

# Candace's Ears of Hearing

August 12, 2022



Wondrous Item, common

This headband wraps over your head with a large rabbit-like ear at each end, which covers your ears and amplifies sound. While worn, it reduces your [Hearing Loss](#) IE by 2 but gives you disadvantage against all sound-based attacks, and for every hour you wear it, you must succeed on a DC 8 Constitution saving throw or develop [Ear Pain](#) [IE 1] in your ears until taking a short rest.

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# Callimethee's Crown of Communication

August 12, 2022

Wondrous Item, common, Requires Attunement

This diadem of woven gold, silver, brass, bronze, and copper with draconic inscriptions has three charges, and it regains 1d3 expended charges daily at dawn. When a charge is expended, the crown allows willing alters within the same headspace to keep open communication with each other when they want to,

eliminating associated Amnesia, for 3d6 minutes.

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## Caleburk's Estimagus

August 12, 2022



Wondrous Item, common

This abacus has 4 charges. While holding it, you can expend 1 charge as an action to calculate the answer to any mathematical question for which you know all of the necessary parameters, regardless how complex. If you don't know all of the parameters, you can estimate the answer based on the available information and have a sense of how broad the estimate is. The abacus regains 1d4 expended charges daily after a long rest.

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## Cadfael's Pressure Armor

August 12, 2022

Wondrous Item, uncommon

Usually chainmail but sometimes found in other configurations,

this armor has 8 charges. While wearing it, you can expend 1 charge as a bonus action to cause the armor to constrict such that it applies deep pressure and a sense of calmness, like a hug, usually pleasurable for those that find hugs overwhelming. If you have [Phobia](#) (Claustrophobia), this armor will trigger it. The armor regains 2d4 expended charges daily after a long rest.

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## **Britt Boo's Armor of Stability**

August 12, 2022

Armor, uncommon

This splint armor provides the usual 17 AC but also gives you a +2 bonus to all Dexterity saving throws to avoid falling prone when taking bludgeoning, force, or thunder damage and eliminates the escape bonus of [Skeletal Flexibility](#).

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## **Brigid's Flash Bomb**

August 12, 2022

Potion, common

When this potion vial is broken, it envelops a 30' × 30' sphere in a flash of light. All seeing creatures within the range must succeed on a DC 15 Wisdom saving throw or be blinded for 2d4 rounds. Creatures with resistance to radiant damage have advantage on the saving throw, and those immune to radiant

damage are unaffected, as are creatures that can't see in the typical humanoid spectrum.

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## Brak Songsteel's Armor of Agility

August 12, 2022

Wondrous Item, uncommon

This leather armor provides energy and flexibility, reducing the penalties associated with [Weight Difference](#) by 2, but after wearing it for four hours, you must take a short rest or take one level of exhaustion.

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## Boots of the Yeti

August 12, 2022

Wondrous Item, common

These white fur boots numb the feet, eliminating discomfort, but they cause you to have disadvantage on all Dexterity (Acrobatics) checks.

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# Bone Bright

August 12, 2022

Potion, common

This white minty potion changes the color of all bones, including teeth, of the drinker to bright white for 1d100 minutes.

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# Bjørn's Extensive Crutches

August 12, 2022



Wondrous Item, uncommon

These adamantite crutches attach to the forearms and can be extended on command, planting themselves in the ground and lifting you up to 100 feet, allowing you to easily scale vertical surfaces, test the depth of pits and pools, test traps from a distance, et cetera. The crutches are lightweight, extend 10 feet per round and will retract in 1 round if struck. While this helps prevent falling from great heights, it prevents them from being used as weapons and can leave you vulnerable if being used to cross a pit.