

## POTION OF HEALING



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**Use time** 1 action  
**Hit points restored** 2d4+2

This red liquid seems to fizz slightly.

**Effect.** When you drink this potion, you regain 2d4+2 hitpoints.

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## POTION OF INVISIBILITY



### Potion

**Use time** 1 action  
**Turn invisible**

This potion's container looks empty but feels as though it holds liquid.

**Effect.** When you drink this potion, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

## SCROLL OF AUGURY



### Scroll

**Use time** 1 action  
**Cast augury**

An scroll of parchment inscribed with arcane glyphs and runes.

**Effect.** You cast augury as per the spell.

## TALON'S BLADE



### Longsword

**Attack** +1  
**Damage** 1d8 + 1

This longsword is inscribed with the name "Talon," and its hilt is worked in the shape of a bird of prey with outspread wings. It comes with a silver-chased scabbard



## SCROLL OF CHARM PERSON



### Scroll

**Use time** 1 action  
**Cast charm person**

An scroll of parchment inscribed with arcane glyphs and runes.

**Effect.** You cast charm person as per the spell (DC 13).

## SCROLL OF FIREBALL



### Scroll

**Use time** 1 action  
**Cast fireball**

An scroll of parchment inscribed with arcane glyphs and runes.

**Effect.** You cast fireball as per the spell as a 3rd level spell (DC 15).

## THE GLASSTAFF



### Staff (attunement)

**AC** +1

This slender, hollow staff is made of glass yet is strong as oak.

**Effect.** The staff has 10 charges, which are used to fuel the spells within it. With the staff in hand, you can use your action to cast one of the following spells from the staff if the spell is on your class's spell list: mage armor (1 charge) or shield (2 charges). No components are required.

The staff regains 1d6 + 4 expended charges each day at dawn. If you expend the staff's last charge roll a d20. On a 1, the staff is destroyed.

## NETHERIL RING



### Ring (attunement)

**AC** +1  
**Saving throws** +1

An ancient ring made of yellowing bone, it seems to cast everything within a foot of it in shadow.

## SCROLL OF MISTY STEP



### Scroll

**Use time** 1 action  
**Cast misty step**

An scroll of parchment inscribed with arcane glyphs and runes.

**Effect.** You cast misty step as per the spell.

## SCROLL OF LIGHTNING BOLT



### Scroll

**Use time** 1 action  
**Cast lightning bolt**

An scroll of parchment inscribed with arcane glyphs and runes.

**Effect.** You cast lightning bolt as per the spell at 3rd level (DC 15).

## HEW



### Battleaxe

**Attack** +1  
**Damage** 1d8 + 1

This rusty dwarven battleaxe has Dwarvish runes on the head reading "Hew".

**Effect.** This battleaxe deals maximum damage when the wielder hits a plant creature or an object made of wood.

The wielder also feels uneasy whenever travelling through a forest.

## POTION OF FLYING



### Potion

**Use time** 1 action  
**Gain a fly speed**

This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

**Effect.** When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft.

## SCROLL OF SILENCE

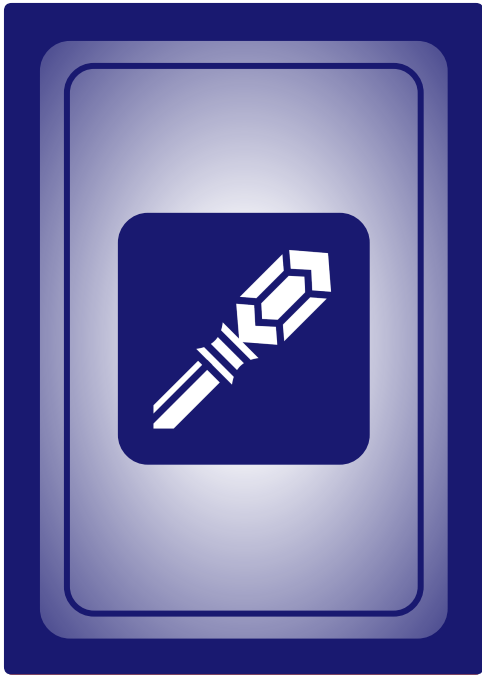


### Scroll

**Use time** 1 action  
**Cast silence**

An scroll of parchment inscribed with arcane glyphs and runes.

**Effect.** You cast silence as per the spell.



## SCROLL OF REVIVIFY



### Scroll

**Use time** 1 action  
**Cast** revivify

An scroll of parchment inscribed with arcane glyphs and runes.

**Effect.** You cast revivify as per the spell without need of a material component.

## THARDEN'S BOOTS



### Boots (attunement)

**Speed** 30 ft.

These sturdy leather boots have faintly glowing Dwarven runes inscribed all along their interior. While wearing them, the wearer can faintly smell the breeze of a fresh summer's day.

**Effect.** Your speed is not reduced if you are encumbered or wearing heavy armor. In addition, whenever you jump, you can jump three times the normal distance (to a maximum of your walk speed).

## STRIKER'S WAND



### Wand

This light wooden rod feels almost hollow, a faint white light can be seen if one looks directly into one end.

**Effect.** This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell from it. The spell's level equal the number of charges used.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

## POTION OF VITALITY



### Potion

**Use time** 1 action

This potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

**Effect.** When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend.

## LIGHTBRINGER



### Mace

**Attack** +1  
**Damage** 1d6 + 1

This glowing mace has a head like a sunburst made of solid brass. The symbol of Lathander decorates its pommel.

**Effect.** This mace glows as bright as a torch upon command. While glowing, the mace deals an extra 1d6 radiant damage to undead creatures.

## DRAGONGUARD



### Breastplate

**AC** 15 + Dex mod (max 2)

This breastplate has a gold dragon motif worked into its design.

**Effect.** This armor grants its wearer advantage on saving throws against the breath weapons of creatures with the dragon type.

## DWARVEN MIGHT GAUNTLETS



### Gauntlets (attunement)

**Str** 19

These heavy steel gauntlets feature the snarling face of an ogre on their arm guards.

**Effect.** Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

## NEZZNAR'S STAFF



### Quarterstaff (attunement)

**Damage** 1d6 + 1d6 poison

The top of this black, adamantine staff is shaped like a spider

**Effect.** This staff has 10 charges, which are used to fuel the spells within it. With the staff in hand, you can use your action to cast one of the following spells from the staff if the spell is on your class's spell list: spider climb (1 charge) or web (2 charges, spell save DC 15). No components are required.

The staff regains 1d6 + 4 charges each day at dusk. If you expend the staff's last charge, roll a d20. On a 1, the staff crumbles to dust and is destroyed.

## OGHMA STATUETTE



### Wondrous item

A gold statuette of a sun elf wrapped in crimson cloth.

**Effect.** Any non-evil creature grasping the statuette can ask a question and receive a telepathic response, as though it had cast the spell augury. Once a creature has asked its question and received a response, it can never activate this statuette again.

