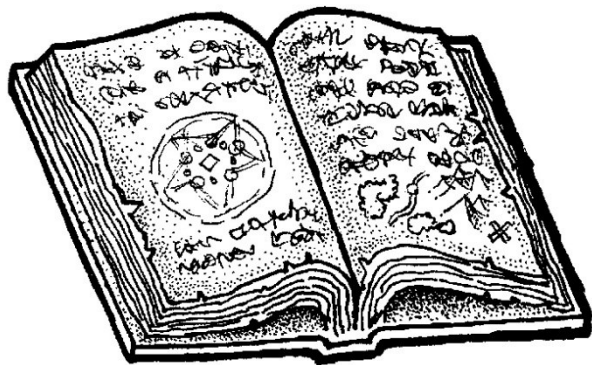


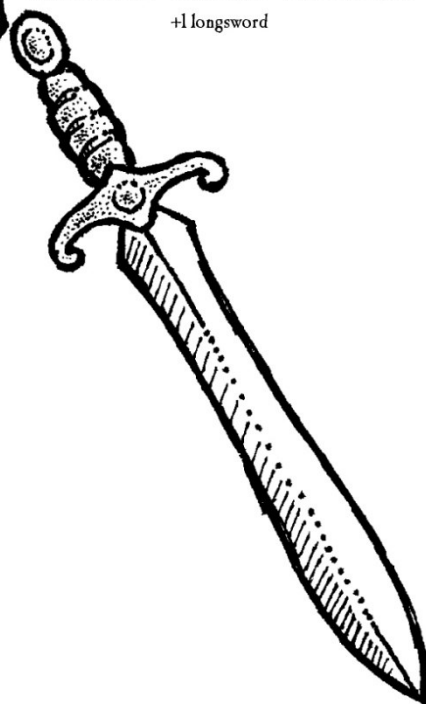
RELIGIOUS TEXT

can be attuned



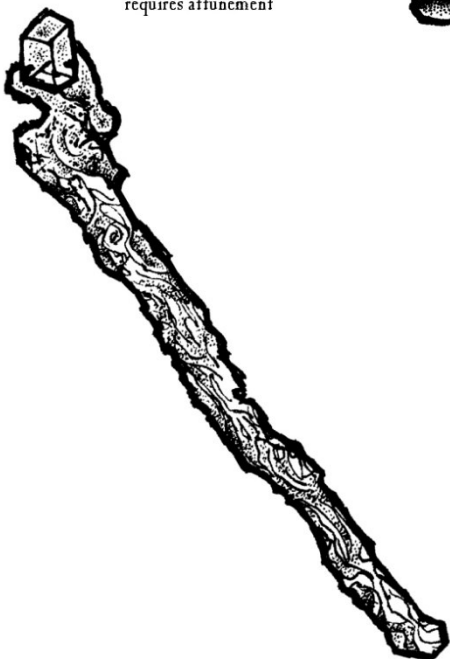
TORNAR'S BLADE

+1 longsword



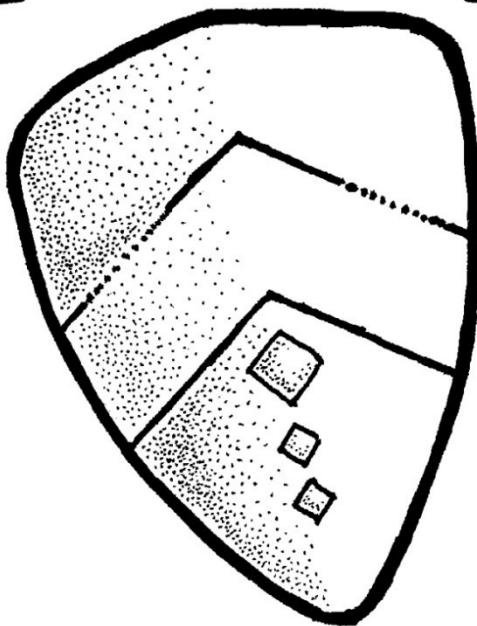
WALKING STICK

requires attunement



CAER CALAN

requires attunement



TORNAR'S BLADE

+1 longsword

Crafted by the master weaponsmith of Firehammer Hold more than 200 years ago, this blade was a labour of love for Tornar. The sword was presented as a gift to a Waterdhavian noble and was not seen again for nearly 20 years. At that time a dwarven gemsmith from Firehammer Hold was offered the chance to buy it. The sword has been offered as a gift numerous times since then but always finds its way back to Firehammer Hold. Some believe that it has a magical ability to find its way into the hands of a dwarf of Firehammer Hold whenever its current owner no longer has need of it.

This work features adaptations of art by Daniel F. Walthall.

RELIGIOUS TEXT

can be attuned

This book was written by an elderly cleric. It contains his memoirs as well as details of religious services and rites.

If an hour is spent reading the book, the reader gains advantage on an Intelligence (Religion) check within the next ten minutes.

If the reader attunes with the book, and is also a follower of the same religion, they can cast Spare the Dying once per day.

(DM to decide upon appropriate religion.)

This work features adaptations of art by Daniel F. Walthall.

CAER CALAN

requires attunement

Caer Calan is a metal shield crafted by dwarves but imbued with magic by elves.

The uppermost diamond on the shield's face has been enchanted with the Light spell. It was originally used during a joint dwarf/elf mission into the Underdark as a means of dazzling opponents not used to bright light.

Back on the surface it was traded to a human to aid him at night. However, he used it to pay of some debts and it has travelled the Realms in service to many owners since.

This work features adaptations of art by Daniel F. Walthall.

WALKING STICK

requires attunement

Once owned by the druid Idris, the staff has been imbued with the Longstrider spell (cast at 1st-level). It can be used once a day and recharges at dawn.

Idris lost the staff while travelling down the Sword Coast, swiped from his camp during an overnight raid by goblins.

This work features adaptations of art by Daniel F. Walthall.

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