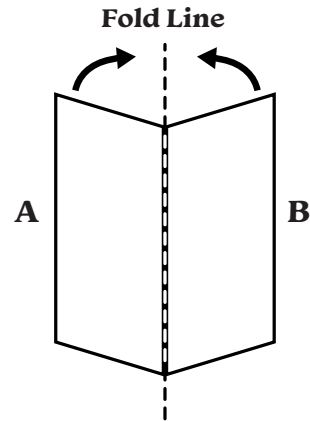


# ABYSSAL BREWS

## FOLDABLE MAGIC ITEM CARD

**Instructions.** Print out this page on a heavy weight paper (Regular printer paper may work, but could easily bend). Cut the card out carefully but do not cut along the dotted fold line. Fold the card on the dotted fold line so that side A aligns with side B. You can use a glue stick on the back of each side to adhere the sides together.



**Fold the Dash**

**Cut the Edges**

**A**

TYPE: WONDROUS ITEM  
RARIETY: VERY RARE

The runerite's halls are filled with the tinks and clinks of metal on stone. Each with their own purpose, no strike is to be wasted. The power to imbue the stones with magical glyphs to be used in times most needed is an opportunity to those that know how to listen to the stones, but as useless as a boulder to those that don't speak their language.

This chisel has a number of charges equal to your proficiency bonus. You can spend 1 minute carving a rune into any small stone with it and expend a charge to imbue the rune with one of these magical properties. Anyone carrying the runestone gains its benefit.

**Stadi.** You're remarkably hard to stop. Difficult terrain does not slow your movement speed.

**Stringu.** Your muscles bulge and you feel powerful. You gain a +2 bonus to Strength based skill checks and saving throws.

**Sturn.** You're immune to the charmed condition.

The runestones lose their magical imbue ment at the next dawn. Charges reset at dawn when the chisel is first touched to stone.

AB

**B**

RUNERITE'S CHISEL

AB