

# Vitality Exchange

November 18, 2022

2nd-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a glass funnel)

Duration: Instantaneous

You can transfer the life force of those within a 10-foot-radius sphere centered on a creature of your choice within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. You also must make a Constitution saving throw, taking 1d6 necrotic damage on a failed save, or half as much damage on a successful one and a creature of your choice within range regains hit points equal to the amount of necrotic damage dealt.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

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# Momo's Rainbow

November 18, 2022

1st-level enchantment

Casting Time: 1 action

Range: 20 ft

Components: V, S, M (a tuft of fur from a hamster or other soft creature)

Duration: 1 minute

A swirling array of colorful lights and a gentle purring sound emanate from your hands toward a willing creature within range, calming it for the duration. Amplified Emotions, [Traumatic Flashbacks](#), and Baseless Emotions reduce by 2 IEs. The target is immune to being frightened and has advantage on saving throws against psychic damage.

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## A'elea's Clarifying Familiar

November 18, 2022

1st-level conjuration (ritual)

**Casting Time:** 1 hour

**Range:** 10 feet

**Components:** V, S, M (A 10 gp crystal lens that is consumed in the casting)

**Duration:** Instantaneous

You gain the service of a mechanical familiar, a spirit that takes an animal form you choose: [bat](#), [cat](#), [crab](#), [frog](#) (toad), [hawk](#), [lizard](#), [octopus](#), [owl](#), [poisonous snake](#), fish ([quipper](#)),

[rat](#), [raven](#), [sea horse](#), [spider](#), or [weasel](#). Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a construct instead of a beast and appears to be made of clear glass.

Additional animal form choices may be available at the GM's discretion.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. This familiar can only make defensive actions to protect or free itself.

When the familiar drops to 0 hit points, it disappears, leaving behind a pile of crystal powder. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. The familiar senses [Delusions](#) and [Personality Difference](#) and will telepathically communicate truths that it knows to you when it senses trait-related erroneous thoughts. This reduces the IE by 1.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time, including familiars gained by other spells or means. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Classes: Wizard

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# Soltan's Gloves of Seeing Touch

November 18, 2022

Wondrous Item, common

These silk gloves fit tightly on the wearer's hands and heighten the sensation of touch. While wearing them, you gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks based on touch. Additionally, you can perceive visual elements of the surface of any object or creature you touch, such as darkness, patterns, and a vague sense of color range. You can perceive any written text on the surface, provided it is written in a written language you understand or any arcane text (such as a scroll or spellbook) that your class would normally grant you the ability to understand. It takes about 1 minute to read one page of text in this manner. You must remove them during a long rest or experience [Nightmares](#) (IE 2). Those with [Sensory Processing Difference](#) may find these beneficial or challenging, depending on their experience, which the player and GM can discuss.

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## Sky's Earbuds

November 18, 2022

Wondrous Item, common

Consisting of an ear cuff, chain, and earring shaped like a blue-gray flower bud, these earrings have 4 charges. While wearing them, you can expend 1 charge as a reaction to produce sound that only you can hear for 1 hour. The sound can be any music or sound that you have heard and can recall—for example, white noise or environmental noise such as a babbling brook or chirping birds. The sound is ambient, and while it can be lyrical, it does not help recover forgotten auditory details. While the sound plays, you have +2 on focus saving throws for [Attention Difference](#) and saving throws against auditory attacks such as a banshee's wail or [Vicious Mockery](#) spell. The earrings regain 1d4 expended charges daily at dawn.

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## Sklara's Circlet of Plain Language

November 18, 2022

Wondrous Item, common

[Sklara](#) created this plain silver circlet to help them communicate with neurotypical people. While wearing the circlet, anyone who hears you speaking and can understand the language automatically fills in any cultural cues so they hear the intent of your communication, reducing the associated Impact Extent penalty by 2. It also causes them to hear you with their native accent, which may affect disguise attempts by  $\pm 1$ , depending on your attempted disguise. Once per day, you can use it to cast the [Tongues](#) spell. When interacting with someone that exhibits similar neurodiversity, the circlet adds 2 to the associated penalties instead of reducing them, because the cues created by

the circlet are unnecessary for clear communication and instead complicate it.

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## Sir Legranthwaite's Leggings of Leisure

November 18, 2022



Wondrous Item, common

These leggings relax your leg muscles, reducing Tremors and [Cramps](#) by 2 IEs. Because the legs are more relaxed, they also give a -2 penalty on all Strength (Athletics) checks involving the legs or feet.

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## Silvaerin'a Tael's Pipe of Inhalation

November 18, 2022



Wondrous Item, common

This short ceramic pipe full of herbs helps oxygenate the lungs and clear toxins to facilitate drawing deep breaths and counter wheezing, Shortness of Breath, and any resulting Dizziness. This pipe has 1d4 charges. While holding it to your mouth, lighting the herbs, and inhaling, you can expend 1 charge as an action to activate it, reducing breathing difficulties by 2 IEs for 1d4+1 hours. The pipe regains 1d4 expended charges daily at dawn. Each time you use it, you must succeed on a DC 10 Constitution saving throw, the DC increasing by 1 cumulatively per use until taking a long rest. On failure, the potency of the herbs will affect the taste of food.

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## Shani's Equalizer

November 18, 2022

Potion, common

This gray grainy potion will remove 1d6 days from the beginning of an [Emotion Fluctuation](#) episode, but at the end of the duration, the fluctuation still happens.

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# Shades of Life's Hues

November 18, 2022



Wondrous Item, common

These spectacles adjust themselves to your eyes and use daltonization to emphasize certain colors, allowing you to better distinguish colors. It eliminates the disadvantage on applicable rolls but still leaves a -1 due to not completely correcting for it.