

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.

Orrelios' Quill of Relief Writing

November 18, 2022



Wondrous Item, common

This writing quill causes its ink to coagulate as it writes, forming hardened nodules on a page or other surface, allowing you to write using the tactile alphabet invented by the great wizard Louis Braille. This quill can use any kind of ink, including the specialized inks required for writing in spellbooks, and it uses the same amount of ink as other quills to write the same amount of content.

Oleander's Cane Cap of Planar Detection

November 18, 2022

Wondrous Item, common

This cap, which you can affix to the end of any cane, has 4 charges. While touching the target with it, you can expend 1 charge as an action to detect whether the target is an aberration, celestial, elemental, fey, fiend, or undead, or whether the ground has been magically consecrated or desecrated, if any. The cap regains 1d4 expended charges daily at dawn.

Octavia's Arthropodal Arms

November 18, 2022

Wondrous Item, common

Worn like a mail shirt, these metal segmented arms extend from the wearer's sides with grasping pincers on the ends. The arms have a strength of 10 and can wield weapons or perform other tasks not requiring fine manipulation by fingers but lose any proficiency bonus. The arms have an AC of 16 and 15 hp each. They can be repaired by an artificer with a successful DC 10 Intelligence (Arcana) check at a rate of 1d4 hp per day and a typical cost of 10 gp per repaired hp.

Nortengaal's Dart Digits

November 18, 2022

Wondrous Item, uncommon

This walnut prosthetic hand has 5 long silvered nails and turkey

feathers lining the back of each finger. These darts are light ranged weapons and can have 5 loaded at a time, and you are automatically proficient with them. While wearing the hand, you can grasp objects with it, but because the fingers lack joints and feeling, you have disadvantage on all Dexterity (Sleight of Hand) checks and melee weapon attacks made with it. You can use your action to make an unarmed melee attack with it, causing 1d4 piercing damage if you have at least 3 loaded or 1 piercing damage with 1 or 2 loaded, or you can shoot one of the fingers for 1d6 piercing damage with a range of 60/240 feet. You can recover all of these sturdy darts after a combat, but a fletcher can replace them or create extras for 1 sp each.

Noomi's Marvelous Makeup

November 18, 2022

Wondrous Item, common

A jar of makeup contains 3d6 uses if used on the face, but if used on arms and/or legs, 2 uses are expended. When used, you look at or think of the color you want, and all skin covered with the makeup becomes that color. No amount of investigation or magical detection will reveal the deception, nor does it look like anything has been applied to the skin. The makeup lasts 1d20 hours, and at the end of its duration, the effects vanish instantly.

No-Sweat-Band

November 18, 2022



Wondrous Item, uncommon

This copper headband has a series of dials and produces sound inside your ear. When properly adjusted, it can produce a sound that counters your tinnitus, reducing it by 2 IEs, but this constant sound on the ears causes gradual damage to the ears. Every twenty-eight days it's worn, you must succeed on a DC 8 Constitution saving throw. On a failed saving throw, the tinnitus increases permanently by 1 IE.

Nightdove's Harness of the Sky

November 18, 2022

Wondrous Item, rare

While your service animal is wearing this harness, you can use an action to speak its command word. This turns the harness into a pair of bat wings or bird wings on your service animal's back for 1 hour or until you repeat the command word as an action. The wings give your service animal a flying speed of 60 feet. When the wings disappear, you can't use them again for 1d12 hours.

Nemus's Numb Gum

November 18, 2022

Wondrous Item, common

This chewing gum numbs the mouth, reducing oral pain by 2 IEs. The numbing also affects speech, making spellcasting with verbal components impossible and granting disadvantage on all speech-related social ability checks. This gum has unlimited duration while being chewed and for one hour after stopping. It can be stored and reused.