

Cedric's Serpentine Strider

November 8, 2023



Wondrous Item (prosthetic leg), uncommon

This clockwork mobility device replaces a small or medium humanoid's missing legs and is propelled by treads on the underside. It's covered with a scaly exterior, resembling a snake from the waist down.

While mounted on the Serpentine Strider, you gain a walking speed of 30 feet. The device is powered by clockwork mechanisms that make pneumatic hissing sounds. Using the Serpentine Strider requires the user's hands to operate it effectively. While moving on the Strider, you cannot wield two-handed weapons or use items that require both hands, as you need one hand to control the device. The hissing noise imposes disadvantage on Dexterity (Stealth) checks that require silence.

Cedric's Sensible Scroll

November 8, 2023

Scroll, uncommon

This scroll is a flexible overlay that transcribes written

scrolls into textured writing and embosses images, diagrams, and other non-alphanumeric writing. When used, it can transcribe any written content placed upon it into a format that can be felt and interpreted through touch. The transcription converts the writing into the textured pattern associated with the written language but does not translate it.

Oblivion Blade

November 8, 2023



Weapon (longsword), very rare (requires attunement)

This item appears to be a longsword hilt made from grey unpolished iron. While grasping the hilt, you can use a bonus action to cause a blade of pure darkness to appear or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the Oblivion Blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals force damage instead of slashing damage and ignores non-magical armor. When you hit a psionic creature with it, that target takes an extra 1d8 force damage.

Once a day, the blade can also function according to the [Carve](#)

spell.

Ring of the Twilight's Embrace

November 8, 2023



Ring, rare (requires attunement)

This ring is made of a small piece of glowing amethyst set in silver. It grants the wearer the ability to see in complete darkness and allows them to cast the [Darkness](#) spell once per day. However, when the spell is cast, the wearer is temporarily blinded for 1d4 rounds by the sudden shift in light.

Tidal Cloak of the Oceanic Depths

November 8, 2023

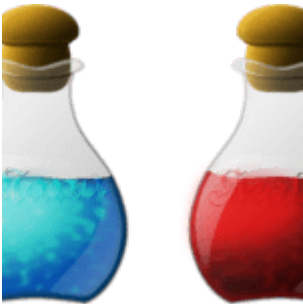


Wondrous item, rare (requires attunement)

This cloak is made of a soft, iridescent fabric that ripples like the ocean's waves. It grants the wearer resistance to acid damage and allows them to [breathe underwater](#). However, you are vulnerable to radiant damage.

Elixir of the Moon's Blessing

November 8, 2023



Potion, rare

This elixir has a shimmering violet hue and a subtle metallic taste. When consumed, it grants the drinker temporary immunity to all forms of poison and removes the poisoned condition for 1 hour. However, it also causes the drinker to feel drained and fatigued after the effect wears off, taking one level of exhaustion until taking a short rest.

Nimble Gauntlets of the Shadowdancer

November 8, 2023



Wondrous item, rare (requires attunement)

These gauntlets are made of sleek black leather and are imbued with magic from the Plane of Shadows. They grant the wearer advantage on all Dexterity (Sleight of Hand) checks made to handle delicate objects, but they also impose disadvantage on all Strength checks made to grapple or push an object.

Celestial Choker

November 8, 2023



Wondrous item, uncommon (requires attunement)

This choker is made of pure starlight and has a small flickering gemstone at its center. This choker has 4 charges. While wearing it, you can expend 1 charge as an action to grant resistance to radiant damage for one minute or eliminate sunlight sensitivity for one hour. The choker regains 1d4 expended charges daily at dawn.

Felix's Fantastical Finds

November 8, 2023



As the players enter Felix's Fantastical Finds, they are greeted by the sight of countless magical items lining the shelves and tables. The shop is well-organized, with each section dedicated to a specific category of item. A friendly-looking man with a white beard and sparkling blue eyes stands behind the counter, his name is Felix.

Felix is a wizard of considerable power, and he takes great pleasure in sharing his knowledge of magic with others. He wears a purple robe adorned with gold symbols, and a matching pointed hat sits atop his head. His shop is known throughout the land

for its unique and rare magical items, many of which Felix has created himself.

“Welcome to my magic shop! Today, I am proud to introduce a new collection of enchanted items, crafted in honor of [Porphyria Awareness Week](#). These items were created with the specific needs of those who live with Porphyria in mind, while also offering unique benefits to adventurers of all kinds.

Porphyria is a rare genetic condition that affects the way the body produces heme, a component of hemoglobin. This can lead to a build-up of porphyrins, which can cause a range of symptoms such as abdominal pain, skin sensitivity to light, and neurological problems. As a magic shop owner, I have seen the challenges that individuals with Porphyria face, and I am proud to offer enchanted items that can help manage some of these experiences. It is my hope that by raising awareness and understanding of Porphyria, we can better support those who live with it.”

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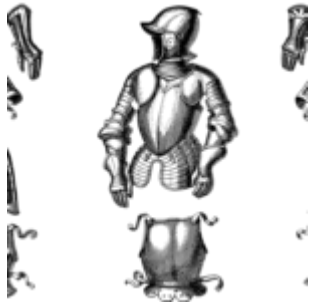
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Adamantine Armor

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Armor (medium or heavy, but not hide), uncommon