



made to hide, and imposing disadvantage on attack rolls against you. Once you use this feature of the *dimensional loop*, it cannot be used again until the next dawn.

Fold Space. Choose a space you can see within 60 feet of you (no action required). You treat that space as if it were within 5 feet of you until the end of your turn. This allows you to move immediately to that space without provoking opportunity attacks, or to interact with objects or creatures in that space as though they were next to you (including allowing you to make melee attacks into that space). Once you use this feature of the *dimensional loop*, it cannot be used again until the next dawn.

Part of a Whole. While this component is not installed in the *Orrery of the Wanderer*, its magic might function sporadically or with unpredictable side effects, as determined by the DM.

FAR GEAR

Wondrous item, very rare (requires attunement)

While attuned to this device, you have a +1 bonus to Charisma saving throws, and you have advantage on Charisma (Intimidation) checks.

Aberrant Ally. You can conjure an aberrant creature from the chaos of the multiverse to serve you. This functions as the *conjure celestial* spell (no concentration required), except the creature you summon is an aberration of challenge rating 4 or lower. Once you use this feature of the *far gear*, it cannot be used again until the next dawn.

Unnatural Bane. You can cast the *bane* spell (save DC 15), which affects any number of creatures within range for 1 minute. Once you use this feature of the *far gear*, it cannot be used again until the next dawn.

Part of a Whole. While this component is not installed in the *Orrery of the Wanderer*, its magic might function sporadically or with unpredictable side effects, as determined by the DM.

ROTOR OF RETURN

Wondrous item, very rare (requires attunement)

While attuned to this device, you have a +1 bonus to Constitution saving throws. You periodically receive flashbacks of old memories, and you can unerringly recall any event that took place within the previous 30 days.

Borrow Object. You name a mundane item with a value of 50 gp or less and it appears in your hand or at your feet. This can be any item that appears in chapter 5, "Equipment," of the *Player's Handbook*, or any similar item selected with the DM's permission. The summoned item is transported to you from somewhere else in the world, but it is generic in nature, so that you might call for a longsword but you cannot borrow a specific creature's longsword. The item vanishes 10 minutes after it appears. Once you use this feature of the *rotor of return*, it cannot be used again until the next dawn.

Recall Code. As an action, you can set your current location as a point of return locked to the rotor. Anytime thereafter, you can use a bonus action to teleport to the rotor's point of return as long as you are within 500 feet of that point. Once you use the *rotor of return* to teleport, this feature cannot be used again until the next dawn.

Part of a Whole. While this component is not installed in the *Orrery of the Wanderer*, its magic might function sporadically or with unpredictable side effects, as determined by the DM.

TIMEPIECE OF TRAVEL

Wondrous item, very rare (requires attunement)

While attuned to this device, you have a +1 bonus to Dexterity saving throws and you always know which way is north. Additionally, you can cast the *longstrider* spell on yourself at will.

Turn-by-Turn Directions. You can name any location within 10 miles of your current location that is known to at least one creature also within 10 miles of that location (including you). Once you name the location, a disembodied voice heard only by you provides directions to the location by the safest, most direct route. The voice knows to avoid natural hazards, so that it does not send you through trackless wilderness or into a lake. But it has no knowledge of or ability to help you avoid monsters, enemies, traps, locked doors, and the like.