONDROUS ITEM, VERY RARE

REQUIRES ATTUNEMENT BY MAKING TEMPORAL CHANGES

ETERNAL RETURN LOCKET

Using an action, you and all the creatures you choose in a range of 30 ft. (including any items they were carrying) return in time inside "Hjoölvir's sima". The item then discharges and temporarily loses its magical properties.

To regain its magical properties, the bearer must travel between the timelines within Hjoölvir's sima.

WONDROUS ITEM, VERY RARE

REQUIRES ATTUNEMENT BY MAKING TEMPORAL CHANGES

GOODBERRY HAT

*A single, luscious berry hangs from a slender stalk atop this magical hat, looking always ready to be eaten.*

A creature can pluck and eat the berry as an action. Eating the berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berry loses its potency if it hasn't been consumed within 1 hour after being plucked.

If the berry is plucked, a new berry grows on the stalk at the next dawn.

WONDROUS ITEM, COMMON

GOODBERRY HAT

WONDROUS ITEM, COMMON

CHARDALYN MASTER ORB

*A perfect sphere made of pure polished chardalyn, etched with arcane runes that pulse with a faint, eerie glow.*

Each orb is created alongside its corresponding construct, forging a unique bond between the two.

While holding the sphere, the attuned creature can use an action to telepathically command the bonded chardalyn construct within 120 feet.

WONDROUS ITEM, VERY RARE

REQUIRES ATTUNEMENT BY A CREATURE WITH AN INTELLIGENCE SCORE OF 16 OR HIGHER

CHARDALYN MASTER ORB

The construct follows these commands to the best of its ability.

If the sphere is lost or destroyed, the construct becomes uncontrolled and acts on its last given order.

The attuned creature must train with the construct to master its intricacies. Failing to do so can lead to physical and mental exhaustion, leaving the user vulnerable and drained after intense commands.

WONDROUS ITEM, VERY RARE

REQUIRES ATTUNEMENT BY A CREATURE WITH AN INTELLIGENCE SCORE OF 16 OR HIGHER

RING OF WARMTH

*This beautifully crafted wooden ring is lined with soft, white fur on the inside, providing both comfort and a touch of elegance.*

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

WONDROUS ITEM, UNCOMMON

REQUIRES ATTUNEMENT

RING OF WARMTH

WONDROUS ITEM, UNCOMMON

REQUIRES ATTUNEMENT