

C0 Yucca's Potion of Deafness

August 12, 2022



Potion, uncommon

This dark brown potion has the color and viscosity of molasses. When consumed, it causes the drinker to be deafened for 1 hour. Those with hyperacusis will not be deafened but can hear as a hearing person would for the duration.

Cirina's Potion of Pressure

August 12, 2022



Potion, common

The person drinking this potion feels sinus pressure, which cancels out nasal echo for 1d4 hours, but after an hour, the drinker develops a headache and must take a short rest or take one level of exhaustion.

Chloe's Helm of Tranquility

August 12, 2022

Wondrous Item, uncommon

This helm has 3 charges. While wearing it, you have advantage on all emotion-related saving throws, including emotional conditions such as [Baseless Emotion](#) and the Charmed and Frightened conditions. You can expend 1 charge as an action to cast the [Calm Emotions](#) spell. The helm regains 1d4 - 1 (minimum 1) expended charges daily at dawn.

Charming Saddle

August 12, 2022

Wondrous Item, common

This leather saddle with silver buckles has 1 charge. When you place it on the back of any beast at least one size larger than you, it adjusts in size to fit and wrap around the beast and adjusts the seat to accommodate your body's shape and support needs. While holding it, you can expend 1 charge as an action to cast the [Animal Friendship](#) spell. The saddle regains its expended charge daily at dawn.

Charm of the Golden Feather

August 12, 2022

Wondrous Item, common

This charm that resembles a golden feather can be carried on jewelry or any other fastener or loop. When you touch the feather, it creates a mental projection of a golden feather slowly descending over you. Your breathing controls the descent of the feather. Slower breathing causes it to fall faster, while faster breathing causes the feather to ascend wildly, so focusing on your breathing can potentially calm you. After (IE)d4 minutes of using the feather, your [Baseless Emotion](#) IE decreases by 2 for 1d4 hours.

Charly's Cane of Messaging

August 12, 2022

Wondrous Item, uncommon

This cane has 4 charges. While tapping it loudly on the ground, you can use it as an action to cast the [Message](#) spell at will or expend 1 charge as an action to cast the [Sending](#) spell. The cane regains 1d4 expended charges daily at dawn.

Chaos's Orca Chair

August 12, 2022



Wondrous Item, rare

This wheelchair, constructed from [killer whale](#) bones and skin, enables you, while sitting in it, to breathe underwater and gives you a swim speed of 30 ft. This wheelchair has 1 charge. While sitting in it, you can expend 1 charge as an action to [Polymorph](#) (as the spell) into a killer whale for 1 hour or until you end the effect with a bonus action. The wheelchair regains its expended charge daily after a long rest.

Cane of Echoes

August 12, 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 the magical nature of the target or anything the target is carrying, and you learn its school of magic, if any. The cap regains 1d4 expended charges daily at dawn.

Cane Cap of Traps

August 12, 2022

Wondrous Item, uncommon

This cane cap looks like an eyeball and can attach to any cane. This tip has 3 charges. While using it, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect traps, and you have advantage on saving throws made to avoid or resist traps.

Candace's Ears of Hearing

August 12, 2022



Wondrous Item, common

This headband wraps over your head with a large rabbit-like ear at each end, which covers your ears and amplifies sound. While worn, it reduces your [Hearing Loss](#) IE by 2 but gives you disadvantage against all sound-based attacks, and for every hour you wear it, you must succeed on a DC 8 Constitution saving throw or develop [Ear Pain](#) [IE 1] in your ears until taking a

short rest.