

# Domenech's Hopper Leg

August 12, 2022

Wondrous Item, common

This prosthetic leg, which resembles that of a giant grasshopper, grants you a long jump up to 30 feet and a high jump up to 15 feet, with or without a running start, but on jumping farther than your Strength score would normally allow, on landing, you must succeed on a DC 8 Dexterity (Acrobatics) check or fall prone.

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# Doc Blue's Peaceful Sleep Mask

August 12, 2022



Wondrous Item, common

This soft leopard-print and snakeskin sleep mask reduces the IE of your sleep disruption by 2 when worn for an entire long rest. Because of the calming effect, you cannot be awakened from sleep for the duration by normal means unless you take damage.

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# Detachable Ear

August 12, 2022



Wondrous Item, rare

This prosthetic ear has 1d6 charges per day, each charge improving hearing for [Miniature or Missing](#) ears by 2 IEs for 1 hour and can be used up to 100 feet away if detached. Because it amplifies all sound around it, in noisy environments, you must succeed on a DC 10 Wisdom (Perception) check to focus on and understand a specific voice you're trying to listen to.

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# Daniel Pratt's Happy Place

August 12, 2022



Wondrous Item, rare

This iridescent metal ball has three charges, and it regains 1d3 expended charges daily at dawn. When activated by a command word, it transforms into a 10-foot diameter hollow sphere of shimmering rainbow light. All within the sphere experience encouragement and empowerment, reducing the [Diminished Motivation](#) of all affected creatures by 2 IE.

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## Daniel's Mantle of Autistica

August 12, 2022

Armor (any armor), common

This armor's temperature changes in the presence of strong emotions. While wearing this armor, you become colder if any creature within 60 feet is feeling a strong hostile, angry, embarrassed, afraid, or other uncomfortable emotions and warmer when within 60 feet of strong excitement, bliss, or other enjoyable emotions, the temperature reflecting the intensity of the emotions. If more than one creature with different emotions is within range, the armor temperature rapidly fluctuates. The armor is immune to [Heat Metal](#) and other spells that influence material temperature, and if all creatures within range are experiencing similar emotions, you have resistance to fire or cold damage as applicable. If the temperature is fluctuating, you have disadvantage on concentration saving throws and Wisdom (Insight) checks until the fluctuations stop.

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# Crutches of Lightning

August 12, 2022



Wondrous Item, rare

These copper forearm crutches have 6 charges for the following properties.

**Shocking Strike.** While striking a creature with the crutch, you can expend 1 charge to cast the *Shocking Grasp* spell through the crutch. The crutch is considered a finesse weapon for this purpose.

**Electric Stomp.** While slamming a crutch on the ground, you can expend 3 charges as an action to cast the *Lightning Bolt* spell.

**Storm Stomp.** While slamming both crutches on the ground, you can expend 6 charges as an action and send lightning along the ground in a 30-foot cone. All creatures within the affected area must make a DC 10 Constitution saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The crutches regain 1d6 expended charges daily at dawn.

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# Crane's Moisturizing Salve

August 12, 2022

Wondrous Item, common

A jar of salve contains 3d6 uses if used on the face, but if used on arms and/or legs, 2 uses are expended. When used, the effects of any [Rash](#) will temporarily reduce by 2 IEs, disappearing if reduced to 0. The salve lasts 1d20 hours, and at the end of its duration, the effects vanish gradually over an additional 3d20 minutes.

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# Cosmic Spinner

August 12, 2022

Wondrous Item, common

This black and gold fidget spinner, shaped like an astrolabe, has 4 charges. Created to dissipate troubling thoughts, it functions as a nonmagical fidget, but while holding it, you can expend 1 charge as a reaction for one of the following properties.

**Troubling Thought Dissipation.** You reduce the IE of [Baseless Emotion](#), [Intrusive Thoughts](#), and [Traumatic Flashbacks](#) for one hour or until you expend another charge.

**Focused Thought Concentration.** You have advantage on all saving

throws to retain concentration for one minute.

The fidget spinner regains 1d4 expended charges daily after a long rest.

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## Connor's Cool Cream

August 12, 2022

Wondrous Item, common

A jar of creme contains 3d6 uses per tumor. When used, a tumor will temporarily shrink by 2 IEs, disappearing if reduced to 0. The creme lasts 1d20 hours, and at the end of its duration, the effects vanish instantly.

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## Connor's Circlet of Clairvoyance

August 12, 2022

Wondrous item, rare (requires attunement)

This silvered half-moon circlet rests just above the ears and curls downward, around the nook of the earlobe wrapping around the back of the head. A raw, lightning pattern is etched around the length of the circlet, and pulses lightly with yellow energy. You can detect the presence of any creatures with an Intelligence of 3 or higher within 30 feet, but not their

locations. They do not know that they have been detected, unless they can communicate telepathically. You cannot be surprised by creatures within that range. Creatures under the effect of the [Invisibility](#) spell are Lightly Obscured. Additionally, you create a telepathic link with any number of targets you choose within a radius of 30 feet. Once per round, you can telepathically communicate a single simple, moving image without sound to those with whom you are linked. Once a creature leaves the 30 foot radius or is no longer on the same plane as you, the link is broken, and they cannot be detected. Creatures under the effect of the [Mind Blank](#) spell are immune to the effects of this item.