

# 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.

---

# 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.

---

## 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.