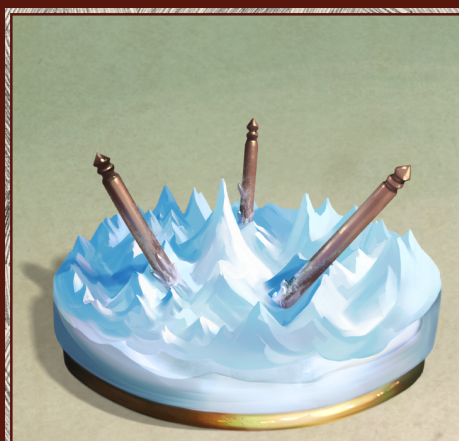
Adjusted for The Idle DM item cards. **Use Avery 5388 Index Cards, Wide**
To insert item cards into the table, simply follow these instructions:
Select a cell by clicking inside it -> Select the Card JPG file -> Click 'Okay' -> Repeat
Images should be flush with each other. If encountering error, please report it!



Crystal Mine
Wondrous item, rare

A small, hollowed puck of crystal, mounted on a solid electrum base. When you use your action to set it, this trap can be triggered when a creature touches one of the sensor rods protruding from its core.

When triggered, the trap launches crystal fragments outward in a 20-foot-radius sphere centered on itself. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 5d8 piercing damage on a failed saving throw, or half as much damage on a successful one. Additionally, on a failed saving throw, a creature must succeed on a DC 12 Constitution saving throw, or it begins to turn to crystal and is restrained. A restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.



Stone Golem's Toothpick
Weapon (dagger), rare

A roughly made stiletto dagger of mithral with minor impurities of myrillium crystal. The handle is solid and hefty, wrapped with thick, worn leather.

You gain a +1 bonus to attack and damage rolls made with this weapon. Additionally, you gain advantage on attack rolls made with this weapon against creatures wearing heavy armor. On a hit with this weapon, the target takes an extra 1d6 piercing damage.

Additionally, while holding this weapon, you gain a +2 bonus to skill checks when using *mason's tools* on stone or crystalline structures.



Myrilium Detector
Wondrous item, rare

This small, handheld device has three concentric rings of myrillium stones which glow brightly while in the presence of raw myrillium.

The outer ring glows while within 60 feet of raw myrillium. The middle ring glows while within 30 feet of raw myrillium. The center stone begins glowing and faintly humming while within 10 feet of raw myrillium. Additionally, while all rings are glowing, the device sheds dim light in a 5-foot radius.

This document has already been adjusted as to be fitted for the cards.
Do not change any settings in this document, or formatting may fail!
If you encounter any problems you *cannot fix yourself*, contact me.