

Veralynn's Conveyance

Countryside

November 18, 2022



Wondrous Item, common

This wheelchair has wide wheels that enable it to move through wilderness areas with a 30 foot speed, adjusted for terrain difficulty. While seated in it, you can command it telepathically to propel itself for up to 8 hours per day. The wheelchair regains its charge after a long rest.

Valkeown's Fidget Focus

November 18, 2022



Wondrous Item, uncommon

This fidget has 3 charges and functions as both a fidget item

for assisting with general focus and as a spell focus. While holding it, you can expend 1 charge as a bonus action to give you advantage on your next spell attack. The fidget regains all expended charges daily after a long rest.

Valentine's Hood of the Bat

November 18, 2022



Wondrous Item, rare

This hood enables you to use echolocation, granting blindsight 30 ft. You cannot perceive colors or subtle details such as facial expressions.

Ulfgard's Ear of Intention Detection

November 18, 2022

Wondrous Item, common

This ear helps you hear a speaker's intention and resist deception. You have advantage on rolls against Charisma (Deception) and sound-based saving throws against being charmed.

Turnicus' Skin Putty

November 18, 2022

Wondrous Item, common

When found, a jar of Skin Putty contains 3d6 uses. When applied, skin putty eliminates the additional negative effects of a [cleft](#) for 1d4 hours (though still leaving the [Diverse Face Shape](#) effects, as it fills in the gaps but is clearly visible).

Tristan's Helpful Hand

November 18, 2022

Wondrous Item, common

This prosthetic hand has 4 charges. While wearing it, you can expend 1 charge as an action to cast the [Magic Missile](#) spell. You can cast [Mage Hand](#) at will. You can use expend 1 charge as an action to help a willing ally and give them advantage on a spell attack. The hand regains 1d4 expended charges daily after a long rest.

Tristan Swordsplow's Interchangeable Arm

November 18, 2022

Wondrous Item, uncommon

This linden prosthetic arm has multiple slides and dials on it, with a bell-shaped wrist and pincer-like hand capable of grasping and carrying up to 10 lbs. The hand can hold a shield, bow, or other ranged or thrown weapon, but if used to attack with a melee weapon, on a successful hit, it takes 1 point of bludgeoning damage. Once it takes 2d4 points of damage, the hand breaks off.

The wrist is an opening to a small pocket dimension similar to a [Bag of Holding](#). While wearing it, you can expend 1 charge as a bonus action to change the hand into one of the following items, ready for use: club, crowbar, crutch, dagger, fishing pole, flail, hammer, handaxe, hand crossbow, holy symbol, rapier, shortsword, spell focus, warhammer, whip, or a musical instrument no larger than 2 lbs. You must supply the holy symbol, spell focus, or musical instrument.

Tove's Tonic of Temperature

November 18, 2022



Potion, common

This minty sky-blue potion temporarily reduces the exhaustion level of a fever by 1 level for 2d6 hours. The consumer is vulnerable to cold damage for the duration.

Tori Valen's Brace of Movement

November 18, 2022

Wondrous Item, common

This brace, worn around the torso, allows you to make 1 Dexterity (Acrobatics) roll or Strength (Athletics) check to jump without penalty, but within the next hour, you will need to take a short rest or experience one level of exhaustion.

Tockelberry's Chair of Speed

November 18, 2022

Wondrous Item, uncommon

This scarlet and gold wheelchair has 3 charges. While sitting in it, you can expend 1 charge as an action to cast the [Haste](#) spell. The wheelchair regains 1 expended charge daily after a long rest.