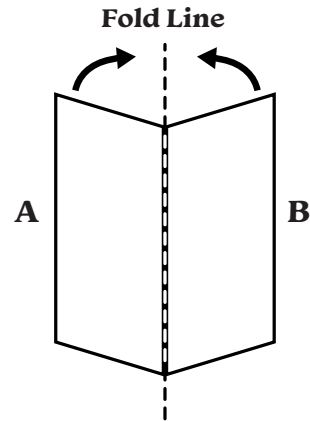


# ABYSSAL BREWS

## 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**

SLEEPWALKER	ITEM 12
<div> <div>INVESTED</div> <div>MENTAL</div> <div>MAGICAL</div> </div> <p><b>Price</b> 1,650 gp <b>Usage</b> worn mask; <b>Bulk</b> L</p> <p>Pulled from the remains of a dream stalking spirit, this mask is constructed from an almost otherworldly white glass. A horrific visage has been carved from it to mimic a screaming face. An ornately constructed dreamcatcher sits atop the wig of tangled gray hair, resembling a halo of sorts, but looking far more sinister. Donning it briefly fills your head with disturbing images that quickly subside.</p> <p>While invested in this mask, the horrific stylings of it grant you a +2 item bonus to intimidation checks made to demoralize creatures so long as they are not immune to fear.</p> <p><b>Activate</b> ➤ envision; <b>Frequency</b> Once per day; <b>Effect</b> You target a creature that you can see within 90 feet of you and attempt to supernaturally stalk them. The creature must attempt a DC 29 Will saving throw, becoming stalked on a failure. The next time a stalked creature tries to sleep, you become aware of it and can choose to implant horrific visions in their dreams. The creature becomes fatigued when it awakes. The next time that creature sees you, it must attempt a DC 29 Will saving throw, becoming frightened 2 on a failure or frightened 3 and fleeing for 1 round on a critical failure.</p>	<p><b>SLEEPWALKER</b></p>

**B**