

Oscar's Ocarina of Magical Motivation

November 18, 2022

Wondrous Item, uncommon

This ceramic pocket-sized ocarina has a spinner on the end that's activated when played and can be used as a spellcasting focus. This ocarina has 4 charges. While playing it, you can expend 1 charge as an action to enter the Zone of Oscar's Ocarina of Magical Motivation (known as the Z0000MM). You remain in the Z0000MM while the spinner spins, which lasts 1d4 rounds. While in the Z0000MM, you have a +2 bonus to all attention and decision-making rolls for 1d6 rounds and +2 on all spell attack rolls. The ocarina regains 1d4 expended charges daily at dawn.

Daniel Pratt's Happy Place

November 18, 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.