

Tisqaad's Dulling Dollop

November 18, 2022

Wondrous Item, common

This deep blue jar with a white crème contains 1d10 applications. When applied to a location of Paresthesia, it reduces the IE by 2 for 1d10 minutes, but if the Paresthesia wears off before the end of the duration, the limb becomes paralyzed until the end of the duration.

Tihute's Relaxing Ointment

November 18, 2022

Wondrous Item, common

A jar of ointment contains 3d6 uses and is applied to the forehead, regardless of the location of the tics. When used, tics and tremors will temporarily decrease by 2 IEs, stopping if reduced to 0. It also confers a -1 penalty on initiative rolls. The ointment lasts 1d20 hours, and at the end of its duration, the effects vanish instantly.

Tentacular Hand

November 18, 2022



Wondrous Item, common

This telescoping prosthetic arm extends your reach to 10 ft. As a tentacle, it can grip and grapple and hold a weapon, but because it lacks fingers, if you use it to hold a finesse weapon, you don't get your proficiency bonus if used with your Dexterity score, and you have disadvantage on Dexterity (Sleight of Hand) checks with that limb.

Teeth of Intonation

November 18, 2022



Wondrous Item, common

These teeth have 1 charge per day and recharge after a long rest. When you expend the charge, your vocal tone alters to communicate most effectively to those listening to you, giving you advantage on all verbal Charisma (Performance) and Charisma (Persuasion) checks for one hour.

Tankard of Savory Viscosity

November 18, 2022

Wondrous Item, common

This tankard produces a nourishing and tasty food or drink with the viscosity you require for safe swallowing daily at dawn. Once you consume its contents, which takes two rounds, it restores 1 hit point and provides enough nourishment to sustain you for one day. You must wash it before it will refill itself, and if the food is not consumed, it will spoil by the next day.

Tamarin's Immovable Chair

November 18, 2022

Wondrous Item, uncommon

This iron-armed chair has a button on one of the arms. You can use an action to press the button, which causes the chair to become magically fixed in place. Until you or another creature uses an action to push the button again, the chair doesn't move, even if it is defying gravity. The chair can hold up to 8,000 pounds of weight. More weight causes the chair to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed chair up to 10 feet on a success.

Sym's Scheduling Scroll

November 18, 2022



Wondrous Item, common

When you write an appointment or deadline on this scroll and speak the command word, it sorts the list into chronological order and removes completed entries. One hour and one minute before an appointment or deadline is due, the scroll telepathically reminds you of the upcoming entry.

Sutherland's Spellbook

Speaking

November 18, 2022



Wondrous Item, common (requires attunement)

This spellbook will read the spells contained within to the owner on command to help casters who can't read to prepare spells. The book can contain up to 100 levels of spells. The volume of the voice cannot be changed and speaks at a normal conversational level, regardless of ambient noise, which eliminates the possibility of stealth while in use.

Spirits of Autumn

November 18, 2022



Potion, common

This bright yellow carbonated potion reduces musculoskeletal pain by 2 IEs for 8 hours, but the relaxation it causes also slows reaction times, giving a -2 penalty on all initiative rolls.

Zaganna's Lightvision

November 18, 2022

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of coal dust)

Duration: 4 hours

You touch a willing creature with [Photosensitivity](#) or Sunlight Sensitivity to grant it the ability to see in direct sunlight without penalty for the duration.