

# Antlers of the North Winds

December 16, 2022



Wondrous item, rare (requires attunement)

This headband has 3 charges. While wearing it, you can expend 1 charge as an action to fly at a speed of 30 feet for 1 hour. You must succeed on a DC 15 Constitution saving throw at the end of each hour of flight or gain one level of exhaustion. The headband regains 1d4-1 expended charges daily at dawn.

Crafted by Santa himself, with the help of his elves, as a gift for Tommy, a young boy with cerebral palsy that limited his mobility. Tommy had always dreamed of flying like Santa's reindeer.

Santa and his elves worked tirelessly to create the perfect pair of antlers that would grant Tommy the ability to fly, imbuing them with powerful magic. On Christmas Eve, Santa delivered the antlers to Tommy, who was overjoyed to finally be able to fly like his hero.

Tommy used the antlers every day, flying around his neighborhood and bringing joy to all the children he met. As word of Tommy's magical antlers spread, Santa began to receive requests from other children with disabilities for their own pair of antlers. And so, Santa and his elves continued to craft the antlers, granting the gift of flight to countless children with disabilities.

Their parents also appreciated the gift, because although the children would sometimes use them to get into trouble, flying wore their energetic children out, making bedtime easier.

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## Theodore's Staff of Focus

December 16, 2022



Wondrous Item, very rare

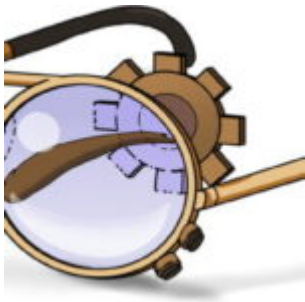
Smooth and generally featureless, this unassuming staff, carved from an ancient oak struck by lightning, may be lost in a pile of mundane staves were it not for the soft blue glow given off when whoever is attuned to it searches for it. It is said the staff was carved by the Archmage Theodore when he was just an apprentice, and he continued to carry it on his person throughout his life. Every practice spell, every new enchantment, every new insight – all were first tested on this staff which slowly grew in power alongside its master. The staff gives you +2 to [Attention Difference](#) Constitution saving throws, resistance to being charmed, and mind-altering magic such as the [Confusion \(Spell\)](#) spell. You have advantage to disbelieve illusions. When the staff moves further than 50 feet from you, you must succeed on a DC 10 Wisdom saving throw every minute or take 1d10 psychic damage, and if you are a spellcaster, you cannot maintain concentration and are unable to regain spells,

even after a long rest, until recovering the staff. While thus separated, you feel the general direction of the staff's location if it's on the same plane. To become unattuned to the staff, you must hold it and receive a [Remove Curse](#) or equivalent spell.

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## Zheng's Emotive Spectacles

December 16, 2022



Wondrous Item, common

These glasses allow those who have difficulty expressing emotions with their faces to do so while worn. You must choose the emotion you desire to express from dials on the frame of the glasses. To change to a different emotion, you must remove the glasses and change the setting. The glasses must be removed during rest periods to give the face a chance to relax.

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# Yeroc's Summoning Spiderwalk

December 16, 2022



Wondrous Item, uncommon

This gray furry wheelchair has 6 charges. While sitting in it, you can expend 1 charge for the following properties:

**Spider Walk.** As a bonus action, you can cause the wheels to unfold into spider-like legs for 1 hour and walk. While in this form, the wheelchair can [Spider Climb](#) as the spell and suffers no penalties for traversing rough terrain or spider webs. While in this form, it extends 2 mandible-like extensions from the back that optionally function as a harness to hold you in the chair when climbing.

**Cobwheel.** As an action, you can cast the [Web](#) spell.

The wheelchair regains 1d4 + 2 expended charges daily at dawn.

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# Yandel's Restorative Salve

December 16, 2022

Wondrous Item, common

This deep purple jar of 4d6 doses of salve reduces inflammation

of a [rash](#) for 2d20 hours, lowering the IE by 2. To receive the benefits, you must use (IE) doses each time to cover enough of your skin. This quantity is halved for small creatures and doubled for large creatures.

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## Xavcraes's Glove of the Wolf

December 16, 2022

Wondrous Item, uncommon

This glove, made from wolf hide, enables you to transform a limb into a fully formed limb resembling the arm of the humanoid form of a [werewolf](#), giving normal strength to that arm and an unarmed claw attack of 3 (1d6) + Strength Bonus slashing damage. Every day this is used, you must succeed on a DC 5 Constitution saving throw or be cursed with werewolf lycanthropy.

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## Wren's Ear of Memory

December 16, 2022

Wondrous Item, common

This ear can record up to one hour of sound and store it until you replace it with another recording. It can only hold one recording, regardless of duration. Recording and playback can be turned on and off with a bonus action and must be worn to function. Playback is only audible to the wearer and can only be

played from the beginning of the recording.

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## **Webber's Water Wheels**

December 16, 2022

Wondrous Item, uncommon

These wooden wheels can be adjusted and installed on nearly any wheelchair by someone with smith's tools or carpenter's tools. While sitting in the wheelchair, you can move across the surface of water, mud, or other non-volatile liquids at your normal movement speed. Strong waves on the surface will reduce your movement speed as does difficult terrain.

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## **Waterlow's Instant Chariot**

December 16, 2022

Wondrous Item, uncommon

This gold-encrusted cedar flagon-sized chariot can be activated with a bonus action up to three times per day for up to 8 hours total per day. While activated, it takes the form of a wooden chariot capable of transporting a medium-sized creature or smaller, including a wheelchair or analogous device, and any gear they would normally be able to carry with a 30' movement speed or with a 20' movement speed when carrying a large-sized creature. The chariot otherwise maneuvers and functions as a

typical chariot, and if it takes damage that would destroy it, it deactivates and returns to its smaller shape, unable to be activated again until the next sunrise.

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## Vynlanesh's Golem Armor

December 16, 2022

Armor, uncommon

This left half suit of Plate armor (Medium armor, AC 13 + Dexterity modifier (max 1), Stealth disadvantage, 35 lb.) animates your dissociated side, following your mental commands, but because it doesn't remove the dissociation, all actions taken with this side of the body have the experience of controlling a puppet and thus take a -1 penalty, cannot use proficiency bonuses, and requires a full day of practice using it before receiving the benefits.