

Ferris

Court Jester's Cruel Jest

A salmon pink lute with designs of small fires and prickly thorns. This lute can be used by a bard as their spellcasting focus. While used as a spellcasting focus, the character using it gains access to the Vicious Mockery cantrip, and can cast it as a bonus action each turn (this does not prevent the use of spells that take an action or reaction that turn). For the magic item to work as intended, the character must come up with an actual insult, if nothing is said Vicious Mockery cannot be cast. Additionally, any bardic inspiration gifted will have "advantage". If a bardic inspiration dice fails to boost the rolled number to a success, it is not spent and can be used one more time. The bardic inspiration is spent regardless of the result after the first failure.

A garish-looking lute owned by a well-known court jester by the name of Bumbar Caur. This jester was well known not for his physical comedy, but for their proficiency in mocking those around them. Unfortunately, a true jester has to manage both types of comedy well, which explains why they were promptly banished from their king's court. Assumedly at least, many in the royal court had found their chambers to be empty with only the lute left, and the king had little to speak on after the event had occurred. Their leftover lute still harbors some of the bardic magic they channeled through it, allowing more talented bards to take up the same mocking comments they did. One would do well to use it in moderation with other forms of comedy.

Coonoah

Nostalgic Scrying Bowl

A porcelain bowl with a small groove in the bottom where something can be placed. If someone has an object that reminds them of a specific moment in time, they can use this scrying bowl. By placing the item in the bowl and filling it with water they can "scry" with it, being able to relive through 10 minutes of the memory the object evokes. The person using the item cannot change any actions that occurred, the memory plays out as it was. This bowl can also be used as an actual scrying bowl.

A scrying bowl that allows people to relive certain small periods of their lives. Due to the nature of how it works, it generally only works on objects that evoke major or personally significant moments in life. One may have a trinket that evokes the memories of a festival they attended, being able to relive through the joy and merriment that occurred when they were present there. For Coonoah, this is a significantly more depressing item. If she were to use her journal to relive through the expedition, what would they have changed knowing what they know now? Would the unease of the dark cave walls

have persuaded him to turn back? Perhaps the small spots of purple on the cave floor and walls would have new meaning and drive her far away from that place forever.

Hawk

Padfoot's Charm

A small charm made from a domestic cat's paw. Typically worn as a pendant necklace, but can be attached as a charm on a bracelet or weapon. While worn by a character, the character gains advantage on stealth checks as long as they are not wearing any form of footwear.

Charms made by tabaxi-centric thief guilds to help keep their footsteps quiet. While not entirely necessary considering cats' innate ability to slink around quietly, many tabaxi tend to keep these as a remembrance charm for those who have passed on. They allow even non-tabaxi thieves to be as quiet as a cat, however, these charms very rarely make it out of non-tabaxi circles. The major benefit of this charm for tabaxi's is the ability to use this without footwear, considering most footwear isn't made with paw-shaped feet in mind, tabaxi who choose to wear these no longer have to worry about ill-fitting footwear.