

Goggles of Night

NAME

Wondrous item

CATEGORY

U

RARITY

N

ATTUNE

NOTES

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

ATTACK

SAVE DC

CHARGES

Philter of Love

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE

NOTES

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

ATTACK

SAVE DC

CHARGES

Potion of Greater Healing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE

NOTES

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

ATTACK

SAVE DC

CHARGES

Potion of Greater Healing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE

NOTES

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

ATTACK

SAVE DC

CHARGES

Potion of Invisibility

NAME

Potion

CATEGORY

VR

RARITY

N

ATTUNE

NOTES

This potion's container looks empty but feels as though it holds liquid. When you drink it, 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.

ATTACK

SAVE DC

CHARGES

Potion of Mind Reading

NAME

Potion

CATEGORY

R

RARITY

N

ATTUNE

NOTES

When you drink this potion, you gain the effect of the detect thoughts spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

ATTACK

SAVE DC

CHARGES

Potion of Speed

NAME

Potion

CATEGORY

VR

RARITY

N

ATTUNE

NOTES

When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

ATTACK

SAVE DC

CHARGES

Spell Scroll, 1st Level

NAME

Scroll

CATEGORY

C

RARITY

N

ATTUNE

NOTES

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible. If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

+5

ATTACK

13

SAVE DC

CHARGES