



(Top left: Amulet, Top Right: Sceptre, Bottom Left: Wand, Bottom Right: Key

Artifact 1: The Sceptre of Storms:

An old worn stave filled with the power of water itself and stylized to reflect this. This should be about the size of a walking stick and will be leaned up against a tree or similar feature in the encounter. Any materials are fine, but if it can be given a shine like the surface of water that would be ideal.

Artifact 2: The Amulet of Warding:

A medium necklace that can be hung from a branch but be noticeable visible with leaf visuals, greens, browns, and other earthy tones. Should feel like it was cobbled together for natural materials.

Artifact 3: The Wand of Glamour:

A black magic wand (of similar style to those of franchises like *Harry Potter*) with shiny yellow lining from glitter or a similar substance, enough to make it stick out against plant life. This wand should sparkle enough to be caught from peripheral vision by an audience member.

Artifact 4: The Mushroom Key:

A green key with a mushroom cap on the end that can be hidden amongst actual mushrooms small enough for an audience member to need to actively search. Can be any material.