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# GREATER HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **3d6+6** HP.



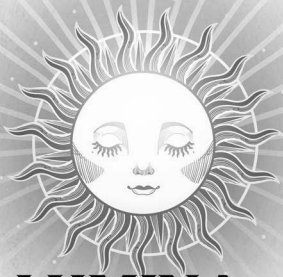
# GREATER HEALING POTION

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# SUPREME HEALING POTION

**ACTION.** Consume (or administer to an adjacent creature) to heal **4d8+8** HP.



# LUMINA, LIVING SUNBEAM

**ACTION.** Deal LVL d6 radiant damage to all enemies within 6 spaces and heal allies in the area for the same amount. Single use.

*“I’m here to brighten your journey! And, when the time comes, it’s okay... don’t be afraid to let me shine.” —Lumina*





# GEM OF ESCAPE

*These magical gems are always crafted in pairs and can have any number of willing creatures magically bound to them.*

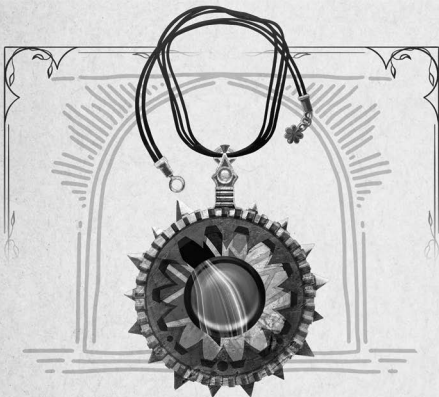
**ACTION.** Crush one in case of emergency to instantly teleport ALL who are bound to one to the location of the other gem.



# GLACIER IN A BOTTLE

**ACTION.** Pour out the contents to create a solid form of ice, filling any number of unoccupied consecutive spaces within Reach 4. 1/Safe Rest.

The ice lasts for 1 hour, though heat or damage may cause it to fail prematurely.



## **WHISPERING STONE**

Whenever you fail a skill check or save while wearing this amulet, you can call on its power to reroll it. You must use the new roll.

After using this property, gain disadvantage on skill checks and saves using that stat until you Safe Rest.



## POCKET CAULDRON

While taking a Safe Rest, brew a single potion of your choice, which must be consumed immediately:

- **ELIXIR OF FUTURESIGHT.** Grants the drinker a brief, cryptic vision of a future event.
- **ELIXIR OF REQUIEM.** Allows the drinker to relive a crucial memory from their past.
- **ELIXIR OF TIME.** Once every 100 years, the cauldron can brew a potion that can take the drinker back in time 1 day.



# ELIXIR OF LIFE

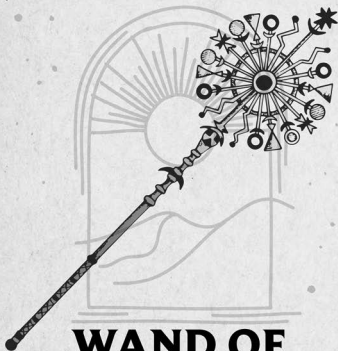
***ACTION.*** Drink this Elixir to immediately  
gain the effects of a Safe Rest.



# HEAR-RING

While worn, wearers can communicate with others wearing one from the same set, no matter the distance.

*Frequently crafted as a pair; sometimes as a larger set.*



# WAND OF POSSIBILITY

*Rare wand (3 charges)*

Acts as a wand of any single Utility Spell.

**RECHARGE:** Toss the wand into a stormy sea. It washes back onshore recharged (the first person to touch it decides what spell it holds).

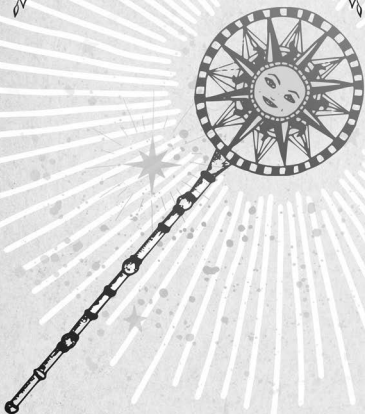


# WAND OF DREAD VISAGE

*Uncommon wand, Tier 2 (2 charges)*

**RECHARGE:** Place the wand in a freshly slain corpse. Leave it until only bones remain.





# WAND OF HEAL

*Rare wand, Tier 1 (3 charges, more than 1 charge can be spent to upcast this spell)*

**RECHARGE:** Do substantial good for an enemy, anonymously.



# WAND OF FLY

*Uncommon wand, Tier 3 (2 charges)*

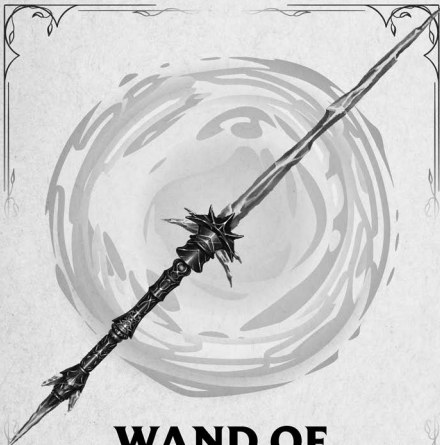
**RECHARGE:** Give it to a wild bird and let it fly freely. Retrieve it wherever the bird drops it.



# WAND OF HEART'S FIRE

*Uncommon wand, Cantrip (3 charges)*

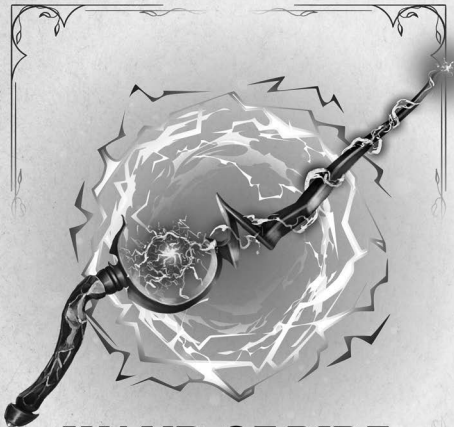
**RECHARGE:** Ceaselessly run from dawn to dusk  
while holding the discharged wand.



# WAND OF GLACIER STRIKE

*Very Rare wand, Tier 8 (1 charge)*

**RECHARGE:** Leave the wand at the bottom of a lake until it freezes over and thaws naturally.



# WAND OF RIDE THE LIGHTNING

*Very Rare wand, Tier 7 (2 charges)*

**RECHARGE:** Place at the highest point within  
1 mile. Retrieve after 3 thunderstorms.