

Lozenge of Vocal Relaxation

November 18, 2022

Potion, common

When you eat this translucent lozenge, your throat and jaw relax, reducing Tremors by 3 Impact Extents for 4d4 x 5 minutes. During this time, because it slightly slurs your speech, you cannot cast spells requiring a verbal component. When found or purchased, a tin of these typically includes 2d4 lozenges.

Lorena's Mouthpiece

Manipulative

November 18, 2022

Wondrous Item, common

This brass mouthpiece changes shape to fit any wind instrument and adjusts to any mouth shape, removing associated performance penalties. It has 1 charge. While playing its attached instrument, you can expend the charge as a bonus action to grant an additional bardic inspiration without using your bardic inspiration slots. The mouthpiece regains its expended charges daily after a long rest.

Linda Lou's Cane of Warding

November 18, 2022

Wondrous Item, rare

This cane has 3 charges. While holding it, you can expend 1 charge as an action to inscribe a glyph that later unleashes a magical effect. You inscribe it on a surface such as a table or a section of floor or wall. The glyph can cover an area no larger than 5 feet in diameter. If the surface is moved more than 5 feet from where you cast this effect, the glyph is broken, and the effect ends without being triggered. The glyph is nearly invisible and requires a successful DC 12 Intelligence (Investigation) check to be found. The glyph is triggered when a creature touches it. Once a glyph is triggered, this effect ends. When you inscribe the glyph, choose one of the following properties:

Explosive Runes. When triggered, the glyph erupts with magical energy in a 10-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 2d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

Immobilizing Runes. When triggered, the creature triggering it and all creatures within a 10-foot-radius sphere centered on the glyph must succeed on a DC 12 Wisdom saving throw or be paralyzed for 1 minute. At the end of each of its turns, each target can make another Wisdom saving throw. On a success, the effect ends on the creature.

Slippery Runes. The ground in a 10-foot square centered on the glyph becomes slippery difficult terrain for 1 hour. When

triggered, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

The cane regains all expended charges daily after a long rest.

Lightwood Automated Shield Hand

November 18, 2022

Wondrous Item, common

This iron hand has a shield permanently attached to it and can function accordingly without penalty but does not have prehensile fingers. It also has 1d4 charges, recharging on a long rest. You can use a reaction to expend 1 of its charges to cast the [Shield](#) spell.

Lex's Collar of Invisibility

November 18, 2022



Wondrous Item, uncommon

While your service animal is wearing this collar, you can touch it and make the service animal turn invisible as an action. Anything it is wearing or carrying also turns invisible. The service animal remains invisible until the collar is removed, until the service animal attacks, or until you use a bonus action to make it become visible again.

Lens of Translation

November 18, 2022



Wondrous Item, uncommon

These bronze wire-frame sepia-tinted glasses appear delicate but are deceptively sturdy. These glasses have 4 charges. While wearing them, you can expend 1 charge as an action to understand any written language that you see, but you must be within 5 feet of the surface on which the words are written and be able to see

the characters clearly. It takes about 1 minute to read one page of text. These glasses don't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language. The glasses regain 1d4 expended charges daily at dawn.

Leggo's Lexical Lenses

November 18, 2022

Wondrous Item, common

These ivory-framed spectacles help you read text that is inaccessible to you. While wearing these, any written words that you see appear to change their font, size, and layout to make them easier for you to read, reducing the Impact Extent of [Dyslexia](#) and other traits involving word shape or placement by 2. The lenses will transliterate words written in an alphabet that you can't read but not translate them. These lenses have 1 charge.

While wearing them, you can use an action to expend the charge and cast the [Comprehend Languages](#) spell. The lenses regain their charge daily after a long rest. Wearing them in environments with a lot of words (e.g., libraries) can disorient you as words constantly morph around you. You have a -2 penalty on all Wisdom (Perception) checks in such environments while wearing the lenses.

Leg of Thunder

November 18, 2022

Wondrous Item, common

This dark marble foot with gold veins has 1d4 charges and recharges after a long rest. When you expend a charge by stomping on the ground, it casts the [Thunderwave](#) spell at first level. If you expend multiple charges at once, you can increase the casting level by the number of charges expended.

Laksmana's Rations of Recovery

November 18, 2022

Wondrous Item, common

When found, this wooden box contains 2d6 cubes of green chewy tree sap. Any day that you chew one of these cubes for at least an hour, you receive a +2 bonus to your saving throw against withdrawal from substance addiction.

Ladon Fajorogi's Teeth of the Dragon

November 18, 2022



Wondrous Item, uncommon

These teeth alter your mouth according to color, which corresponds to one of the dragon types. The smell of your breath corresponds to the dragon breath (smoke, ozone, etc.), These teeth have 3 charges. You can expend 1 charge as an action to expel destructive energy in a 5 by 30 ft. line causing 2d6 damage according to the breath weapon type, half damage on a successful Dexterity saving throw. If the corresponding dragon has multiple breath weapons, use the breath weapon listed for the corresponding [Dragonborn](#) color. The DC for this saving throw equals 8 + your proficiency bonus. The teeth regain 1 expended charge daily after a long rest.