

Necklace of Cleansing

November 18, 2022

Wondrous Item, uncommon

This pink crystal necklace, when worn constantly, gives a +2 bonus to Saving throws against ingested poison and [Hypertension](#) Constitution saving throws by cleansing the body of toxins, but because it forces toxins through the body, you have to urinate twice as often as usual. These frequent stops reduce your travel distance by ten percent.

Nathaniel's Belt of Levitation

November 18, 2022

Wondrous Item, uncommon

This belt has 5 charges. While wearing it, you can expend 1 charge as a bonus action to rise vertically, up to 5 feet, and remain suspended there for up to $2d6 \times 10$ minutes. You can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling or using a walking stick along the ground), which allows you to move as if you were climbing. You can move up or down as part of your move within the 5 foot maximum. The belt regains $1d4 + 1$ expended charges daily after a long rest. If the ground under you changes elevation, you float gently up or down accordingly, remaining no more than 5 feet above the surface. When the effect ends, you float gently to the ground if you are still aloft.

Nai's Quiver Leg

November 18, 2022

Wondrous Item, common

This wooden leg wrapped with hardened leather is larger on the inside than the outside and has a slot on the side that you can load with up to 100 arrows or bolts that can only be retrieved by you. If you want a specific arrow, it will always be the first one you grab.

Naf's Fantastic Filter

November 18, 2022

Wondrous Item, common

This mask, worn over the mouth and nose, filters mouth discharges, reducing the IE by 2 while worn. It can be worn up to 4 hours per day, but while worn, it amplifies the sound of your breathing, giving disadvantage on Dexterity (Stealth) checks.

Muffs of Mercy

November 18, 2022

Wondrous Item, common

These soft goose-feathered earmuffs, when worn, give you advantage on saving throws against all sound-based attacks but disadvantage on Wisdom (Perception) checks against those making Dexterity (Stealth) checks against you.

Mira Rose's Boots of Numbing

November 18, 2022

Wondrous Item, uncommon

These blue boots have 4 charges. While wearing them, you can expend 1 charge as an action for one of the following properties:

Numb Feet. You reduce your Foot Hypersensitivity by up to 3 IEs for 3d6 minutes. While affected, you have disadvantage on all Dexterity (Acrobatics) checks.

Cold Feet. A blast of cold energy erupts from your boots along the ground. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. Water within the affected area instantly freezes hard enough to walk across but will melt normally based on ambient temperature.

The boots regain 1d4 expended charges daily after a long rest.

Merdragon's Crutches of Fashion

November 18, 2022

Wondrous Item, uncommon

These crutches look like standard wooden forearm crutches with small runes and a scale pattern stitched in green thread inside each arm cuff. These crutches have 5 charges. While holding it, you can expend 1 charge as an action to transform to perfectly match the user's outfit for 1 hour, making them functional but fashionable accessories as well as mobility aids. This can be as simple as changing color or material or as dramatic as transforming into sculpted works of art.

While transformed, it emanates a 30-foot radius aura that inspires awe, admiration, or appreciation in the minds of those within the radius who fail a DC 12 Wisdom saving throw, eliminating any trait-related Charisma penalties. Those immune to being charmed are not affected.

The crutches regain 1d4 + 1 expended charges at the end of a long rest.

Mebsa's Succulent Spice

November 18, 2022

Wondrous Item, common

This jar includes 1d100 dashes of spice. When applied to any food, the user thinks of a flavor, and the food takes on that flavor. Note that it alters the flavor but not the condition or composition of the food, so while it will mask poisons or spoilage, it does not remove the detrimental quality.

McLoken's Ring of Fidgeting

November 18, 2022



Wondrous Item, common

This silver ring has a separate gold ring in the center that rotates and functions as a fidget, giving a +1 bonus to Attention Difference saving throws. This ring has 6 charges. While wearing it, you can expend 1 charge as an action to clarify your mind for 1 minute, giving you advantage on all saving throws against psychic damage and all Intelligence and Wisdom checks in which you're proficient except passive Wisdom (Perception). The ring regains 1d4 + 2 expended charges daily after a long rest.

Mavroddec's Spectacles of Sound

November 18, 2022

Wondrous Item, common

These black-and-white-striped spectacles have clear lenses that turn darker and darker red the louder the sound around them becomes, indicating the overall sound volume in the room. This reduces the IE of inability to determine sound volumes by 2 while worn, but as the lenses get darker, they also filter light, causing up to a -2 penalty on Wisdom (Perception) checks involving vision.