

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.

Matteo's Arm of the Spider

November 18, 2022

Wondrous Item, uncommon

This brown or gray fuzzy prosthetic handless arm has 1d4 charges. While wearing it, you can pick up objects with its tiny hooked bristles but not manipulate them with it. You have advantage on Strength (Athletics) checks to climb, and you can expend 1 charge as an action to cast the [Web](#) spell. The arm regains 1d4 expended charges daily after a long rest.

Marrh's Mindful Marker

November 18, 2022



Wondrous Item, common

You can use this parrot feather pen to transcribe spoken words, and it requires no ink to write. When waved in the correct pattern and placed on a writing surface, it will begin transcribing the words of the closest speaker within a 10 ft radius. It can fit 1 minute of speech on a standard sheet of paper, and if the surface is a stack of paper, bound or unbound, it will attempt to turn the page and continue on the next sheet once it reaches the end until it runs out of paper or you stop the effect by grasping the pen. The pen writes in the language and alphabet of the speaker and does not translate.