

Mark's Panic Potion

November 18, 2022



Potion, common

When you experience a panic attack and drink this creamy indigo potion, it calms you and reduces the attack by three IEs for $2d4 \times 10$ minutes. While in effect, you have disadvantage on all saving throws against being charmed.

Mariska's Stockings of Levitation

November 18, 2022



Wondrous Item, uncommon

These stockings allow you to levitate as the spell up to an hour per day. This does not provide horizontal movement, but you can

use poles, rope, or other means to propel yourself.

Mala's Migraine Mints

November 18, 2022

Wondrous Item, common

Usually found in a red and white striped pouch that stays perpetually cool (60°F) inside with 3d6 doses, when you eat one of these mints, your head pain reduces by 2 IEs for 1d4 + 2 hours.

Mala's Helm of Clarity

November 18, 2022

Wondrous Item, uncommon

When you wear this silver helm, if you experience [Confusion](#), either the trait or the spell of the same name, you have advantage on saving throws against the spell. If an ally touches the helm and you use an action to pay attention, your immediate past flashes before your eyes and helps to orient you, so the Confusion trait decreases by 2 IEs for 3d4 × 10 minutes.

Mal's Crown of Projection

November 18, 2022

Wondrous Item, rare

This crown has 2d4 + 1 gems. If you have [Palinopsia](#), wear this crown, and touch one of the gems, the persistent image you're seeing will be saved in the gem. The center gem does not store an image but serves as the projection lens to shine the image onto a surface. Each gem can store one image, and adding an image to a used gem will erase the old image and replace it with a new one.

Macer's Mace of Anger Management

November 18, 2022

Wondrous Item, rare

This shining silver mace looks like a large ornate crown on the end of a shaft. At each of the points of the crown, a small sapphire glows a soft blue. This mace has 5 charges. While holding it, you can expend 1 charge as an attack roll. When used in this way, the mace causes no physical damage but will dispel any illusion it touches. While holding it, you can expend 1 charge as an action to cast the [Major Image](#) spell (visual only). When used during an [Amplified Emotion](#) (Uncomfortable) episode, creating an image representing the subject of the emotion and dispelling it with the mace gives you a +2 bonus on the associated Wisdom saving throw. The mace regains 1d3 charges at

dawn.

Macer's Earrings of Appetite Suppression

November 18, 2022

Wondrous Item, common

Carved from the shell of a large scavenging insect, these simple white spiral earrings are worn in such a way that the end of the spiral points at the back of the ear. While worn, they make all food in a 10-foot radius taste spoiled and rotten, giving advantage on the Wisdom saving throw to resist binging. This effect also affects others within the radius. Anyone who doesn't usually eat carrion who eats within the radius will experience [Nausea](#) (IE 2) until outside of the radius. The effect ends immediately when the earrings are removed.

Lyssa's Necklace of Remembering

November 18, 2022

Wondrous Item, common

This orb, a dragon ouroboros of silver and gold twisting around

a cabochon moonstone with two additional moonstones flanking it, is attached to a woven silver and gold necklace worn with the orb in the hollow of your throat. The orb glows gold after significant events (GM's or player's discretion) as it records the memory. When attempting to recall a memory, you have advantage on associated Wisdom checks. On success, the orb glows blue-violet, and you receive a vivid mental image of the memory.

Luke Wyatt's Exo-Skeleton

November 18, 2022

Wondrous Item, uncommon

Made from bones and leather straps, this set of braces can provide support for any part of the body and rightly gives the appearance of wearing a skeleton, even more so in the dark, as it emits a faint green glow, giving you disadvantage on vision-related Dexterity (Stealth) checks in the dark. This brace has 5 charges. While wearing it, your Impact Extent effectively reduces by 1 (minimum 0) for trait-related mobility needs, and you can expend 1 charge as an action for one of the following properties:

Walking Dead. You animate the bones, which follow your mental commands for 1 hour. For the duration, your Impact Extent effectively reduces by 3 (minimum 0). After using this property, you take 1 level of exhaustion until you take a short rest.

Necrotic Surge. You shove an opponent, causing 2d4 necrotic damage on a successful attack.

If you only need a brace for part of your body, you need not

wear every piece, but you must carry the other pieces on your body (e.g., in a backpack) in the same dimensional space, not a [bag of holding](#) or similar magic containers, to use its charges.

The brace regains 1d4 + 1 expended charges daily at dawn.

Lukasz's Ring of Alliance

November 18, 2022



Ring, uncommon

This black ring set with a ruby and lapis lazuli vibrates when a hostile creature comes within 50 feet of you, vibrating more as the creature gets closer. It also gives you advantage on saving throws against being charmed.