

Cordial of the Sun

*Wonderous Item, **legendary***

This small crystal vial is laced with a golden filigree and filled with a shimmering red liquid. Said to have been blessed by a god of light, this bottle seems to magically refill itself using the sunlight itself.

The vial can hold 6 charges. While holding this cordial, you can use an action to expend any number of charges to heal a creature 2d4 + 2 hit points per charge expended. If 3 or more charges are expended at once, the creature is also cured of any disease and removes any conditions **lesser restoration** could remove. If 5 or more charges are expended at once, the creature also gains 5d4 temporary hit points and any conditions the **greater restoration** spell could remove are removed.

The cordial regains 1d4 + 2 expended charges daily at dawn if you have a view of the open sky. If the open sky is obstructed (for example, deep in a cave or in the Underdark), it regains 1d4 – 1 charges instead. If you expend the last charge, roll a d20. On a 1, the cordial is emptied and loses its ability to recharge.

Babblestone

*Wonderous Item, **uncommon***

While holding this apple-sized stone, your speech is absolute nonsense to the point where no one can understand what you're saying. A creature not holding a Babblestone can make a Wisdom (Insight) check at disadvantage to try and discern the general tone of the message you're trying to convey, but any specific words or details are lost. If a creature holding the Babblestone hears you speaking this gibberish, they are magically able to understand you, assuming they can understand at least one language.

Spell Queller

*Weapon (any sword), **rare** (requires attunement)*

You have a +1 bonus to attack and damage rolls made with this magic weapon.

When you damage a creature that is concentrating on a spell with this weapon, that creature has disadvantage on their saving throw to maintain concentration.

Whenever you make a saving throw to only take half damage from a spell or magical effect, you may use your reaction to instead take no damage if you succeed on the saving throw. If you succeed, your next successful attack with this weapon deals an extra 2d8 force damage.
