

Orrelios' Quill of Relief Writing

November 18, 2022



Wondrous Item, common

This writing quill causes its ink to coagulate as it writes, forming hardened nodules on a page or other surface, allowing you to write using the tactile alphabet invented by the great wizard Louis Braille. This quill can use any kind of ink, including the specialized inks required for writing in spellbooks, and it uses the same amount of ink as other quills to write the same amount of content.

Oleander's Cane Cap of Planar Detection

November 18, 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 whether the target is an

aberration, celestial, elemental, fey, fiend, or undead, or whether the ground has been magically consecrated or desecrated, if any. The cap regains 1d4 expended charges daily at dawn.

Octavia's Arthropodal Arms

November 18, 2022

Wondrous Item, common

Worn like a mail shirt, these metal segmented arms extend from the wearer's sides with grasping pincers on the ends. The arms have a strength of 10 and can wield weapons or perform other tasks not requiring fine manipulation by fingers but lose any proficiency bonus. The arms have an AC of 16 and 15 hp each. They can be repaired by an artificer with a successful DC 10 Intelligence (Arcana) check at a rate of 1d4 hp per day and a typical cost of 10 gp per repaired hp.

Nortengaal's Dart Digits

November 18, 2022

Wondrous Item, uncommon

This walnut prosthetic hand has 5 long silvered nails and turkey feathers lining the back of each finger. These darts are light ranged weapons and can have 5 loaded at a time, and you are automatically proficient with them. While wearing the hand, you

can grasp objects with it, but because the fingers lack joints and feeling, you have disadvantage on all Dexterity (Sleight of Hand) checks and melee weapon attacks made with it. You can use your action to make an unarmed melee attack with it, causing 1d4 piercing damage if you have at least 3 loaded or 1 piercing damage with 1 or 2 loaded, or you can shoot one of the fingers for 1d6 piercing damage with a range of 60/240 feet. You can recover all of these sturdy darts after a combat, but a fletcher can replace them or create extras for 1 sp each.

Noomi's Marvelous Makeup

November 18, 2022

Wondrous Item, common

A jar of makeup contains 3d6 uses if used on the face, but if used on arms and/or legs, 2 uses are expended. When used, you look at or think of the color you want, and all skin covered with the makeup becomes that color. No amount of investigation or magical detection will reveal the deception, nor does it look like anything has been applied to the skin. The makeup lasts 1d20 hours, and at the end of its duration, the effects vanish instantly.

No-Sweat-Band

November 18, 2022



Wondrous Item, uncommon

This copper headband has a series of dials and produces sound inside your ear. When properly adjusted, it can produce a sound that counters your tinnitus, reducing it by 2 IEs, but this constant sound on the ears causes gradual damage to the ears. Every twenty-eight days it's worn, you must succeed on a DC 8 Constitution saving throw. On a failed saving throw, the tinnitus increases permanently by 1 IE.

Nightdove's Harness of the Sky

November 18, 2022

Wondrous Item, rare

While your service animal is wearing this harness, you can use an action to speak its command word. This turns the harness into a pair of bat wings or bird wings on your service animal's back for 1 hour or until you repeat the command word as an action. The wings give your service animal a flying speed of 60 feet. When the wings disappear, you can't use them again for 1d12 hours.

Nemus's Numb Gum

November 18, 2022

Wondrous Item, common

This chewing gum numbs the mouth, reducing oral pain by 2 IEs. The numbing also affects speech, making spellcasting with verbal components impossible and granting disadvantage on all speech-related social ability checks. This gum has unlimited duration while being chewed and for one hour after stopping. It can be stored and reused.

Necklace of Cleansing

November 18, 2022

Wondrous Item, uncommon

This pink crystal necklace, when worn constantly, gives a +2 bonus to Saving throws against ingested poison and [Hypertension](#) Constitution saving throws by cleansing the body of toxins, but because it forces toxins through the body, you have to urinate twice as often as usual. These frequent stops reduce your travel distance by ten percent.

Nathaniel's Belt of Levitation

November 18, 2022

Wondrous Item, uncommon

This belt has 5 charges. While wearing it, you can expend 1 charge as a bonus action to rise vertically, up to 5 feet, and remain suspended there for up to $2d6 \times 10$ minutes. You can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling or using a walking stick along the ground), which allows you to move as if you were climbing. You can move up or down as part of your move within the 5 foot maximum. The belt regains $1d4 + 1$ expended charges daily after a long rest. If the ground under you changes elevation, you float gently up or down accordingly, remaining no more than 5 feet above the surface. When the effect ends, you float gently to the ground if you are still aloft.