

Cedric's Serpentine Strider

November 8, 2023



Wondrous Item (prosthetic leg), uncommon

This clockwork mobility device replaces a small or medium humanoid's missing legs and is propelled by treads on the underside. It's covered with a scaly exterior, resembling a snake from the waist down.

While mounted on the Serpentine Strider, you gain a walking speed of 30 feet. The device is powered by clockwork mechanisms that make pneumatic hissing sounds. Using the Serpentine Strider requires the user's hands to operate it effectively. While moving on the Strider, you cannot wield two-handed weapons or use items that require both hands, as you need one hand to control the device. The hissing noise imposes disadvantage on Dexterity (Stealth) checks that require silence.

Domenech's Hopper Leg

November 8, 2023

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.