

Magical Items

- [Melvin's Pearls of Power](#)
- [Potion of Healing](#)
- [Alchemist's Fire](#)

Melvin's Pearls of Power

5 large black pearls on a dull metal chain, created for the family Coldane and last used by the wizard Melvin Coldane, who they were buried with. The pearls were designed to hold magical power, and even magical knowledge.

Lesser Benefits

When a wearer is attuned to the pearls, they get the following benefits:

- The wearer gains proficiency in Arcana. If they already had proficiency, they instead gain expertise.
- The wearer can cast [**Detect Magic**](#) at will without using a spell slot.
- The wearer can cast [**Identify**](#) once per day without using a spell slot, and can treat the spell as though they had it prepared.

Further Benefits

A wearer who is attuned to the Pearls of Power gains further benefits from them after they have completed the two tasks below. Regardless of the order completed, the lesser power is unlocked and then the greater.

- **Task One:** Do a great service for Moxora or slay a great enemy of the Coldanes.
- **Task Two:** Defeat three enemy spellcasters of equal or greater level in single-combat (Or equivalent), one of each the arcane, divine and nature traditions.

Potion of Healing

You regain $2d4+2$ [Hit Points](#) when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

Alchemist's Fire

This sticky, adhesive fluid ignites when exposed to air. As an [Action](#), you can throw this flask up to 20 feet, shattering it on impact. Make a ranged [Attack](#) against a creature or object, treating the alchemist's fire as an [Improvised Weapon](#). On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its [Action](#) to make a DC 10 [Dexterity](#) check to extinguish the flames.

Show Attribute List

Attributes

adventuring gear (consumable)

- **Category:** Items
- **Damage:** 1d4
- **Damage Type:** Fire
- **Properties:** Improvised Weapons
- **Range:** 20/60
- **Save:** Dexterity
- **Weight:** 1