

Potion of Sobriety

Potion, common

This potion ends all effects of nonmagical alcohol after drinking it (including hangovers).

Lovers Rings

Wondrous item, common

Lovers Rings come in pairs, and each ring have a unique series of symbols engraved on the inside to match the other so the pairing could be recognised.

When activated using an action, the ring sends an immediate signal to the paired ring, as long as they on the same plane of existence. After receiving the signal ring lightly vibrates for 1 second. Once used, rings can't be used again until 1 hour has elapsed.

Bead of Fresh Breath

Wondrous item, common

This small rectangular box contains 1d4 small (0.5") aqua-white beads. You can use bonus action to chew one of these capsules in your mouth, gaining a +1 bonus to Charisma (Persuasion) rolls for 1 hour, as your breath becomes very fresh and pleasant.

Teletalking Stones

Wondrous item, common

Teletalking Stones come in pairs. While you touch the Teletalking Stone, you can use an action to cast the *Message* spell from it. The target is the bearer of the other stone. If no creature bears the other stone or the bearer is out of range, you know that fact as soon as you use the stone and don't cast the spell.