

Rashida Robinson-Terrell's Headband of Enemy Detection

November 18, 2022

Wondrous Item, uncommon

This red and black headband detects hostile creatures within a 30 ft. radius and vibrates in their direction, the frequency increasing as they approach. This reduces your Impact Extent by 2 for rolls to hit and gives you a +2 to hit invisible creatures within range. You must remove it during a long rest or experience [Nightmares](#) (IE 2) while wearing it.

Ran's Gauntlets of Stability

November 18, 2022

Wondrous Item, common

These gauntlets, when worn, reduce the IE of [hand tremors](#) by 2. However, you sometimes overcompensate and paralyze your arms. In any roll related to hand use, roll 1d20. On a 1, your hands grip tightly, making the gauntlets impossible to remove, and the arms become paralyzed to the shoulders until after a long rest.

Potion of Stillness

November 18, 2022



Potion, common

This pink viscous fluid reduces the IE of [Diarrhea](#) by 2 for 1 day.

Potion of Euphemistic Ease

November 18, 2022

Potion, common

This clear effervescent potion smells acidic. When consumed completely, you gain advantage on Strength checks against [constipation](#) for one day.

Potion of Assonance

November 18, 2022



Potion, common

This red and green swirled potion, when consumed, corrects [diplacuisis](#) for 4 hours. If consumed by someone who doesn't have this disability, it causes it for 4 hours and requires a DC 8 Constitution saving throw at the end of the duration, or it becomes permanent.

Platinum Ring Splints of Sure Fingers

November 18, 2022

Wondrous Item, common

These splints have 4 charges. While wearing them, you can expend 1 charge as a bonus for one of the following properties:

Skeletal Stability. You reduce the Impact Extent of [Skeletal Flexibility](#) by 2 for 1 minute.

Widget Digits. You have +2 on all tool proficiency checks for 1 hour.

Spry Spells. You have advantage on one spell attack roll until the next round. While wearing them, you have disadvantage on

Dexterity (Sleight of Hand) checks. The splints regain 1d4 expended charges daily after a long rest.

Phyllis's Ear Cuff of Grounding

November 18, 2022



Wondrous Item, common

These gold earrings, shaped like plumblines running from the lobe up to a cuff and hanging from there, reduce the IE of [Vertigo](#) by 2 while worn. They must be removed to receive the benefits of a short or long rest and take one round to add or remove. When removed, you must lie prone for (IE) rounds or Faint.

Otikoro's Mirror of Truth

November 18, 2022

Wondrous Item, uncommon

This diamond-studded silver mirror has a mithral handle accented with abalone. When you look into it for 1 minute, you see yourself as a true reflection of your values. The image is powerful enough to reduce the effects of [Intrusive Thoughts](#) by 2 IEs, but looking into the mirror can be addicting. Each time it's used, you must succeed on a DC 10 Wisdom saving throw or be unable to look away from it for another minute, repeating the saving throw until successful unless someone wrests it away from you by an opposed Strength check or other means, and unless you succeed on the saving throw, you will still look for ways to get it back as it becomes an [Alleviation Behavior](#).

Ossified Ozzy's Oracular Opticon

November 18, 2022

Wondrous Item, common

You choose a creature you can see with this brown and green eye and mystically mark it as your quarry. Until sunset, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before sunset, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Oscar's Ocarina of Magical Motivation

November 18, 2022

Wondrous Item, uncommon

This ceramic pocket-sized ocarina has a spinner on the end that's activated when played and can be used as a spellcasting focus. This ocarina has 4 charges. While playing it, you can expend 1 charge as an action to enter the Zone of Oscar's Ocarina of Magical Motivation (known as the Z0000MM). You remain in the Z0000MM while the spinner spins, which lasts 1d4 rounds. While in the Z0000MM, you have a + 2 bonus to all attention and decision-making rolls for 1d6 rounds and +2 on all spell attack rolls. The ocarina regains 1d4 expended charges daily at dawn.