

ARTIFACTS & CURIOSITIES

An Inktober-inspired Sourcebook



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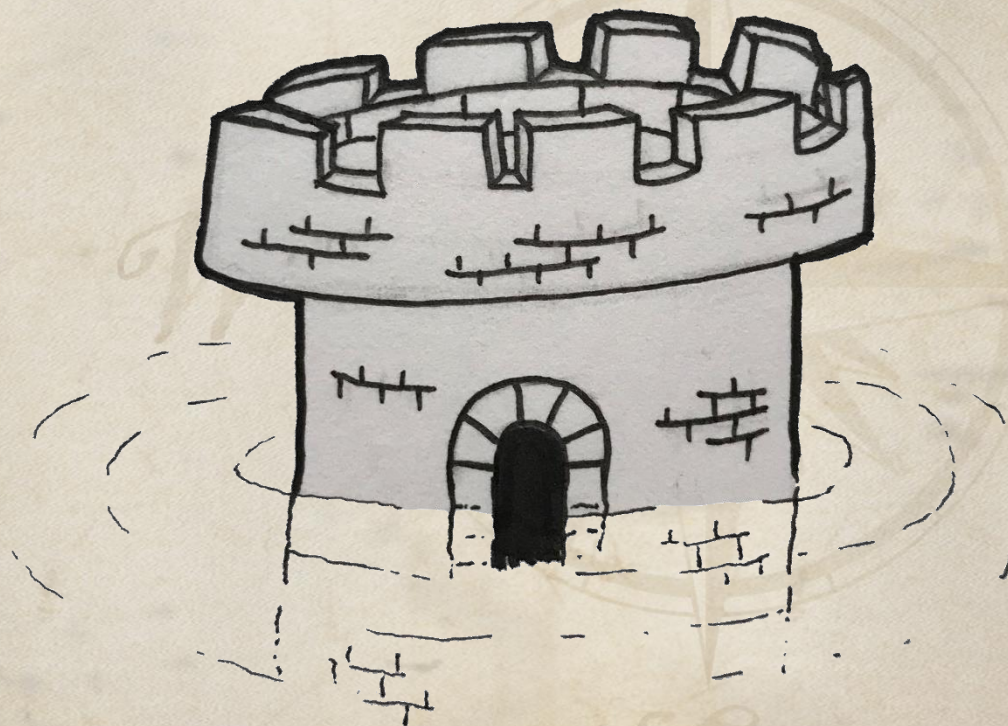
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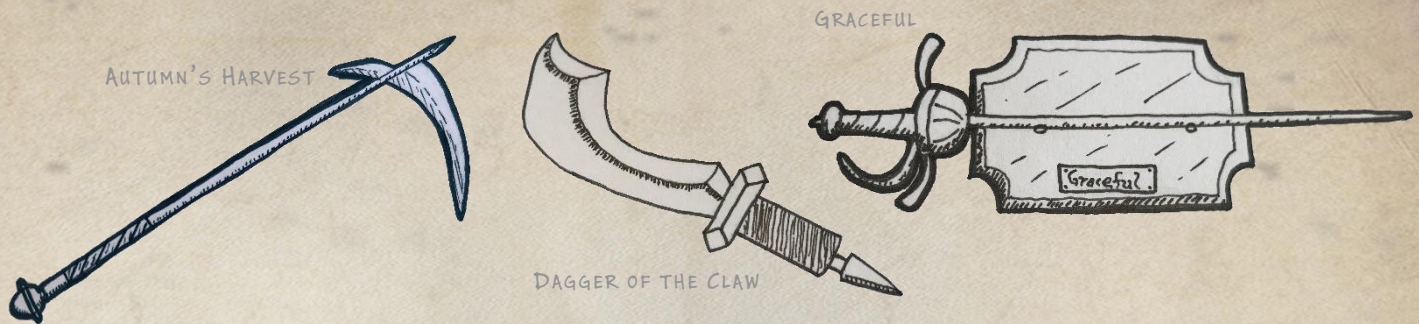
INTRODUCTION

Inktober is a drawing challenge that encourages artists of all skill-levels to create an ink drawing every day in the month of October. My personal motivation for completing the challenge was to improve my drawing, but also to create a sourcebook with D&D 5e rules for incorporating each of my drawings into your game.

Some are weapons and items, others are encounters for the players, and some are simply flavorful additions to weave into your story. Here's a rundown of what's included:

- 4 Weapons
 - Autumn's Harvest
 - Dagger of the Claw
 - Graceful
 - Brothers' Folly
- 15 Items
 - Blind Eye
 - Bottled Rage
 - Escape Rope
 - Fabled Fruit
 - Khepri's Locket
 - Long Sight
 - Moon Shell
 - Piercing Light
 - Plague Mask
 - Ring of All Speed
 - Storm Sphere
 - Strange Device
 - Thoughtful Stones
 - Trail Totem





WEAPONS

There are wondrous weapons in the world that have become lost to time. Some were forged out of greed and lust for power, while some were created out of a need to survive. Weapons of this caliber are feared for their power and sometimes hidden away. Others are handed down through generations, a family birthright.

Use these weapons to give players interesting tools to work with and that may further their personal story.

AUTUMN'S HARVEST

Weapon (Scythe), rare

This modest scythe looks more at home on a farm than on the field of battle. The simple leather grip has been repaired and replaced over the years and the blade shows many seasons of sharpening. Still, its blade is sharp and the oiled wood shaft is strong. This could be useful.

Anyone can wield this scythe as a simple weapon, dealing 1d6 slashing damage on a successful attack.

Characters with a background or history with farming or rural society will understand the intricacies of this tool and will be able to use it to even greater effect. You gain proficiency with this weapon, add the versatile tag (d8 slashing), and gain a bonus attack with the spike (d4 piercing) when using the weapon with two hands.

DAGGER OF THE CLAW

Weapon (dagger), uncommon

This odd-looking dagger is fashioned in the style of a jungle tribe of mercenaries. Its curved blade is sharp on both sides, leading to some confusion about its proper use. It also features an angular hand guard unlike any weapon you've seen. The dark oiled leather grip is punctuated by a metal spike at the end.

This dagger can be wielded like a small scimitar, slashing with the long edge dealing 1d4 slashing damage.

If you have proficiency in any martial bladed weapon, you can instead wield this blade "backwards", slicing at foes with the hooked edge. This deals 1d6 slashing damage instead. You can also use the spike on the grip to deal 1d4 piercing damage.

If you successfully land a slash attack, you can use a bonus action to make an attack with the spike.

GRACEFUL

Weapon (rapier), very rare

Once the signature weapon of a famous duelist, this weapon has been lost to time. Once proudly displayed in the duelists tomb, it was stolen by bandits. Since then it has changed hands from private collectors to thieves and back again.

This perfectly balanced and impossibly light weapon makes swordplay into a dance. You gain a +2 bonus to attacks and damage with this weapon. It has the light property.

There is an obscure language carved into the perimeter of the hand guard. A character who succeeds a DC 15 Intelligence check can decipher it. It reads: "Stance Wide / Body Lowered / Moving Forward / Balance Key".

BROTHERS' FOLLY

Long ago, two brother wizards sought to unite the opposing arcane aspects of holy and unholy magic. Their curiosity turned to devotion which eventually became obsession. In time the brothers became consumed by their work, competing to make their portion of the weapon greater. When it was finally complete, the staff could be used to control both divine energies as well as necrotic magic.

The staff was crafted of a wooden shaft inlaid with arcane symbols in silver and obsidian, intermingling along the length of the staff. On each end is a crystal orb resting on a disc of gold.

Their tenuous relationship came to a head when they both believed they were most suited to wield this powerful new creation. The brothers' argument

quickly escalated, and, in their final violent conflict, the staff was sundered in half. The resulting pieces became potent magic wands.

BROTHER DIVINE

Wand, very rare (requires attunement)

This portion of the staff features a crystal orb filled with swirling golden light. It radiates this light like a lantern but never fades. Only characters with a good alignment can use this wand.

This wand has 7 charges. This wand regains 1d4 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1 the light in the orb goes dark and the crystal cracks. The wand is forever broken.

Guidance. While holding this wand, you can use an action to cast *Guidance* on a willing creature within 30 feet.

Divine Restoration. While holding this wand, you can use an action to expend 1 charge to heal a target within 20 feet for 2d6 damage. Light emits from the orb that warms the target as it heals.

Holy Bolt. While holding this wand, you can use an action to expend 2 charges to cast a 3rd-level *Holy Bolt* that creates 4 bolts. Make a ranged spell attack for each bolt. The bolt strikes a creature dealing 2d6 radiant damage per bolt

BROTHER ENSORCELLED

Wand, very rare (requires attunement)

This portion of the staff has a crystal orb filled with swirling darkness. It seems to dim natural and divine lights near it. Only characters with an evil alignment can use this wand.

This wand has 7 charges. This wand regains 1d4 charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1 the darkness in the orb fades and the crystal cracks. The wand is forever broken.

Command. While holding this wand, you can use an action to cast *Command* on a creature within 30 feet.

Soul Drain. While holding this wand, you can use an action to expend 1 charge to consume the life force of a target. The target makes a DC15 Constitution saving throw. If they fail, they take 2d6 damage and you regain half that damage, rounded down. On a successful save, the damage done is reduced by half, but you still regain half the damage.

Necrotic Bolt. While holding this wand, you can use an action to expend 2 charges to cast a 3rd-level *Necrotic Bolt* that creates 4 bolts. Make a ranged spell attack for each bolt. The bolt strikes a creature dealing 2d6 necrotic damage per bolt.

Separation Anxiety

Feel free to introduce one or both wands into your game in interesting ways. Maybe different players end up with each wand, creating tension like the original brothers. Alternatively, present one wand to the party and use the second as a treasure in the campaign, something they must track down.

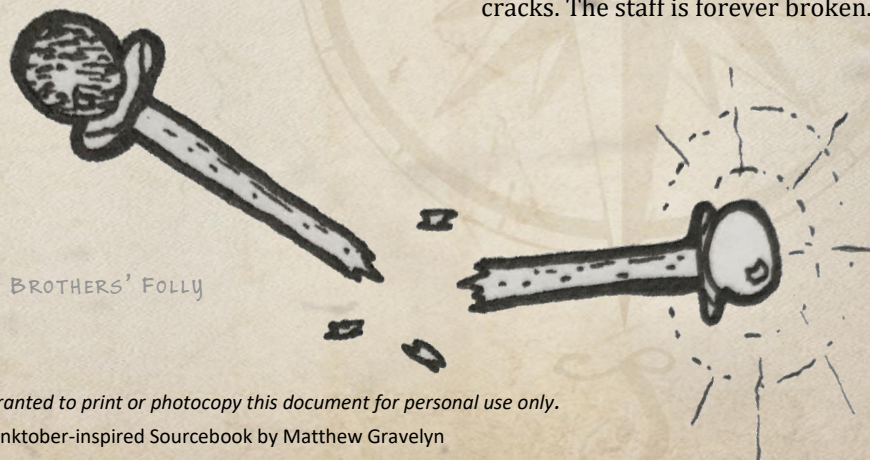
BROTHERS RETURNED

Weapon (staff), legendary (requires attunement)

A highly skilled arcanist may be able to return the individual wands to their original form: a staff that can wield both the power of both life and death. A player can attempt this process if they have an Intelligence of at least 15 and 100 gp worth of materials. They then make a DC 20 Intelligence (Arcana) check. If they succeed, the staff is restored. If they fail, the materials are consumed but the wands remain separated. On a 1, the wands are both destroyed in the process.

Only characters with a neutral alignment can use this staff. Whenever a character with a non-neutral alignment attempts to use the staff, they must succeed a DC 15 Wisdom saving throw. On a success, they can use the staff normally. On a failure, a random effect from the list opposite their alignment occurs without consuming a charge.

This staff has 14 charges. It regains 1d12 charges daily at noon. If you expend the staff's last charge, roll a d20. On a 1 both orbs fade and the crystal cracks. The staff is forever broken.

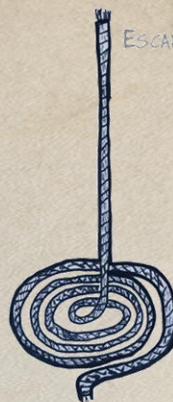




BLIND EYE



BOTTLED RAGE



ESCAPE ROPE



FABLED FRUIT

ITEMS

There are a virtually infinite number of strange artifacts and ancient relics that litter the world. Some are created by magicians and scholars, while others seem to have an almost divine origin.

Offer your players these items as a reward for exploration, great deeds, or just because they happened to be in the right place at the right time.

BLIND EYE

Wondrous item, very rare (requires attunement)

A small false eye with a pale blue iris and white pupil. Twice per day the holder can use an action to close their eyes and see through false eye. The eye can be anywhere within 120 feet of the controller. Walls and doors do not limit the effect. Magical effects that prevent scrying or impart blindness prevent this effect.

BOTTLED RAGE

Wondrous item, rare

A small, square bottle with a swirling red liquid within. When 1/4 of the bottle is consumed, the drinker enters a state of rage. You gain the following benefits if you are not wearing heavy armor:

- You gain +2 Strength.
- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +3 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minutes. It ends early if you are knocked unconscious.

If you attempt to drink the entire vial at once you must make a DC 15 Constitution saving throw. If you fail the save, you take damage equal to half your maximum hit points.

If you succeed, you forever have the essence of rage within you. As a bonus action, you can summon your rage to gain the benefits listed above. You can rage 4 times. You must complete a long rest before you can rage again.

ESCAPE ROPE

Wondrous item, very rare (requires attunement)

What otherwise appears to be a normal length of rope, this special item is heavily sought after by thieves and assassins for assistance in their nefarious deeds.

When holding the rope, the user speaks the command word and throws one end into the air. The rope will become taught and hover in the air at its highest point. This could be vertical or at an angle.

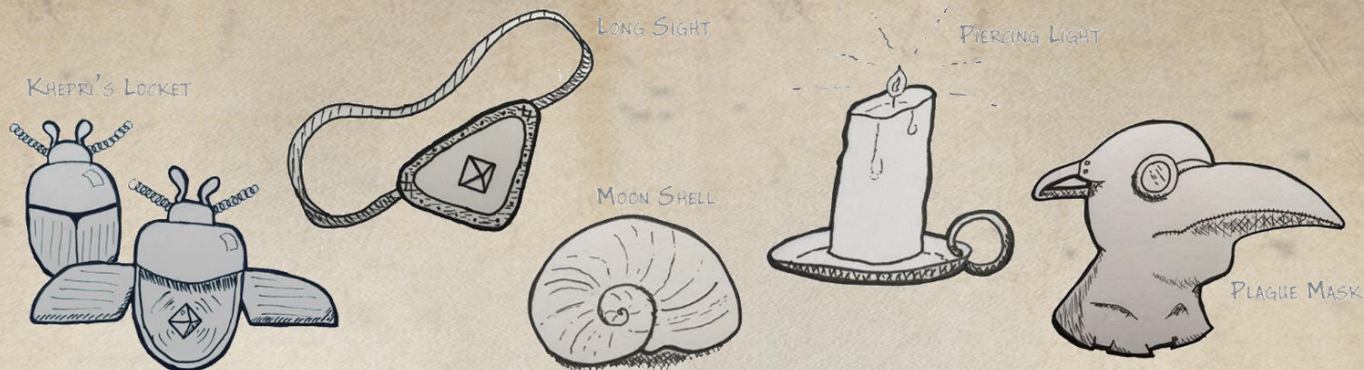
Once suspended, the rope will hold the full weight of up to two medium sized creatures and remain in position for up to 10 minutes. The rope can be release by speaking the command word and giving one end a light flick.

FABLED FRUIT

Wondrous item, uncommon

This fist-sized fruit has light rosy skin and a firm but juicy flesh. If the skin remains intact, it never seems to rot or go bad. It also seems to resist bruising.

When a fruit is eaten, it will restore 2d6 hit points. If a character would be restored to full health, additional healing is granted as temporary hit points.



KHEPRI'S LOCKET

Wondrous item, rare

A small brass locket shaped like a scarab. To open the locket, the wearer pushes down on the head, like a button. The wings then open to reveal a small blue gemstone.

When opened, the gem spins, and emits a high-pitched screeching sound. It is non-magical and lasts for 15 seconds. For the duration of the screeching, everyone who can hear the noise has disadvantage on all attack rolls, skill checks, and saving throws.

Unintelligent beasts that can hear the locket immediately attempt to flee the source of the noise. If they are unable to flee, they instead become irrationally violent. Intelligent beasts must succeed a DC 10 Wisdom saving throw or react the same way. On a success, they do not flee, but suffer the same disadvantage as other creatures.

Once the screeching ends, the gem stops spinning and the wings close. To work again, the locket must be wound by spinning the antennae on the beetle. This requires an action to perform.

LONG SIGHT

Wondrous item, very rare (requires attunement)

This artifact is an ornate eye patch. It is made of dark, oiled leather with an intricate border and a small, polished emerald inlaid in the center. The emerald is high-quality, with smooth faces and precise edges. It appears to be almost matte, or dull.

When worn after attunement, the emerald begins to shine, almost glow. The wearer is granted magical sight in the eye that is covered. You can see up to 50 yards as if it was close and up to 100 yards as if it was medium distance. You also have advantage on saving throws against visual illusions and skill checks to detect invisibility.

When first worn, the wearer must make a DC 10 Constitution saving throw. On a success, the wearer experiences discomfort in the eye for a brief period but can remove the eye patch at any time. On a failure, the wearer's eye is permanently damaged, never to see again. Either way, the eye patch functions properly.

MOON SHELL

Wondrous item, legendary

A small, pearlescent shell, worn smooth by water and time. When touching the skin of the wearer, it grants luck. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

This ability cancels disadvantage you may have. If you are a halfling that already has the Lucky trait, this adds an additional opportunity to reroll a 1, up to a 3rd time.

PIERCING LIGHT

Wondrous item, rare

A small, innocuous candle. Upon proper inspection, it is found to be made from the fat of an owlbear along with many magical reagents. When lit, it behaves like a normal candle with an additional 5 feet of range. Refer to the Player's Handbook page 151 for light effects.

This candle can also illuminate magical darkness at the normal ranges.

If a player succeeds a DC 15 Intelligence (Arcana) check or similar, they can reverse engineer the process to create another similar candle.

CREATE PIERCING LIGHT CANDLE

Recipe

Time: 1 hour

Components: 1 ounce of owlbear fat, 1 gram of firefly powder, ½ gram of silver shavings, a wick

Tools: Small fire, mixing bowl

PLAGUE MASK

Wondrous item, rare

The oiled and cured leather of this mask is more functional than cosmetic. There is also a thick, padded barrier where the mask would meet skin that prevents air from coming in around the edges.

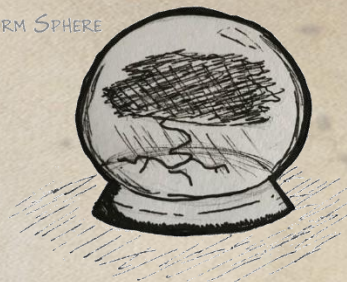
When worn, the wearer is immune to all airborne or environmental poisons or diseases.

RING OF
ALL SPEED



SHIP IN A BOTTLE

STORM SPHERE



RING OF ALL SPEED

Wondrous item, very rare (requires attunement)

This ring is a wide, silver band with careful engravings depicting wings and other symbols. When worn, the wearer receives a constant +5 bonus to their movement speed.

When activated by spinning it around the finger and saying the command word, the wearer is granted a temporary bonus. You gain an additional +5 movement speed, +2 to Dexterity, and advantage on all Dexterity saving throws. You also ignore the effects of exhaustion for the duration of the effect. This effect lasts for 5 minutes. After the effect ends, the wearer gains 1 level of exhaustion.

There is no limit to the number of times this effect can be used. Refer to page 291 of the Player Handbook for rules on Exhaustion.

SHIP IN A BOTTLE

Wondrous item, very rare

This artifact appears as a normal ship in a bottle. It does appear to be of very high quality and is intricately detailed for its small size. Upon closer inspection, either through an Investigation or Arcana skill check, it is revealed that the ship inside is a full-sized ship that has been magically contained.

The bottle is not fragile but requires a bit of effort to break. Once broken, the ship begins to revert to its full size. The ship is approximately 75 feet long and can be piloted by a minimum of 4 people. It can hold a crew of up to 20. The ship has a movement speed of 50 in decent condition, and 75 in ideal winds.

The ship has 5 cannons on either side and are accessible from the main deck. The cannons attack with a Dexterity attack roll and deal 4d10 bludgeoning damage.

Once the bottle is broken, there is no way to put the ship back in. If the intact bottle is studied by someone, they can make a DC 20 Intelligence (Arcana) roll to understand how the ship was placed in the bottle. On a success, they learn the ritual needed to store a very large object in a bottle.

MAGICAL STORAGE OF LARGE OBJECTS

5th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, A glass bottle, a large object to store, a pinch of iron powder, a small glass lens

Duration: Permanent until the bottle is broken

Upon completion of this ritual, the large object appears as a perfect miniature within the bottle. The bottle is strengthened slightly but can still be broken through physical means. When broken, the large object returns gradually to its normal size within a few seconds.

STORM SPHERE

Wondrous item, very rare (requires attunement)

A small glass sphere, not unlike a crystal ball. Inside is cloud that slowly shifts between different weather patterns listed below.

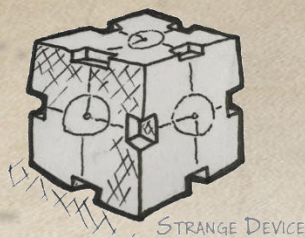
Once per day, the user can concentrate while holding the sphere to change the weather in that area. The range of the effect is approximately 1 mile in every direction. The user can choose from one of the following weather patterns:

- Rain or thunderstorm
- Overcast
- Fog
- Clear skies
- Windy
- Snow or hail

While in the possession of the user, major emotions can trigger the sphere without consuming a charge. The DM will decide when this effect triggers.

- Sadness – Overcast or snow
- Anger – Storm or wind
- Happiness – Clear skies
- Confusion – Fog

When used, the cloud in the sphere takes on the appearance of the weather that has been created.



THOUGHTFUL STONES



STRANGE DEVICE

Wondrous item, rare

A small cube with spinning circles on each face. On each circular face is a single line that can align with other symbols or lines on the outer faces of the cube.

Characters seeking to “solve” the cube must spend time concentrating on the puzzle. They then make a DC 15 Intelligence check. On a success, the box clicks and can be opened at the midline. There is space for a small item, key, or note.

Creating a True Puzzle

If you want to include a tactile element to your game, you can have players solve riddles to open the box, or even try to solve a Rubik’s cube or similar puzzle.

Look online for any applicable math, logic, or shape puzzles and have players solve them. You can, as always, let players opt for a skill check instead.

THOUGHTFUL STONES

Wondrous item, very rare (requires attunement)

A set of 4 smooth river stones, each engraved with a different symbol. While in possession of a stone, a person can communicate psychically with others in possession of a stone. Communication can be limited to specific stones, or to the whole set. As long as the

people are willing, the communication goes through instantly.

If a person attempts to resist the communication, or another user tries to pry into the thoughts of another, the person resisting must make a DC 10 Wisdom saving throw. On a success, their thoughts are safe, and they do not hear the communication. On a failure, their thoughts are not safe. At any time, they can drop or throw the stone, breaking the connection. This occurs after the initial saving throw, and some thoughts will slip through.

TRAIL TOTEM

Wondrous item, very rare (requires attunement)

This small, roughly-carved statue is made of amber, jade, or another gem. It is about 2” tall and is carved to resemble an elk, the edges have been worn smooth from time and handling.

Once per day the user can hold the statue out in front of them and speak the command word. An elk spirit will appear and show the holder which way to go to find what they truly seek. The spirit does not consider superficial or fleeting desires, like food or money. The spirit will only lead the holder to their true goal, like finding someone important or shelter that may save their life. The DM has final say on where the spirit leads.

When the user arrives at the destination, the spirit fades.

CREDITS

FEEDBACK

Thank you for downloading this sourcebook! It was a lot of fun to create, both the drawings as well as the rules. I hope you enjoy trying these ideas at your table.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at matthew@gravelyn.com with the subject line "Inktober 2017 Sourcebook Feedback". Your input will help to make this sourcebook even better for future players!

INKTOBER

Inktober is the creation of artist Jake Parker. It was started in 2009 as a way to encourage artists to practice drawing with ink and instill good drawing habits, like creating every day.

To learn more about Inktober, follow them on twitter ([@inktober](https://twitter.com/inktober)) or visit their website (<http://inktober.com>).

IMAGE CREDITS

[Parchment Paper](#) by DevonTT

THANK YOU!

Thank you to everyone who helped make this sourcebook the best it could be, either by testing, proofreading, or providing much needed emotional support.

Below are other testers and editors that I would like to thanks:

- **YOUR NAME HERE!**