

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.

BONUS

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.

BONUS

SAVE DC

CHARGES

Potion of Water Breathing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

BONUS

SAVE DC

CHARGES

Potion of Water Breathing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

BONUS

SAVE DC

CHARGES

Potion of Water Breathing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

BONUS

SAVE DC

CHARGES

Potion of Water Breathing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

BONUS

SAVE DC

CHARGES

Potion of Water Breathing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

BONUS

SAVE DC

CHARGES

Trident of Fish Command

NAME

Weapon (trident)

CATEGORY

U

RARITY

Y

ATTUNE ☐

NOTES

This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast *dominate beast* (save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

BONUS

SAVE DC

CHARGES