

Everwater Drinking Bowl

This blue ceramic drinking bowl, when placed on a flat surface, produces enough water to fill to the brim. If the water is drained from the bowl, it will refill again one hour later. The water is always refreshingly cool and clean.

Swampskin Suit

Armor (light), +1 AC

This deep mottled green armor is covered with tiny razor-sharp scales and embedded with petrified yuan-ti teeth. The scales and teeth lie smooth and flat most of the time, but any creature attempting a grapple you takes 1 point of necrotic damage, and a creature beginning its turn grappled with you takes 2 point of necrotic damage (3 (1d6) points of necrotic damage if the wearer is swallowed whole).

Whenever you deal damage with a grapple check, you also deal 1 point of necrotic damage. This damage is both ongoing and cumulative and can be halted by any healing spell or a DC 15 Wisdom (Medicine) check. While wearing a swampskin suit, you gain a swim speed equivalent to your normal speed and can ignore swampy, muddy, or pond-like difficult terrain.

Franzib's Favourite Bone

Requires attunement

This well chewed bone belonged to the faithful pet of the great sorcerer Franzible the Fated. Once attuned to this item, the owner will always know where the bone is, sensing instinctively its direction and distance. This effect is constant provided both the Bone and the owner are on the same Plane.

Glabrezu's Cursed Horn *Magic Weapon (dagger), Rare*

A curved glabrezu horn that can be used as a +1 dagger. Creatures dealt damage by the horn are cursed. While cursed, magical healing deals necrotic damage equal to the healing instead of healing. Cursing a new target causes the previous victim's curse to be lifted. The horn also spoils food and clouds water that it touches.

- A brass chime inscribed with the name of a fell demon, ArroK
- **Potion of the Third Eye (Potion):** After drinking this ghostly potion, a third eye opens in the center of your forehead for 1 hour. For this duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane.
- **Philter of Blave (Potion):** The next time you see a creature within 10 minutes after drinking this golden philter, you become unable to say anything to that creature which is not a deliberate and

blatant lie. You also have advantage on saving throws against any spell or effect which would compel you to speak the truth. These effects last for 1 hour.

- Displacer Ichor (Potion): After drinking this foul potion, your appearance changes to become slightly more cat-like, with blue-black fur. You become cloaked by an illusion that makes you appear to be standing near your actual location, causing attack rolls against you to have disadvantage. If you are hit by an attack, the effect ends.