Sh'golgg

NAME

LAIR ACTIONS

INITIATIVE

NOTES

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Absorb Light: All light within 60' radius extinguished, next starblast **+2d6 radiant**

Void Tendril: 1 void tendril attack

Liquify (2 actions): Use Liquify as Legendary action instead of Bonus

Bertrand's Tome

NAME

Wondrous item	A	N
CATEGORY	RARITY	ATTUNE ☐

NOTES

If you read from this tome, you must succeed on a DC 15 Wisdom saving throw or lose 1d4 sanity points. Completing the entire tome causes you to gain one form of indefinite madness that can't be removed by any means short of a *wish* spell.

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence score increases by 2, as does your maximum for that score. The manual then loses this property, but regains it in a century.

This book also contains a complex ritual that can summon beings from beyond the Outer Planes. The GM determines the exact nature of the ritual.

BONUS

SAVE DC

CHARGES

Brooch of Shielding

NAME

Wondrous item	U	Y
CATEGORY	RARITY	ATTUNE ☐

NOTES

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

BONUS

SAVE DC

CHARGES

Potion of Invisibility

NAME

Potion	VR	N
CATEGORY	RARITY	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.

BONUS

SAVE DC

CHARGES

Sovereign Glue

NAME

Wondrous item	L	N
CATEGORY	RARITY	ATTUNE ☐

NOTES

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with oil of slipperiness. When found, a container contains 1d6 + 1 ounces.

One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of universal solvent or oil of etherealness, or with a *wish* spell.

BONUS

SAVE DC

CHARGES