

# C0 Yucca's Potion of Deafness

August 12, 2022



Potion, uncommon

This dark brown potion has the color and viscosity of molasses. When consumed, it causes the drinker to be deafened for 1 hour. Those with hyperacusis will not be deafened but can hear as a hearing person would for the duration.

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## Hyperacusis

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You have extremely sensitive hearing but cannot filter out loud noises. You have a bonus of +(IE) on Wisdom (Perception) checks that rely on hearing faint sounds but a -(IE) penalty on saving throws against loud noises, and noises as loud as a crowded tavern or city marketplace are unbearable, requiring a successful DC 8 + (IE) Wisdom saving throw (or higher for louder noises) every minute or act as if frightened until away from the noise.

### Real-world Examples

Hyperacusis

## **Assistive Options**

A character can wear earplugs or other coverings that eliminate this condition while worn but also eliminate the benefits. Anytime you take damage in combat, unless secured firmly, you must succeed on a DC 5 Dexterity saving throw to keep them from falling out of the ears.