

# Eldanar's Clairvoyant Orb

August 17, 2022

Wondrous Item, common

This crystal orb, known to its creator as the ECO (pronounced "echo"), has 1 charge. While holding it and speaking a command word, you can see an object up to 500 feet away for 1 minute, even if obstructed, by sliding your hand across the surface to adjust the distance. The orb regains its charge daily at dawn.

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# Edmund's Eye of Uncovering

August 17, 2022

Wondrous Item, common

This eye is white with a red crosshair in the center. It allows you to see gaps and weaknesses in partial cover and helps you aim ranged attacks at targets covered accordingly, eliminating penalties for ranged attacks due to partial cover.

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# Echo Summer's Estuary Circlet

August 17, 2022

Wondrous Item, common

This gilded abalone circlet slowly draws water from an estuary

somewhere, closely replicating the salinity of tears, dripping the water into your eyes, reducing the IE of Moisture Deficiency by up to 3. Note that this does not sanitize the water, so you must succeed on a DC 5 Constitution saving throw every day it's used to avoid a parasitic infection. (Roll on the [Eye Discharge](#) table; treat it as a typical disease for healing options.)

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## Earl's Eye of Alternate Sight

August 17, 2022

Wondrous Item, common

This eye functions as an eye with 20/20 vision, including the effects of one of the eye traits. Roll on the Eye(s) table, and reroll if the result doesn't make sense for a prosthetic eye.

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## Ear of Translation

August 17, 2022

Wondrous Item, common

This ear, which is covered in scales, tufts of hair, and downy feathers, for one hour per long rest, allows you to understand the literal meaning of any spoken language that you hear.

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# Durstain's Bracers of Equilibrium

August 17, 2022



Wondrous Item, common

These studded leather bracers with sea stones near the wrists reduce the IE of [Dizziness](#) by 1 Extent while worn. Three times per day, you may press the sea stone into your wrist for 1 round to reduce [Dizziness](#) by an additional Extent for 1 minute. They must be removed to receive the benefits of a short or long rest and take 3 rounds to strap on or remove. When removed, you must lie prone for (IE) rounds or faint as described above.

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# Drewniak's Collar of Summoning

August 17, 2022

Wondrous Item, common

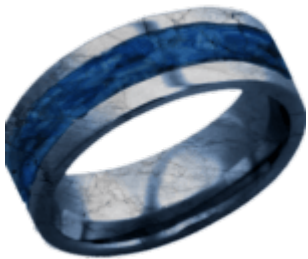
This bejeweled collar adjusts its size to fit around any service animal and includes a whistle. This collar has 1 charge. While

your service animal wears the collar and you blow the noiseless whistle, you can expend 1 charge as an action to summon your service animal to appear within 5 feet of you, even if it's on another plane. The collar regains its expended charge daily after a long rest.

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## **Draig's Mood Ring**

August 17, 2022



Ring, common (requires attunement)

This ring changes color to reflect the emotion of whomever you're pointing at. You don't get the nuances of their speech, but you can at least tell what they're feeling. You also have advantage on Wisdom (Insight) checks.

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## **Dr. Coleen Briggs's Bardic**

# Back Brace

August 17, 2022

Wondrous Item, uncommon

This black back brace is decorated with white musical notation with a soft case attached to the back.

The case has an interior space considerably larger than its outside dimensions, roughly 3 feet in diameter at the mouth and 5 feet deep. The case can hold up to 50 pounds, not exceeding a volume of 15 cubic feet, enough for a large portable musical instrument such as a cello or bongos. The case weighs 5 pounds, regardless of its contents. Retrieving an item from the case requires an action.

The case follows the same behavior regarding extradimensional spaces as a [bag of holding](#) or similar items. The brace has an extendable arm with flexible mounts to support a musical instrument or similar item up to 50 pounds without requiring exertion by the wearer.

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# Donna Nason's Wheelchair Ram

August 17, 2022



Wondrous Item, common

This wheelchair accessory can be adjusted and installed on nearly any wheelchair by someone with smith's tools or carpenter's tools. This accessory has 3 charges. While sitting in the associated wheelchair, you can expend 1 charge as a bonus action to equip the ram. Once loaded, you can use an action during your next turn to charge, moving double your movement straight toward a target, and if you hit it with a melee attack, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone. While sitting in the associated wheelchair, you also have a 20 ft. movement speed, adjusted for terrain difficulty, controlled by either voice or arm movement (determined during installation), up to eight hours per day. The accessory regains all expended charges daily after a long rest.