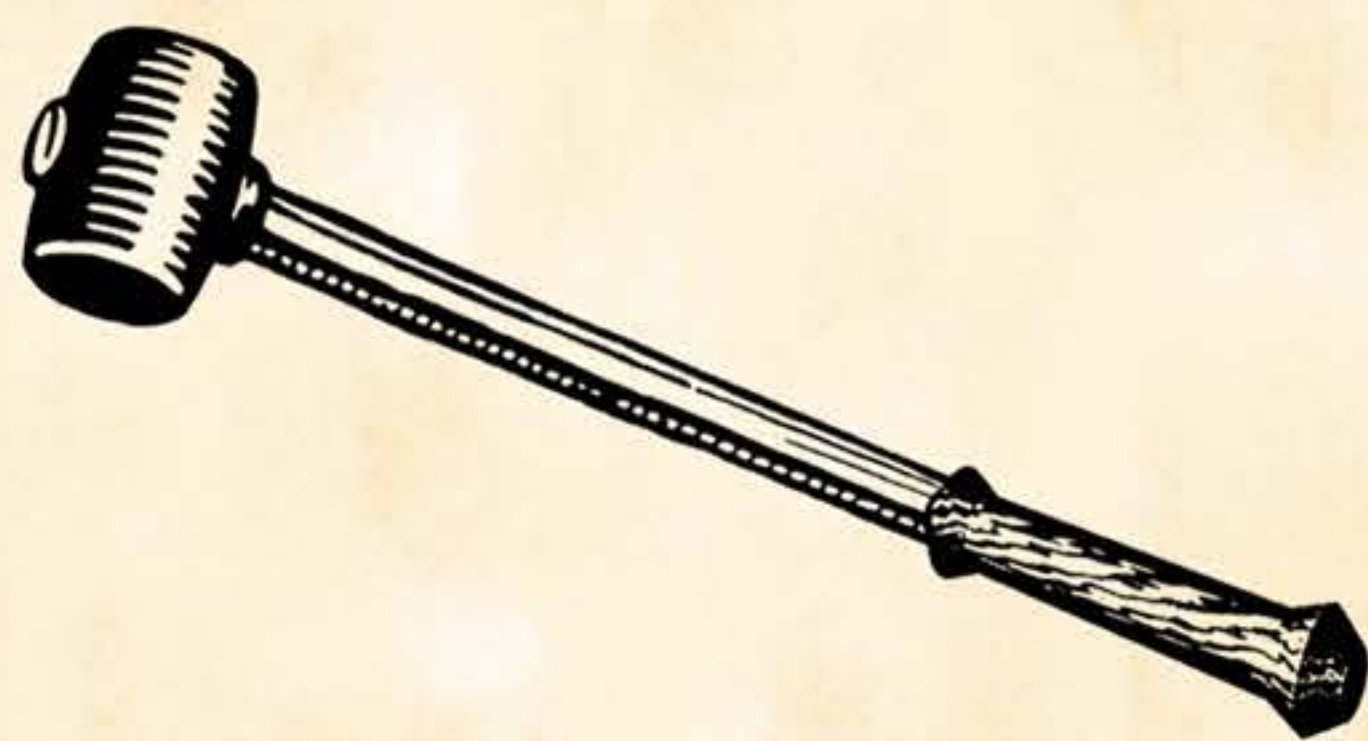




WAND OF GALLAGHER

WONDROUS ITEM - RARE



DESCRIPTION

The bearer of this wand harnesses a tremendous amount of power, all of which is funneled into a hatred for gourds including, but not limited to: watermelons, pumpkins, cantaloupes, honeydews, and squash. Flicking this wand at a gourd will cause it to explode.

USAGE

Once per day, this wand can either:

1. Destroy a single gourd, up to three times.

OR

2. Destroy all the gourds in a five by five foot cube, one time.

The target gourd or gourds must be mostly visible and within 45 feet. Sentient gourds must succeed on a wisdom saving throw of 13 or take 2d8 face explosion damage.

LEGENDARY ACTION - GALLAGHER'S WRATH

Target a single gourd within 45 feet and that gourd explodes. At the same time, every gourd within ten feet of that gourd explodes. The chain continues until there are no more gourds within ten feet of any other gourds. After using this legendary action, the wand shatters. Depending on the amount of gourds obliterated, Gallagher's spirit may appear before you and offer thanks or spite.

PANTS OF PARACHUTE

WONDROUS ITEM - RARE



DESCRIPTION

This most triumphant piece of clothing lets you fall with style. The wearer of the Pants of Parachute may, while falling, pull a ripcord and release a parachute from its secure storage in the buttocks area.

Upon pulling the ripcord, the parachute releases and slows the wearer's descent to 60 feet per round. When they land, the wearer takes no damage from falling. Once deployed, the wearer must spend five minutes stuffing the parachute back into the nondimensional pouch located at the buttocks before the Pants of Parachute may be used again.

The Pants of Parachute hold the weight of the wearer, any gear they held before falling, and an extra 200 pounds. Any additional weight will cause the pants to rip. If ripped, the pants still slow the fall one final time, however all those clinging to the pants take 1d4 bludgeoning damage per 20 feet fallen and every creature nearby can see the undercarriage of the wearer as they hang limply in the air. Upon landing, the pants are destroyed.

No item other than the parachute may be packed into the non-dimensional buttocks pouch. If other items are packed, the Pants of Parachute will transport the items to the nearest open crevasse.

TRILBY OF RESPLENDENCY

WONDROUS ITEM - RARE



DESCRIPTION

The wearer of this dashing and stylish trilby can do one of the following actions once per day:

THE TIP

+5 to persuasion checks while attempting to seduce. To activate, tip the Trilby of Resplendency and say "M'lady", regardless of their perceived gender.

LORD OF EDGES

+3 to intimidation checks, or +5 if you are also wearing all black. To activate, chuckle at your opponent and say "Nothing personnel, kid", regardless of their perceived age.

KATANAS ARE UNDERPOWERED

You summon a spiritual weapon in the form of a katana. It lasts for a single attack and deals 1d8 + Charisma modifier damage on a hit. To activate, face your opponent and say, "While you were (insert their last action), I studied the blade."

After activating any of the above skills, half an inch of hair sprouts from your neck.

WAND OF DAMIT

WONDROUS ITEM - RARE



DESCRIPTION

Mass produced, the wand of DAMIT (Distractions And Minorly Inconvenient Thoughts) was crafted by an assembly line of underpaid, alcoholic wizards. A target within 60 feet must succeed on a wisdom saving throw of 15 or become under the influence of the Wand of DAMIT for one minute. While under the effects of this wand, the target has disadvantage on all perception, investigation, and insight checks.

This wand contains eight charges and each of can be used one time. Roll a d8 to determine which of the following happens (reroll if repeated):

1. The target believes a piece of food is stuck in their teeth.
2. The target gets a song gets stuck in their head.
3. The target remembers something they did in middle school and tries to block it out.
4. The target becomes fixated on a word of the user's choice and repeats it in their mind over and over.
5. The target suddenly feels immensely intoxicated.
6. Math.
7. The target becomes aroused for seemingly no reason.
8. They develop anatidaephobia and believe they are constantly being watched by a duck.

Once all eight charges are used, the wand falls limp and disintegrates, but it swears this never happens.



BASKET OF ENDLESS BREADSTICKS

WONDROUS ITEM - RARE



DESCRIPTION

The white cloth of this basket hides an immense treasure: unlimited sticks of bread. While they are simple in flavor, the breadsticks are hot and fresh when removed from the basket. 4+1d4 breadsticks may appear at a time. For more breadsticks, politely ask the basket and they should appear in the next few minutes. Being snippy or impatient with the basket may result in longer wait times or burnt breadsticks. Breadsticks not eaten within an hour of being removed from the basket will disappear.

Attempting to raise the white cloth and stare directly into the planar abyss will cause 1d8 psychic damage as your mind is corroded with sounds of agony and torment.

Breadsticks are guaranteed to be made from free range, organic nightmares. If your Basket of Endless Breadsticks breaks, please contact customer service located in the Realm of Gluten.

GLOVES OF THE MIME

WONDROUS ITEM - RARE



DESCRIPTION

As the wearer slips on these gloves, they gain the ability to conjure forth an invisible item from the dimension of mimes once per day. These invisible items remain in place until any of the following happens:

- The magic is dispelled.
- The wearer's concentration is broken.
- The wearer ceases to touch the invisible item with the gloves.
- The wearer speaks.

THE BOX

A five foot by five foot box appears in an area of your choosing. You may form the box around yourself or around others.

THE WALL

An invisible wall with a maximum area of ten feet wide and ten feet tall appears in front of you. If the space is not big enough, the wall extends as far as it can go and then stops.

THE LADDER

A 30-foot invisible ladder appears in your hands.

THE ROPE

An endless rope that holds firm between two locations of your choosing, even if there aren't two easy points for tethering.

RING OF VIGOR

WONDROUS ITEM - RARE



DESCRIPTION

You live an action-packed life, you kick ass and party until the sun rises, so isn't it time you talked to your enchanter about a Ring of Vigor? With a process as easy as putting on a ring, you'll never again have to worry about staying aroused.

If arousal lasts longer than four hours, right on bruh, but also you suffer one level of exhaustion for every additional hour you wear the ring.

SIDE EFFECTS MAY INCLUDE

Headache, diarrhea, upset stomach, dizziness, heartburn, runny or stuffy nose, desire to summon demons, nosebleeds, difficulty falling or staying asleep, reptile regurgitation, numbness or tingling in the hands, arms, feet, or legs, muscle pain or back pain, sensitivity to light, spontaneous combustion, irregular heartbeat, shortness of breath, swelling in your hands, ankles, or feet, ringing in your ears or sudden hearing loss, instant transportation to the Nine Hells, seizures, feeling like you might pass out, rash, burning or itching while urinating, and a newfound appreciation for country music.

HORN OF LEEROY

WONDROUS ITEM - LEGENDARY



DESCRIPTION

In ancient times, warriors would gather before epic battles to plan their attacks. Before one such battle, the warriors' estimate for survival was 32.33% (repeating of course). Even though that was better than their usual outcome, they were still frozen with fear. That's when the mythical hero Leeroy charged the frontlines. He shouted his own name with such vigor that other warriors were inspired to follow him into battle as he led the charge for an epic victory!

Unfortunately they all were cut down in moments due to improper planning, but the essence of Leeroy lives on in this legendary artifact.

LEGENDARY ACTION - ALRIGHT CHUMS, LET'S DO THIS

You blow the Horn of Leeroy and compel every able fighter within 500 feet to follow you into battle. The able fighters must feel positive or neutral toward you for this action to apply. For the next 6 hours, you gain +10 on persuasion checks when attempting to inspire people to fight with you. After blowing the horn, it crumbles in your hands.

If the battle is successful, you gain a permanent +1 to your charisma ability score. You also gain renown amongst those you fought with and they are likely to fight alongside you in the future. If the battle is unsuccessful, a bucket of chicken appears in your hands.



BOOTS MADE FOR WALKING

WONDROUS ITEM - RARE



DESCRIPTION

These are the Boots Made For Walking, and that's just what they'll do. While you wear these boots they give +10 movement speed to you.

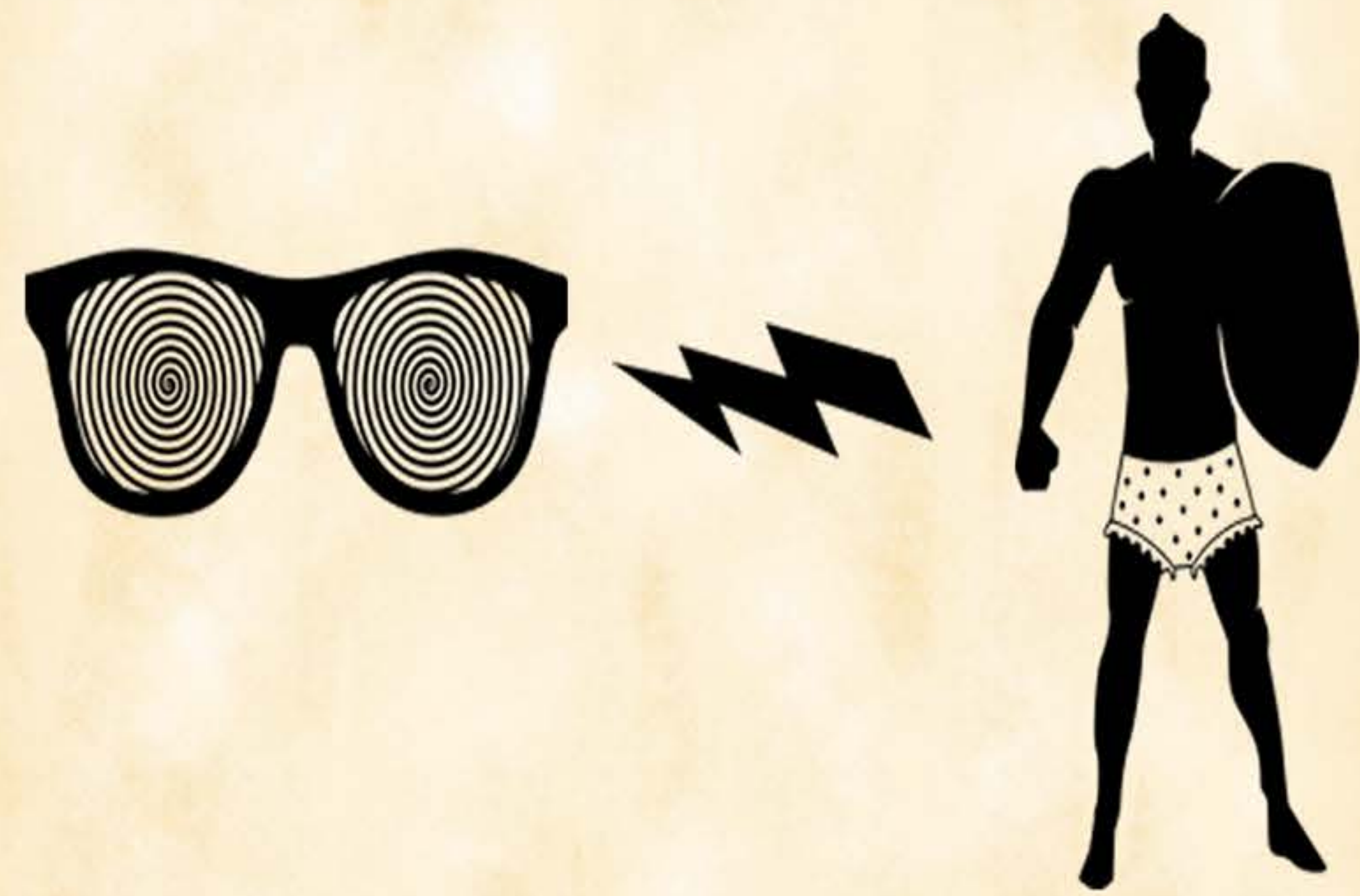
WALKIES

Once per day you can double your speed for one minute by asking the boots if they want to go for a walk or "walkies". Upon hearing this word, the laces of the boots will excitedly start to wag. Those with the ability to commune with clothing will hear the thoughts of the boots in ALL CAPITAL LETTERS. The Boots Made For Walking would really like for you to use all your movement every turn, it would be their FAVORITE THING.

The Boots Made For Walking are a big responsibility. If you do not walk them enough every day they will stay up pacing all night. If your remedy is to wear the boots at night, you may wake up and discover you've sleepwalked far away from your place of rest.

SPECTACLES OF UNDERGARMENT ILLUSION

WONDROUS ITEM - RARE



DESCRIPTION

The wearer of these spectacles will see all humanoid figures only in their undergarments. They may believe, like so many others who ordered this item from the back of a comic book, that these glasses offer x-ray vision...however this is a simple illusion that doesn't reflect the wearer's actual undergarments.

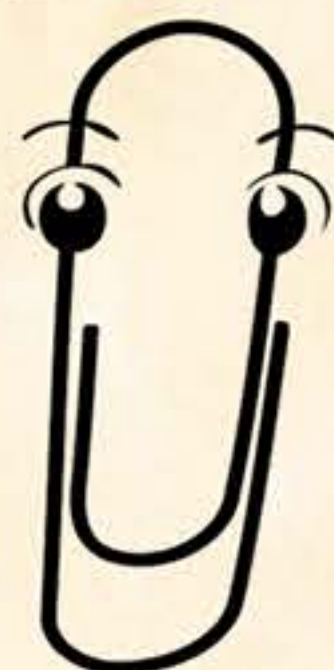
While wearing these glasses around susceptible humanoids, you are distracted and have disadvantage on perception checks. Does not work on emperors that have new clothes.

BONUSES WHILE WEARING

- You cannot be frightened while wearing these glasses if the source of the fright is susceptible to the glasses.
- Any attempts to intimidate you are at disadvantage if the intimidator is susceptible to these glasses.
- Any performance checks are at advantage if you are public speaking in front of a susceptible audience.

CLIP OF ANNOYANCE

WONDROUS ITEM - RARE



DESCRIPTION

Touching this cursed clip instantly installs it in your soul. While under the influence of the Clip of Annoyance, it will appear at inopportune moments and loudly suggest terrible plans. Do not be fooled by the wide eyes and smile, behind the clip's gaze lurks a soulless monstrosity most foul.

Most who encounter the Clip of Annoyance go insane and are found repeating the clip's most common phrases:

"It looks like you're planning tactical combat, have you tried rushing in?"

"Yes, you should absolutely leap over that chasm..."

"I see you want to stay quiet for an ambush, CAN I HELP WITH THAT?"

When the clip appears, you must succeed on an intelligence saving throw of 8 or feel compelled to trust it. Following the clip's advice willingly (not via failed saving throw) will rid you of the curse. The Clip of Annoyance will then materialize in your hand and curse the next being who touches it.

While it's possible to attack the Clip of Annoyance in its materialized form, doing so brings forth its true demon form, a creature of immense power and bloodlust. Many historians agree that tarrasques originated from the Clip of Annoyance, but this has not yet been proven.

SAND OF THE POCKET

WONDROUS ITEM - RARE



DESCRIPTION

You're attacked, but in your pocket is the most tactical weapon any fighter could ask for: sand. It's coarse and rough and irritating and it gets everywhere.

This non-dimensional pouch can be slapped onto any article of clothing to create a pocket that's always filled with sand. There's always enough sand for a perfect handful. Tipping the pocket over does nothing. Sand must be removed via a hand, paw, talon, or an equivalent.

As a bonus action, you can throw pocket sand into the eyes of a creature within five feet of you. The creature must have eyes for the Sand of The Pocket to take effect. When the sand is thrown, both parties make contesting dexterity rolls. If the thrower is successful, the Sand of The Pocket enters the creature's eyes and that creature has disadvantage on any attacks and ability checks they make that require sight for one round.

The Sand of The Pocket is also ideal for sandcastles.



GRENADE OF MANY THINGS

WONDROUS ITEM - RARE



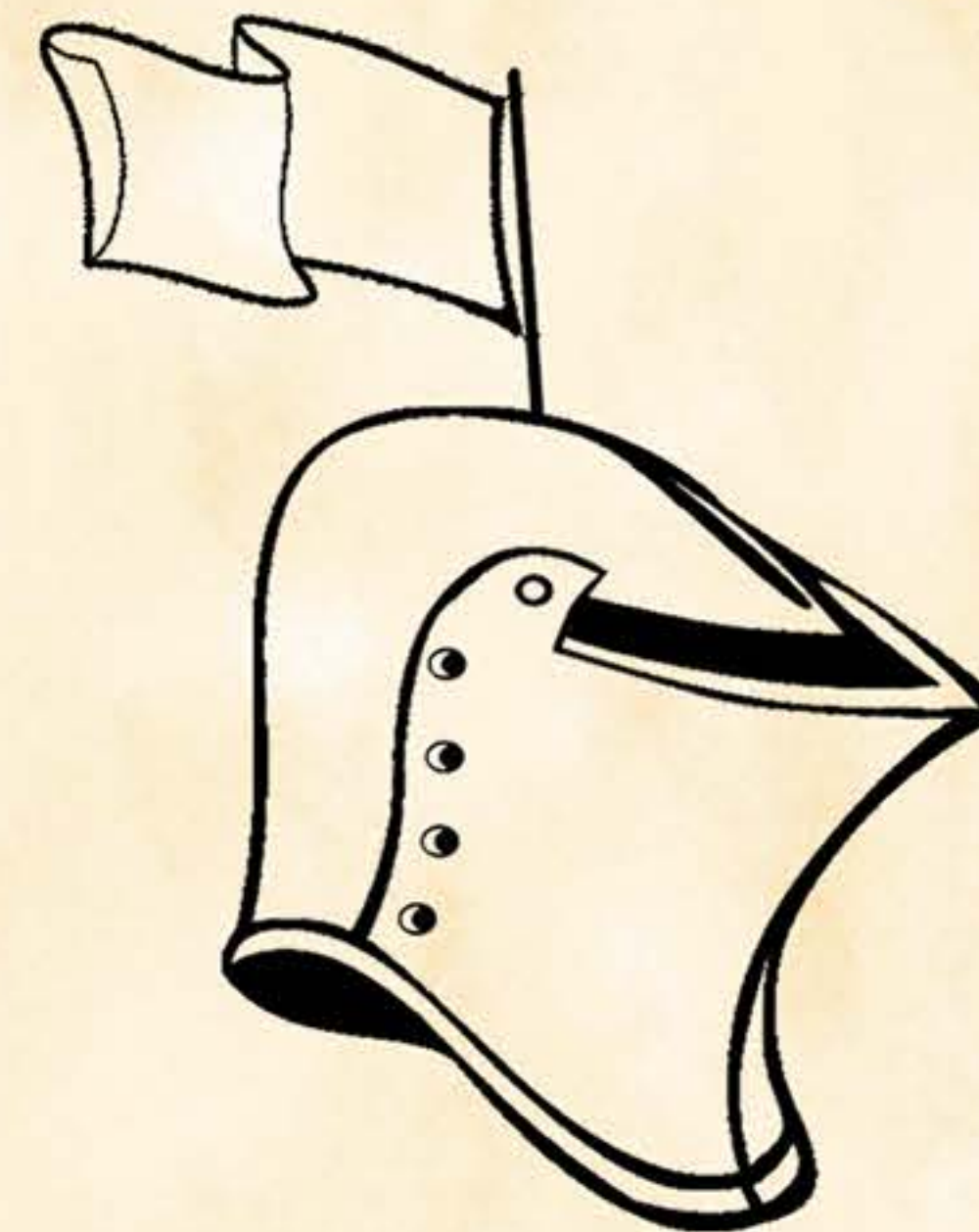
DESCRIPTION

First shalt thou take out the pin. Then, shalt thou count to six, no more, no less. Six shalt be the number thou shalt count, and the number of the counting shall be six. Seven shalt thou not count, nor either count five, excepting that thou then proceed to six. Eight is right out. Once the number six, being the sixth number, be reached, then lobbest thine Grenade of Many Things towards thy foe, who, being naughty, shall thence be snuff'd. Roll a d10 to determine which of the following explodes forth:

1. Fireball - Any creature in a 20-foot radius takes 8d6 fire damage. **2. Blinding Flash** - Any creature within a 30-foot radius makes constitution and dexterity saving throws of 15 or be blinded for one minute and stunned for one turn. If one saving throw is made, the creature is blinded for one minute. No effect if both saves are made. **3. Three Bears In Hats** - Brown / top hats. **4. Black Pudding** - The creature. **5. Vanilla Pudding** - The food. Creates a 20-foot radius of slippery, and delicious, pudding. Any creature that moves quickly through it must make a dexterity check of 12 or fall prone. **6. Confused Old Man** - Includes a beard long enough to provide decency. **7. Pinata #01** - Filled with the most amazing candy the plane has to offer! **8. Pinata #02** - Filled with a swarm of venomous snakes! Also confetti! **9. Disco** - Every creature in a 40-foot radius who can hear must make a wisdom saving throw of 15 or dance uncontrollably for their next action. **10. Ten More Grenades** - Roll again with effects times ten. Stacks forever.

HELM OF THOUGHTS AND PRAYERS

WONDROUS ITEM - RARE



DESCRIPTION

Wearing this helmet lets everyone know you're empathetic and you can always be counted to let people know that. To activate, touch one hand to your helm and point the other at a creature within 10 feet. You then whisper '*thoughts and prayers*' and the creature must make a wisdom saving throw of 5 or they perceive you to be good-aligned.

You also gain the following bonuses:

+0 Strength
+0 Dexterity
+0 Constitution
+0 Intelligence
+0 Wisdom
+0 Charisma
+0 Armor Class
+0 Speed
+0 Initiative
+0 Temporary Hitpoints
+0 Proficiency

PUMPKIN OF HEADLESSITY

WONDROUS ITEM - RARE



DESCRIPTION

While holding this pumpkin with two hands, all those who look on must make a wisdom saving throw of 16 or see your head is gone! Onlookers will see your face, or something close to it, carved into the pumpkin and as you speak your voice becomes deep and scary.

The pumpkin never rots or goes bad, however it can be destroyed by being eaten. If a person eats most of the pumpkin, their head will turn invisible permanently.

We are legally required to disclose that if you do not already have a head, this item will not make a head appear. Also, if you do not have a head in general, please consult with your local cleric.

SCISSORS OF RUNNING

WONDROUS ITEM - RARE



DESCRIPTION

While you hold the Scissors of Running, a cutting edge magical item, you can use your bonus action to run an extra 20 feet. However, every time you use the Scissors of Running, roll a d20. On a natural 1, you fall prone and take 1d6 piercing damage, but don't you wanna try for the shear thrill of it?

If that's not cutting it, you also can attack with the Scissors of Running (considered an improvised weapon). You have disadvantage against creatures made of rock and advantage against creatures made of paper. Hitting a creature made of paper automatically deals critical damage. Shoot.



BLANKET OF FORTITUDE

WONDROUS ITEM - RARE



DESCRIPTION

This small blanket was created by Theodore Bear to comfort troops during the Happy War of Fluffy Stuffing Wonders, credited as one of the most bloody, brutal, and poorly-named wars in history.

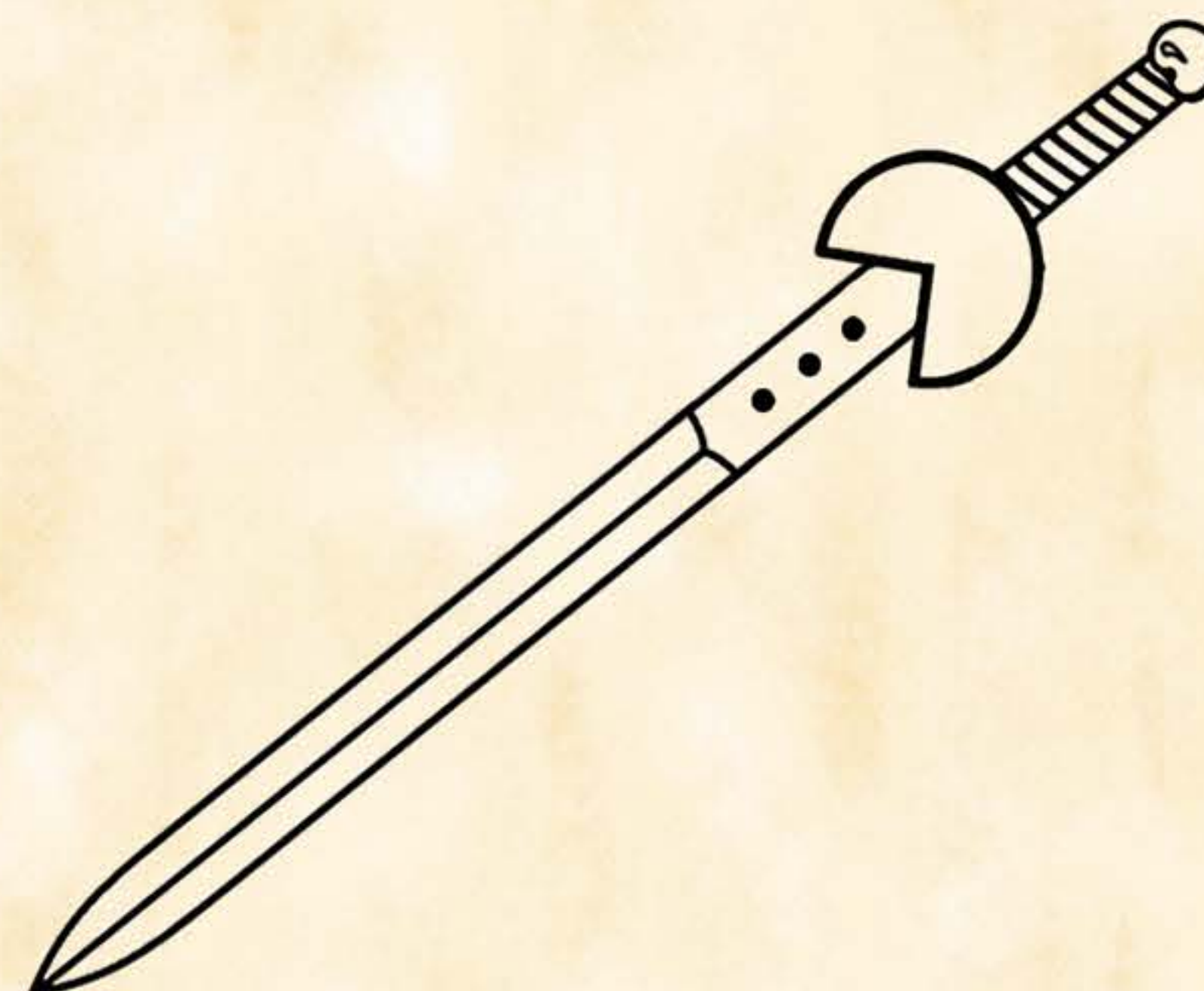
When thrown by someone with a childlike sense of wonder, the Blanket of Fortitude transforms into a mighty fortress of patchworked blankets and pillows. While the fortress appears to only take up a five-foot cube, it's much larger on the inside.

The cozy interior fits the personality of the thrower and takes a shape of their choosing, such as a carnival tent or a cathedral. It also becomes filled with decorations that reflect the desires of the thrower, made from pillows and blankets, of course. This fortress protects all inhabitants from outside weather conditions and there's always hot cocoa waiting inside.

The structure has an AC of 14 and 70 hitpoints. When destroyed, the Blanket of Fortitude is shredded and requires a week to repair itself, provided all the scraps are collected. If the blanket fort is destroyed, all inhabitants are pushed together and knocked prone.

THE SWORD OF PAC

WONDROUS ITEM - RARE



DESCRIPTION

The Sword of Pac can be found at the center of a vast labyrinth crawling with undead. A longsword of this caliber adds +1 to hit and +1 damage on a successful hit. The Sword of Pac also deals an additional 1d6 damage to undead or 1d10 if the undead creature is a ghost.

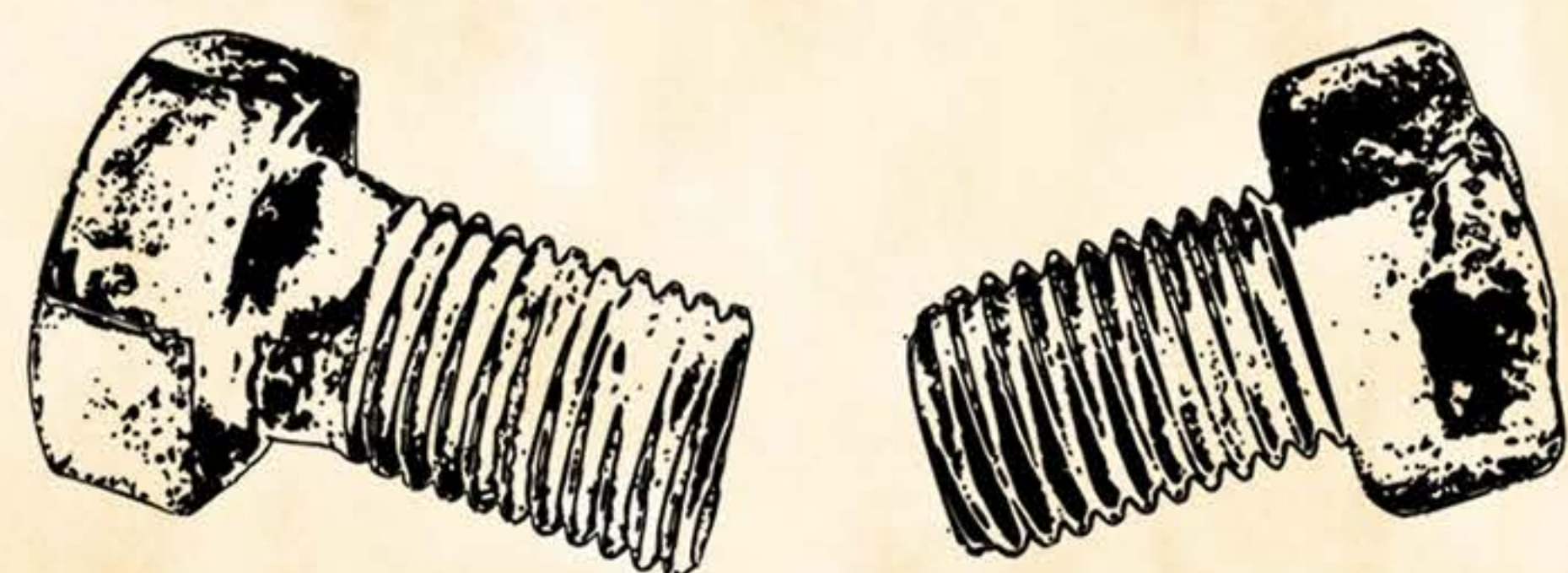
A cherry at the pommel of this sword can be detached and eaten as a bonus action. Eating this cherry gives you resistance to necrotic damage for one minute. The cherry regrows when you kill an undead creature with The Sword of Pac. Once detached, the cherry must be eaten within one hour or it will disappear.

You have disadvantage on stealth checks if you move while the blade is drawn as it makes a low "waka waka" noise outside its sheath.

Also, be on the lookout for its partner: The Bow of Ms. Pac.

BOLTS OF FRANKENSTEIN

WONDROUS ITEM - RARE



DESCRIPTION

While technically they are the Bolts of Frankenstein's Monster, everyone knows what you're talking about and you don't need to make such big deal and remind me every single time, Kyle.

Wearing the Bolts of Frankenstein helps those who are mortally-challenged. While you impale these into your body, you have a permanent 1d4 maximum hit point reduction and cannot heal these points unless the bolts are removed.

The Bolts of Frankenstein activate when you are reduced to zero hit points, before you make any death saving throws. When activated, you gain 1d12 hit points, but take 1d8 lightning damage. After those rolls, if you gain at least one hit point, you are conscious and keep any additional hit points gained. If the rolls tie, you are conscious with one hit point. If the lightning damage does more damage than you are healed, it does not count as a failed death saving throw. Additionally, if the rolls do not revive you, you can delay a death saving throw for one turn.

The Bolts of Frankenstein lose their charge after one use. They recharge after one day or if the person impaled by the bolts is struck by lightning. After use of the Bolts of Frankenstein, you may find your arms rigid and lighter than usual.

BEADS OF THE GOOSE

WONDROUS ITEM - RARE



DESCRIPTION

Every day you wear the Beads of The Goose, the next morning you will poop an egg. When this happens, there's a five percent chance you will poop an egg made of solid gold and worth roughly 100GP.

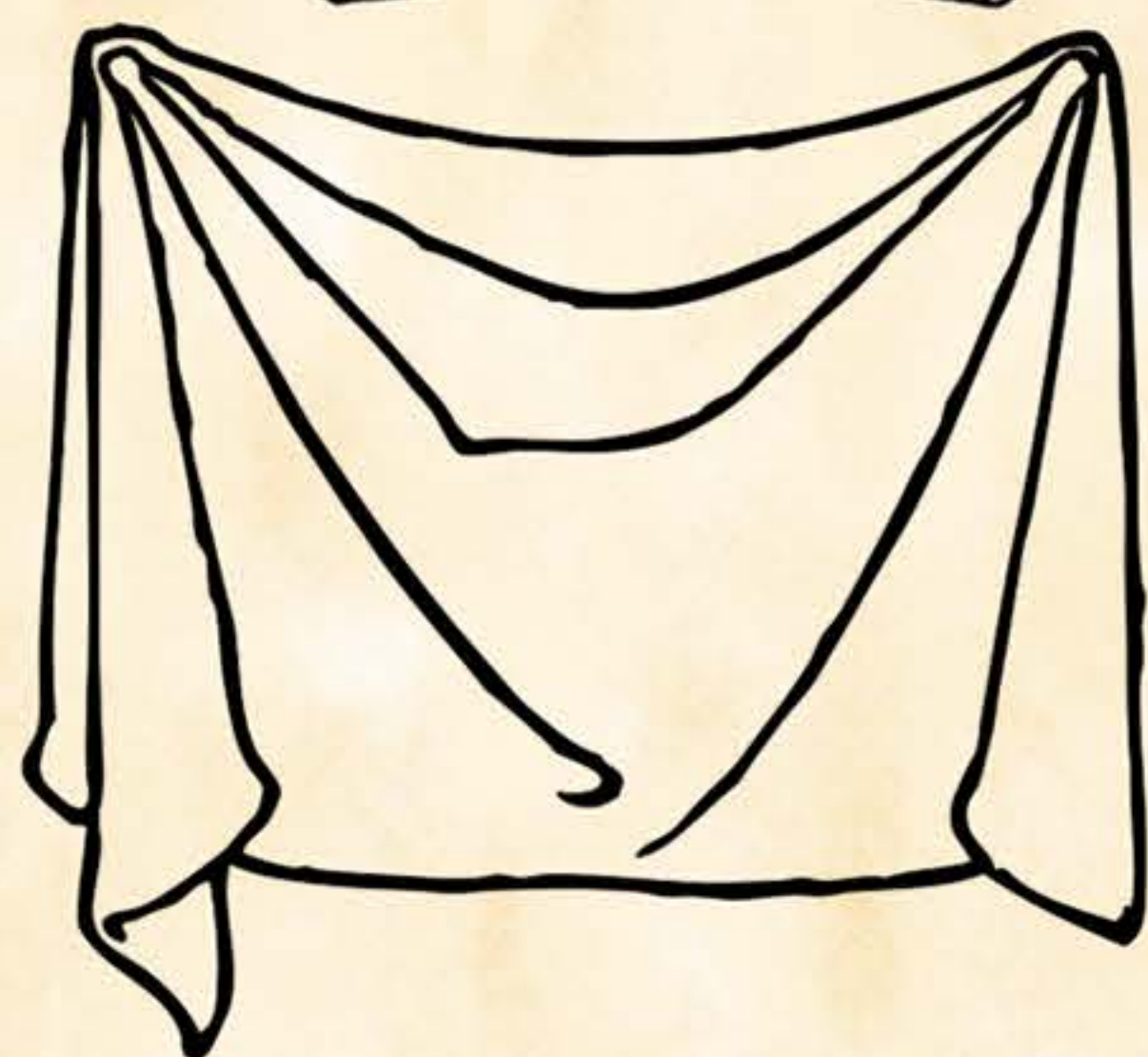
In the morning, roll a d20. A 20 means the egg is gold. If the egg isn't gold, it's still safe to eat. Also, the yolks match your skin color.

While wearing the Beads of The Goose, you gain the ability to converse with geese (though you still cannot communicate with other infernal creatures unless you know that language). Succeeding on an animal handling check of 18 may compel a gaggle of geese to fight alongside you, but beware their innate chaotic evil tendencies.



SHEET OF COSTUME CHANGE

WONDROUS ITEM - RARE



DESCRIPTION

This sheet allows you to quickly change into a new outfit. To activate, raise the Sheet of Costume Change in front of your body and drop it as a bonus action. As the sheet falls, you will find yourself in a different outfit. Your clothes will reappear eight hours after the change happens or when you raise the sheet and drop it again.

The sheet can be used once every 24 hours. After using this item, roll a d20 to determine what costume you change into.

- | | |
|------------------------------|-----------------------------|
| 1. Completely nude. | 11. Undead. |
| 2. Clown with face paint. | 12. Spider. |
| 3. Local guard. | 13. Cat. |
| 4. Guttersnipe. | 14. Skeleton. |
| 5. Royalty. | 15. Rat catcher. |
| 6. Bear. | 16. Realistic horned demon. |
| 7. Tree! | 17. Local folk hero. |
| 8. You, but with a mustache. | 18. Pirate captain. |
| 9. Corn. | 19. Adolescent abnormal |
| 10. Unicorn | shinobi Turtle. |
| | 20. Completely nude. |

PENDANT OF PAPERMANCY

WONDROUS ITEM - RARE



DESCRIPTION

Wearing the Pendant of Papermancy allows you to control paper and paper products. As a bonus action, you can move paper anywhere within 20 feet of you, similar to the spell Mage Hand...but weaker and sadder and it only applies to paper. Additionally, once per day you can cast one of the following on a piece of paper:

Crane

The paper folds itself into a crane that can move and fly for ten minutes. The spell ends when the crane takes damage or is unfolded. The crane obeys all commands from the wearer of the Pendant of Papermancy.

Airplane

This stealth plane can fly 60 feet and deliver a papercut to any target with an armor class under 20. If over 20, the airplane has a +10 attack bonus. A successful hit deals 1d4 slashing damage.

Fortune Teller

Holding this delicate piece of papercraft allows you advantage on an insight check. You must ask your question to the fortune teller and then fold up one of the flaps for your answer. Rolling a natural one instead reveals the name of your secret crush.

CHAIN OF THE WALLET

WONDROUS ITEM - RARE



DESCRIPTION

When the world was formed, the Gods declared that clothing could never be both practical and fashionable, but that all changed when the Chain of The Wallet was forged. Never again must you choose between looking cool and your valuables being stolen as anyone who attempts to steal your coin purse must do so with disadvantage. Even if they should succeed, they will only get 20 feet before the Chain of The Wallet reaches its maximum length and reels back to you.

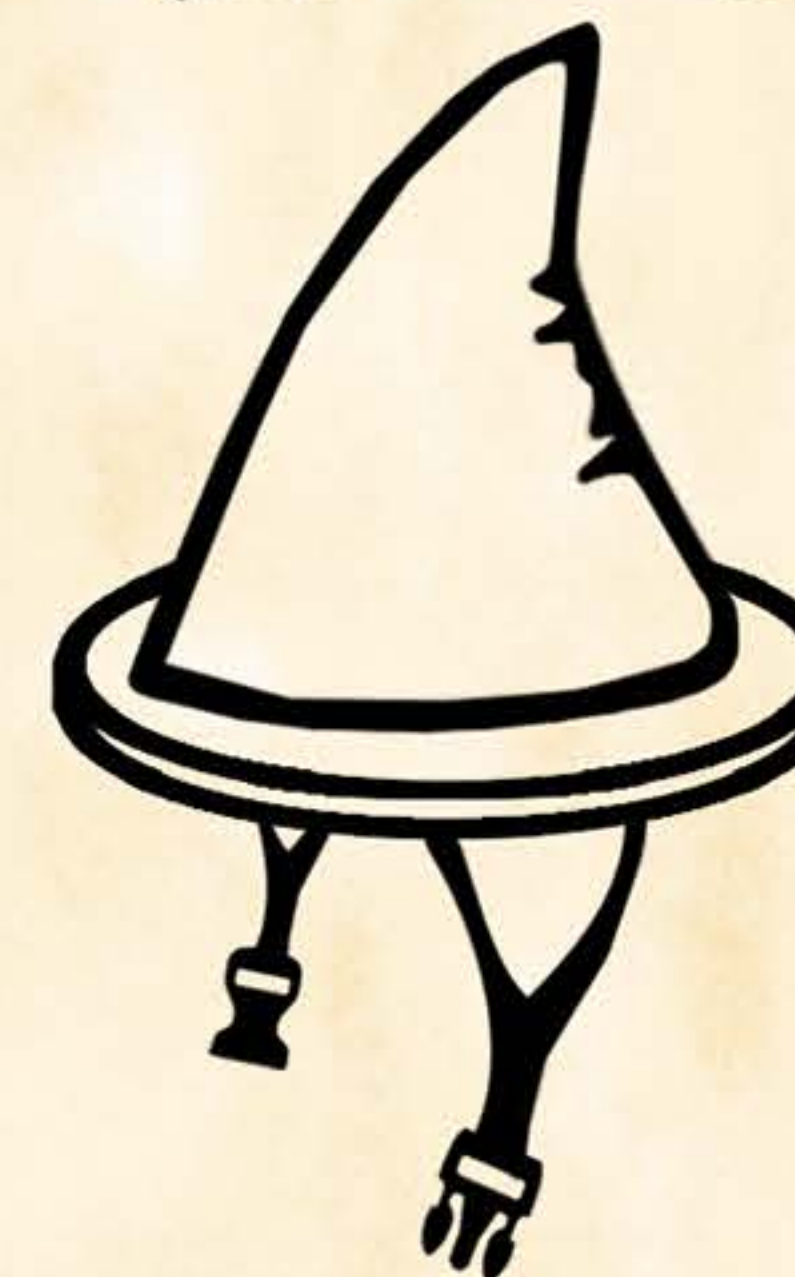
The Chain of The Wallet is a sentient creature filled with immeasurable angst. It obeys simple commands, but will often roll its metaphorical eyes at you. The chain will not release its grasp on a coin purse or its owner unless given specific instructions.

The chain also makes an excellent grappling hook, though it will only stretch 20 feet and carry the weight of its owner. It will hold the weight of two people, but only if the other person willfully and enthusiastically kisses its owner right before. The chain has an armor class of 20 and 20 hitpoints. If broken, it will require a week to pull itself back together.

In its free time, the Chain of The Wallet likes to slither around dark rooms, coil itself next to heat sources, and rattle outside the windows of the elderly while pretending to be a ghost.

FIN OF FOREBODING

WONDROUS ITEM - RARE



DESCRIPTION

Something lurks beneath the surface of the crowd. It grows closer and closer until BAM! You're face to face with the Fin of Foreboding.

If you manage to calm the spirit within this wondrous item, you can strap the Fin of Foreboding to your head to receive a +1 intimidation bonus, except for one week a year when it becomes a +1 persuasion bonus (consult with your GM to determine when shark week is observed).

In addition, once per day you can hum or sing the Fin of Foreboding's theme music as an action. Every susceptible creature of your choosing within 30 feet must succeed on a wisdom saving throw of 15 or become frightened of you for one round and use all their speed to move away.

While wearing the Fin of Foreboding, you gain the ability to smell exposed blood within 60 feet, but you take double damage any time someone bops you in the nose.



PUTTY OF MIGHT

WONDROUS ITEM - UNCOMMON



DESCRIPTION

Hi, Milly Bays here for the Putty of Might, the easy way to fix, fill and seal virtually anything fast and make it last! The Putty of Might isn't glue or resin from the dimension of sticky things, but an amazing demonic-powered epoxy that you can mold into any shape and apply directly to most any surface for an eternal soulbond!

Simply knead to activate, apply, and let dry...which it does in six seconds!

Non-dimensional hole raining toads again? With the Putty of Might you can block a one-foot gap with no problem. Watch as we blast a hole in the side of this local fisherman's ship and immediately repair it! Wowee!

Need to connect two objects? No sweat! The Putty of Might can hold over a ton of weight! Watch as we fuse this old man to this ceiling lickety-split!

But wait, there's more! If you buy right now we'll reveal that the Putty of Might can be cut in three! Yes that's three ship holes you can patch, three old men you can hang from ceilings, three chances for a demon to take control of your immortal soul! Order today!

THE BOB OF APPLES

WONDROUS ITEM - RARE



DESCRIPTION

Crafted by the world-renown Grandma Smith, this dark red toupee frames your face nicely and is imbued with magical energy that allows you to move with grace. In fact, the shimmer from The Bob of Apples is so distracting that any creature who attempts to bite you must do so with disadvantage.

Additionally, once per day you can take the dodge action as a bonus action and any attack roll made against you has disadvantage if you can see the attacker. After a successful dodge, you must remark "how do you like them apples?" for The Bob of Apples to start regaining its power.

When The Bob of Apples is shown to doctors, they must make a wisdom saving throw of 15 or be compelled to use all their speed to move away from you.

CLOAK OF BIGFOOT

WONDROUS ITEM - RARE



DESCRIPTION

Woven from the hair of the most elusive and reclusive folk heroes, this cloak was previously worn by the universe's champion hide-and-go-seek player. While you wear the Cloak of Bigfoot, it is near impossible for anyone to see you and you have advantage on any stealth check made while you're moving. It definitely doesn't make you a furry.

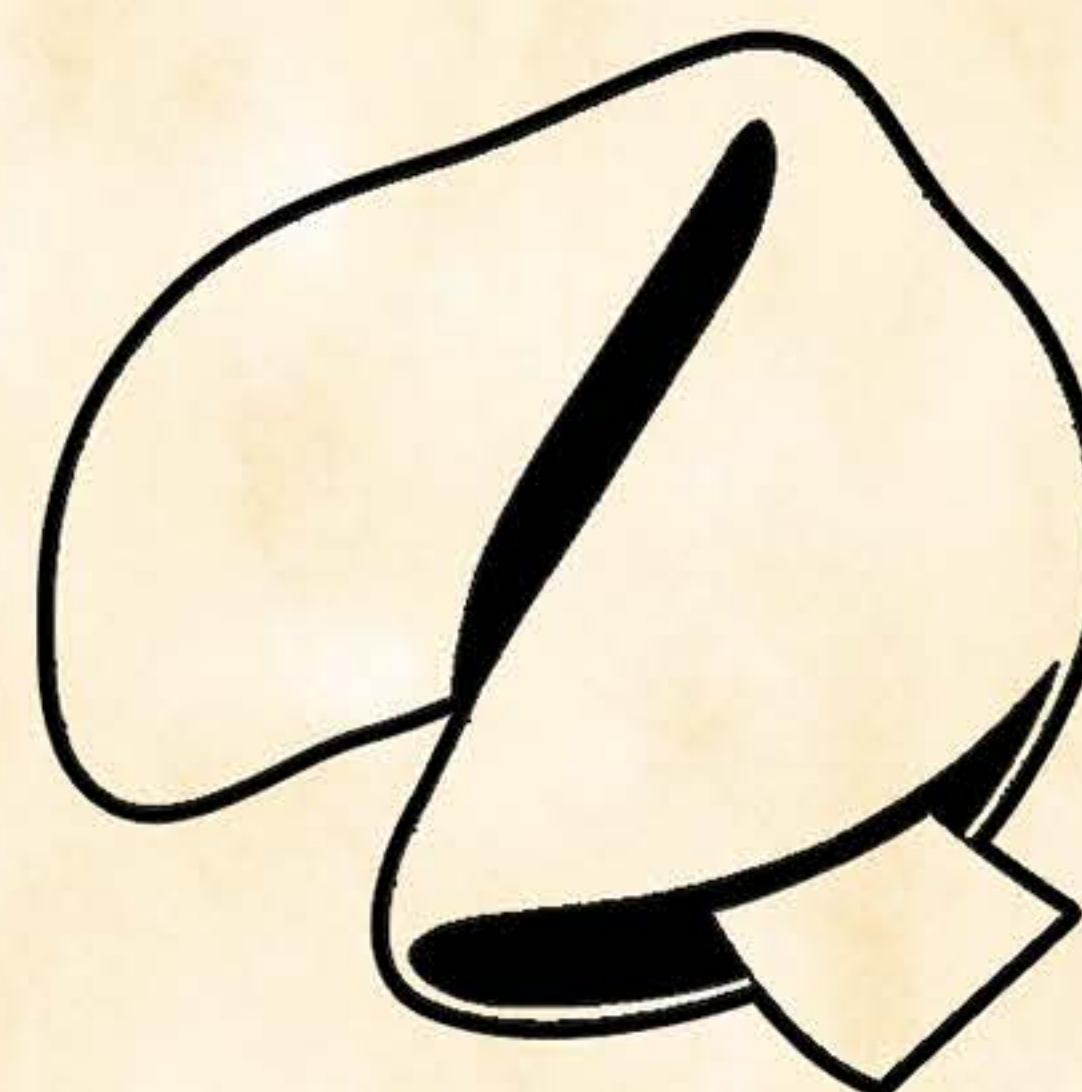
The longer you wear this cloak, the more you'll hear about a mysterious stranger romping through the areas you've visited. Onlookers will see you only as a blurry shape and the local painters guild will never be able to fully capture the delicate intricacies of your luscious fur-your neat cloak.

While you wear the Cloak of Bigfoot, one of your feet swells to twice its size and your kicks deal double damage. Unfortunately, you do leave behind large prints which gives advantage to anyone attempting to track you through soft terrain such as dirt, sand, or mud.

I must reiterate that wearing the Cloak of Bigfoot doesn't make me—I mean...the wearer, a furry...and they absolutely don't have a foot thing either. Good day.

COOKIE OF FORTUNE

WONDROUS ITEM - LEGENDARY



DESCRIPTION

A scrap of paper pokes from the Cookie of Fortune. As a bonus action, you may remove the paper and it will reveal what an enemy of your choosing plans to do on their next turn. Once removed, it will take a day for the paper to reappear. In bed.

If you pull the paper while no enemies are around, the Cookie of Fortune will predict something that will happen to you in the next day. Please know that these fortunes are occasionally incorrect and you don't need to contact customer service every time a spouse learns they will soon meet the love of their life. In bed.

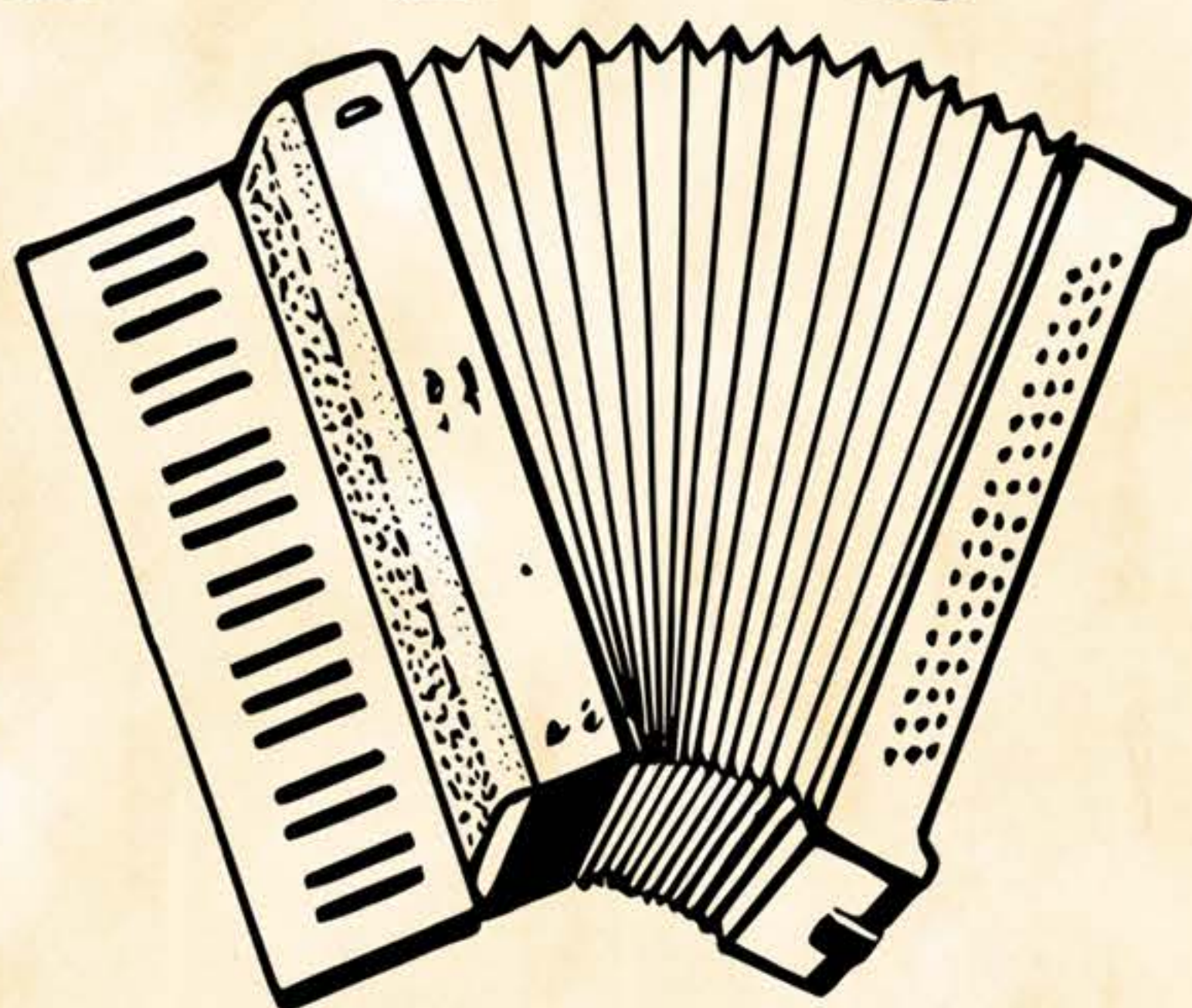
But that is not the only use of the Cookie of Fortune. If you break it open your timeline retracts six seconds. Whatever actions you took up to one turn ago may be redone with your new knowledge. You may reroll any dice from this turn and pick which roll you'd like to use. In bed.

The Cookie of Fortune is permanently destroyed once it's opened. All that remains after the cookie crumbles is a single fortune: You should've tried the salad bar. In bed.



ACCORDION OF KINDNESS

WONDROUS ITEM - RARE



DESCRIPTION

Invented by one of the weirdest bards in the multiverse, any performance check made using the Accordion of Kindness receives a +3 bonus.

Additionally, while you hold the Accordion of Kindness, no creature within 100 feet can swear. If they do, the word comes out as one that sounds similar, but is not intentionally offensive.

Once per day, the Accordion of Kindness can be played as an action in such a bodacious manner that it may charm any susceptible creatures within a 30-foot radius. Any creature that does not succeed on a wisdom saving throw versus a performance check made by the player of the Accordion of Kindness is charmed.

A charmed creature has no desire to fight or hurt anyone unless that person attacks them first. The charm lasts as long as the Accordion of Kindness is played.

VAMPIRE BAT

WONDROUS ITEM - RARE



DESCRIPTION

During the day, this appears to be an ordinary bat, but as the sun sets, a pair of long fangs protrude from the wood, adding a bonus 1d4 piercing damage on top of the Vampire Bat's usual 1d8 bludgeoning damage.

In addition, while clutching the Vampire Bat at night, the holder can polymorph into a small bat for up to one hour, once per evening.

This version of the Vampire Bat has been updated so the user no longer develops a garlic allergy and can now be recognized by mirrors. Unfortunately we are still troubleshooting why the user must succeed on a wisdom saving throw of 15 every night or be compelled to count, out loud, any time they see seven of the same object.

"Seven! Seven guards I've just alerted! Ah ah ah!"

We also apologize for being unable to remove the accent at this time.

COMB OF BEARDMANCY

WONDROUS ITEM - RARE



DESCRIPTION

While the Comb of Beardmancy touches your body, you can grow and retract a foot of facial hair as a bonus action. You can also do the same to other creatures you are able to touch. The maximum you can grow and retract the facial hair of any creature is one foot. Additionally, every day the Comb of Beardmancy is in your possession your beard will grow one inch.

You also gain the ability to control beards you can see within 40 feet if your beard is longer. As a bonus action, beards of at least a foot can be commanded to strangle their face hub. The meat sack connected to the beard must succeed on a strength saving throw of 10 + your charisma modifier or take 1d6 bludgeoning damage every turn until they succeed.

If another beardmancer of equal length opposes the holder of the Comb of Beardmancy, the two must make competing charisma checks. On a tie, the two beards fuse together and it's the beginning of a potential lifelong friendship.

If you aren't fond of the Comb of Beardmancy, give it time, it will grow on you.

THE PASSWORD

WONDROUS ITEM - LEGENDARY



DESCRIPTION

You hear a whisper from a language long forgotten, this is The Password. It acts as the key to a non-dimensional realm leftover from the days of multiverse prohibition. Knocking three times on any functioning door and stating The Password will open a portal to a speakeasy until you shut the door.

The speakeasy exists in its own plane and shifts around so frequently that only a handful of members can find it without a password. The theme changes on a nightly basis, but expect the most extravagant and dapper of evenings in this speakeasy.

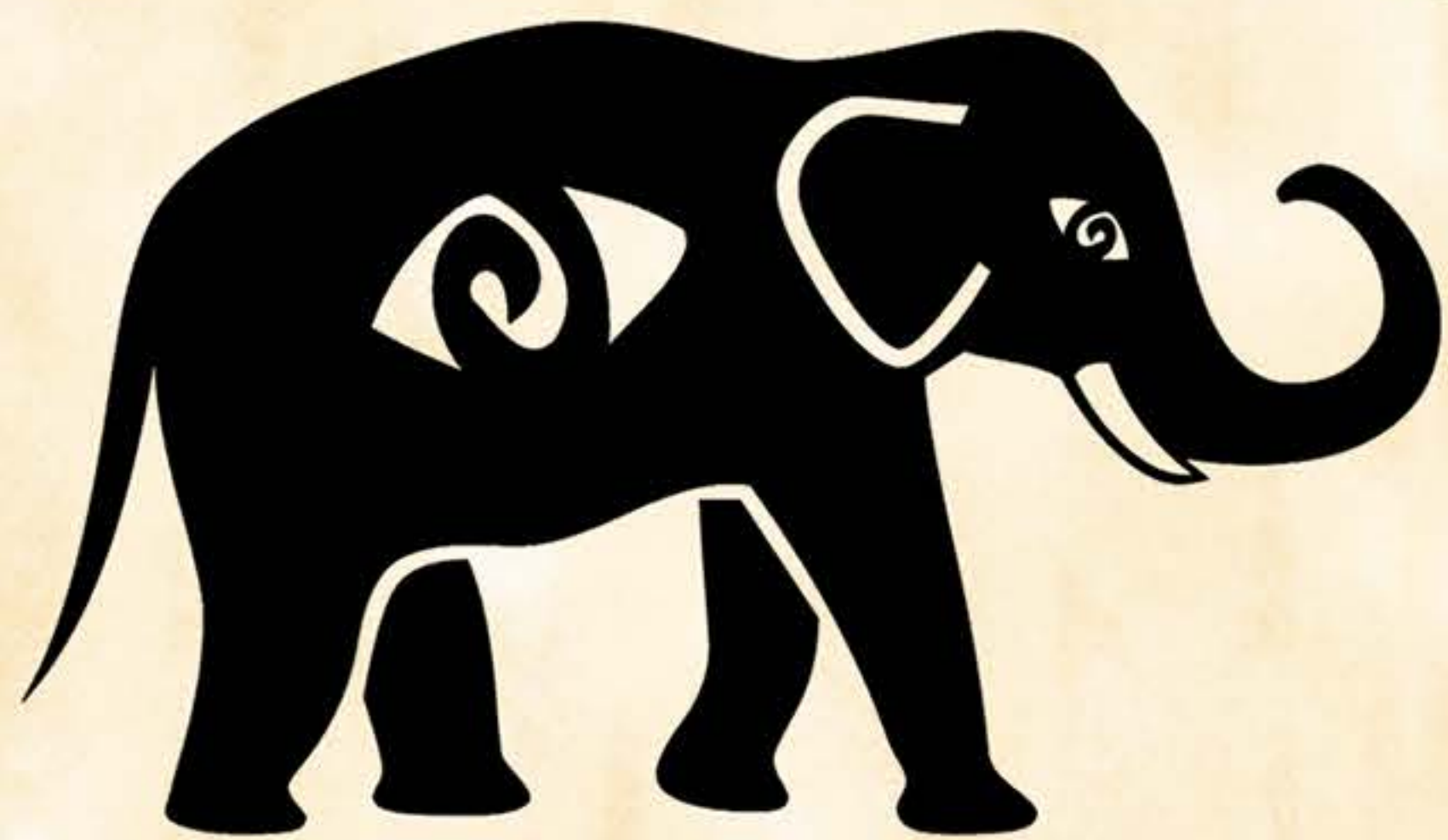
You'll notice two main doors in the speakeasy: the one through which you've entered and one directly opposite it. Both doors open to the area from which you entered, but only if the speaker of The Password opens and closes either door. Once the door through which you entered is shut, it will resume its role as a standard door until it is opened again by the speaker of The Password.

These doors disappear after twelve hours, but don't worry, there are other exits that will take you somewhere in the multiverse. The Password has one use only. Tip well.



ELEPHANT OF THE ROOM

WONDROUS ITEM - RARE



DESCRIPTION

While this little wooden elephant can fit in the palm of your hand, loudly announcing your deepest secret causes it to inflate and expand to the size of the room, up to 200 feet. The Elephant of The Room stops inflating once it reaches sturdy walls, but has no issue pushing aside furniture and people as it expands 20 feet in every direction per round.

Those pushed up against the walls by The Elephant of The Room must succeed on a strength saving throw of 18 every round or they are immobilized. Even if they do succeed, squeezing by the Elephant of The Room is considered difficult terrain. The Elephant of The Room is ideal for making a room or exit temporarily impassable as it inflates to fill in all the nooks and crannies.

While squishy, the Elephant of The Room has an armor class of 18 and 200 hit points. If lowered to zero hit points, the elephant deflates back to its usual size. Otherwise, it deflates after 12 hours.

A player may only use the Elephant of The Room once in their lifetime, and an elephant never forgets.

PEN OF VAPOR

WONDROUS ITEM - RARE



DESCRIPTION

Holding this pen in your mouth and breathing in allows you to project a thick cloud of vapor; but don't worry it's not tobacco. As a bonus action, you can blow this vapor out in a 15-foot cone or a 30-foot line where it lingers for one minute or until it's blown away. Any creature in the vapor cannot see beyond five feet in front of them.

The Pen of Vapor contains ten charges and it takes three hours to regain a single charge. An unfortunate side effect is that the vapor is highly addictive and after the first use you must use it within eight hours or you suffer withdrawal. In addition, the time you can wait between uses is halved with every use.

If you experience withdrawal, you must succeed on a constitution saving throw of 15 or all ability checks for the next hour will be at disadvantage.

We are aware that this modified pen is not usable as a writing instrument and that occasionally the leftover ink leaks into people's mouths, but do no worry, it's mostly nontoxic. Available in all sorts of delicious, sugary flavors that we market to children!

MONKEY WRENCH

WONDROUS ITEM - RARE



DESCRIPTION

A curious item, the Monkey Wrench can be used to magically mend an inanimate object through the delicate art of hitting it super hard. Once per day, the Monkey Wrench can whack an object as an action and repair damage up to 1d8 plus your strength modifier.

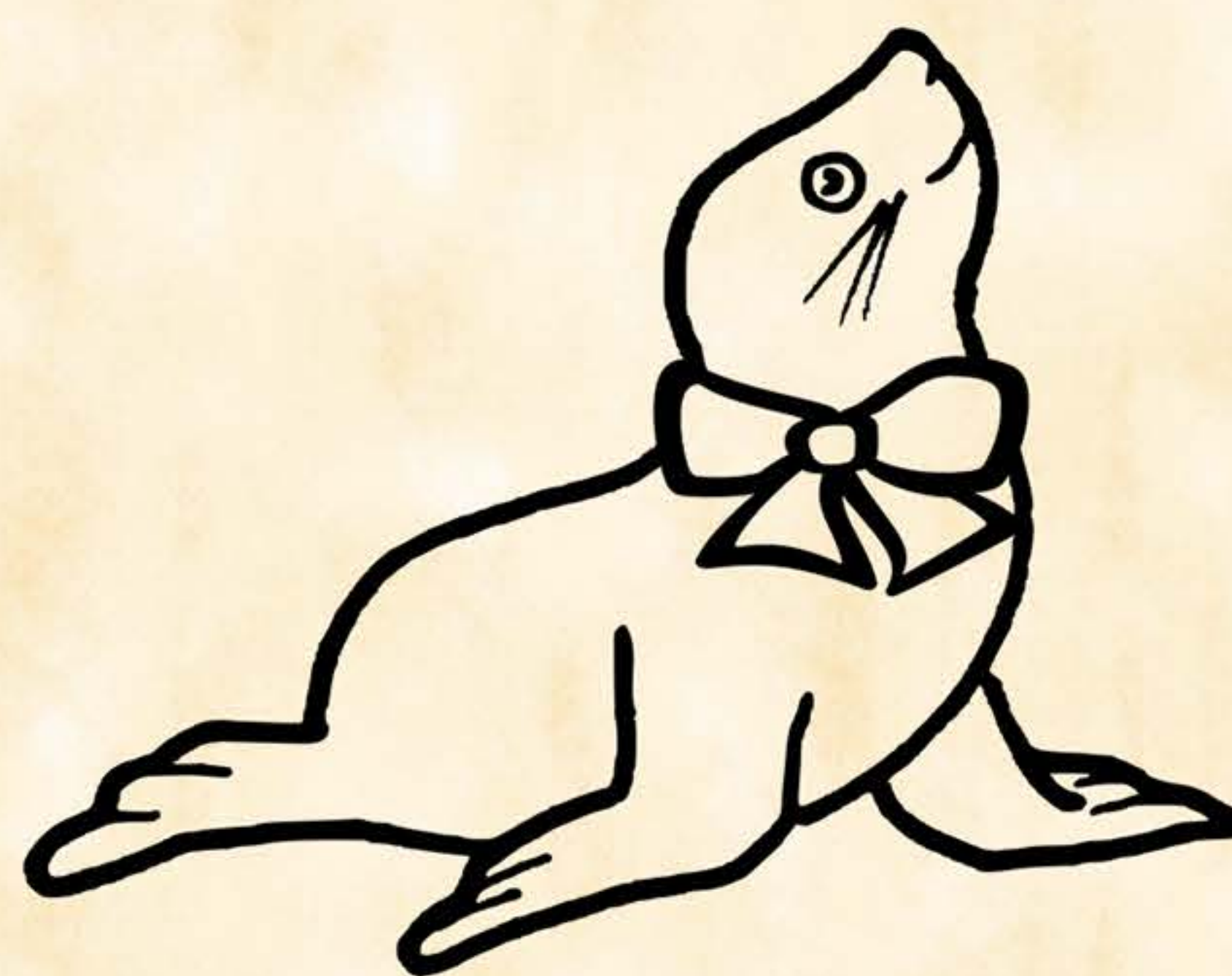
While the Monkey Wrench is in your possession, you gain the ability to use your tail to grasp things nearby. If you do not have a tail, you grow one. The tail is strong enough to hold your own weight, allowing advantage on athletics checks made while climbing as well as the ability to stabilize yourself on thin or wobbly surfaces while still having both hands available.

Unfortunately, the tail has a mind of its own and frequently gets into trouble. When you want to use the tail, roll a persuasion check. The roll determines how receptive the tail is to your commands for the next 24 hours.

Your game master decides the difficulty of the check based on the request, with a minimum DC of 15. Every time you roll a natural 20, you gain a +1 bonus to persuasion checks with the tail. Once you have a +5 bonus, you've developed a rapport with tail and are close enough buds that it'll always have your back (literally).

SEAL OF APPROVAL

WONDROUS ITEM - RARE



DESCRIPTION

This little ceramic seal pup is enchanted to wriggle and flump around like the real deal, but behind its giant eyes is a keen intellect. Once per day, the Seal of Approval can give you advantage on an insight check if you ask the question aloud and it can be answered with a "yes" or a "no".

To answer "yes" the seal will arf, to answer "no" the seal will bork.

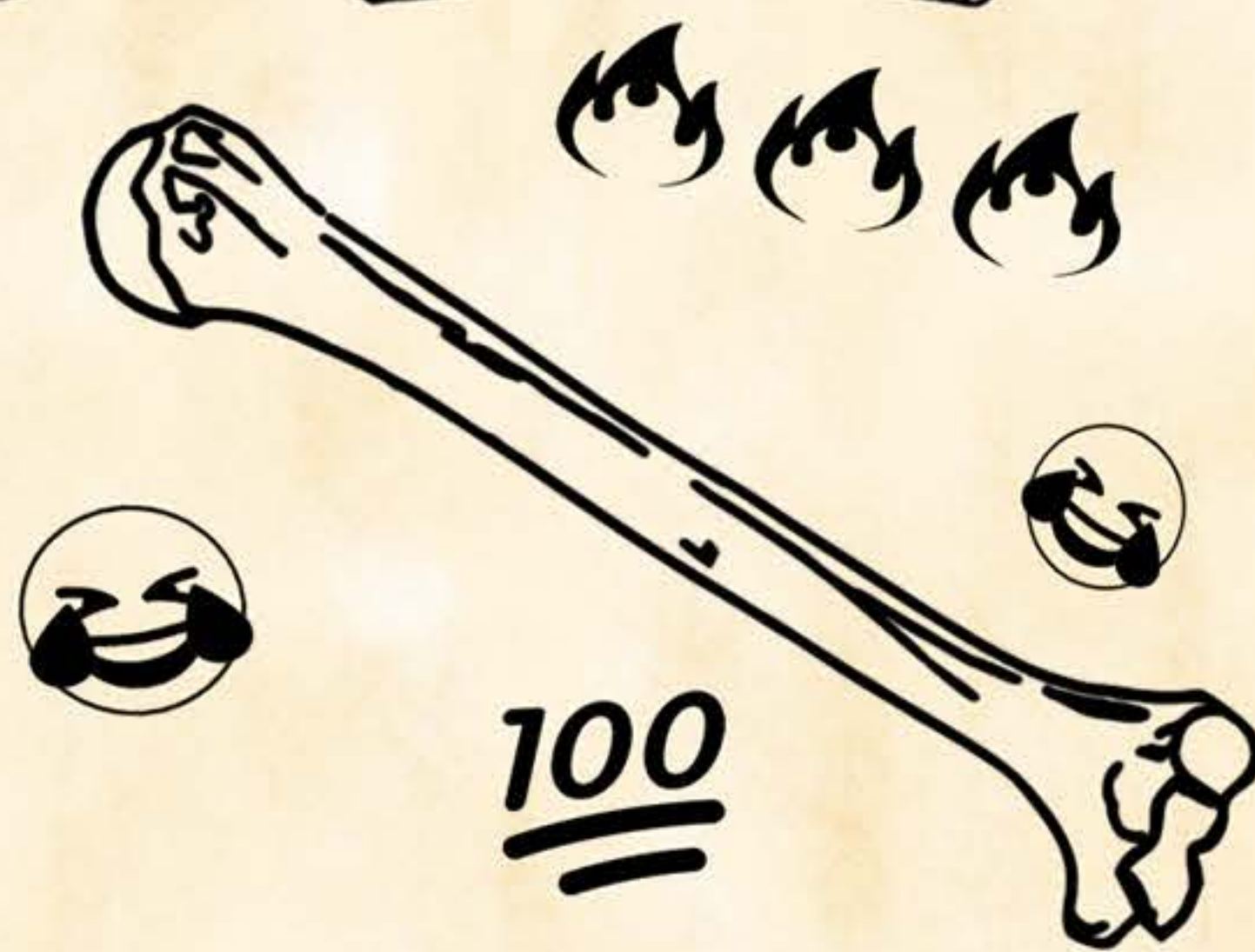
Further, the Seal of Approval can act as a sentry. When any creature other than those who you've specified enter a room or an area within 20 feet of the Seal of Approval, it will bork loudly and clap its flippers. It will continue to do this until its owner rubs its head. The Seal of Approval can also be assigned to guard over a letter or small box.

The Seal of Approval works in all locations, but becomes very uncomfortable around clubs.



THE FUNNY BONE

WONDROUS ITEM - RARE



DESCRIPTION

Legends say the Funny Bone was carved from the remains of the fearsome Grebletorius, King of Dragons, Eater of The Seven Planes...s cousin: Doofly the Punderful. Doofly was given away by Grebletorious as a peace offering to his enemies, only to tell a joke so terrible it brought the kingdom to ruins.

A hefty club, this simple, two-handed weapon deals 1d8 bludgeoning damage, but on a successful hit does something quite...*humorous*. The target must succeed on a wisdom saving throw of 15 or fall to the ground in a fit of laughter, but only if the wielder of the Funny Bone makes an original and relevant pun or dad joke. If the joke is absolutely dreadful (enough to make the entire table groan), the target also takes 1d4 psychic damage.

After a failed wisdom save, the target is knocked prone and will spend their next turn laughing and rolling around on the ground. They make a wisdom saving throw at the top of every turn thereafter and every time they take damage. Hopefully they don't *marrowly* escape.

TAIL OF THE DUCK

WONDROUS ITEM - RARE



DESCRIPTION

Legends tell of a duck that amassed so much wealth, it could defy the laws of physics when interacting with money. The duck went so far as to cannonball into a pit of gold coins as if it were water, when that would obviously break the body of any normal creature. While the duck was buried with its massive fortune, it had unfinished business and thus, the Tail of The Duck was created.

Once per day, the owner of the Tail of The Duck can determine where the largest stash of money or precious metals within 30 feet is held, but only when the owner says "Tail of The Duck, Woo-oo!"

Additionally, the Tail of The Duck allows its owner to use their swim speed when traveling through difficult terrain. Finally, when you fall into loose terrain, such as gravel, sand, or a collection of coins, you don't take damage for 30 feet, though you are submerged in that material and it will take all your movement to pull yourself out.

SPONGES OF GROWTH

WONDROUS ITEM - RARE



DESCRIPTION

These little capsules expand rapidly when they come into contact with liquid, creating a life-sized animals made entirely of sponge! The animals grow using however much liquid is initially available, so if you have only a gallon on hand, expect a very tiny T-Rex. The maximum amount of liquid a sponge can retain is 500 gallons, which is about two and a half hot tubs or 12 bathtubs or 32 kegs.

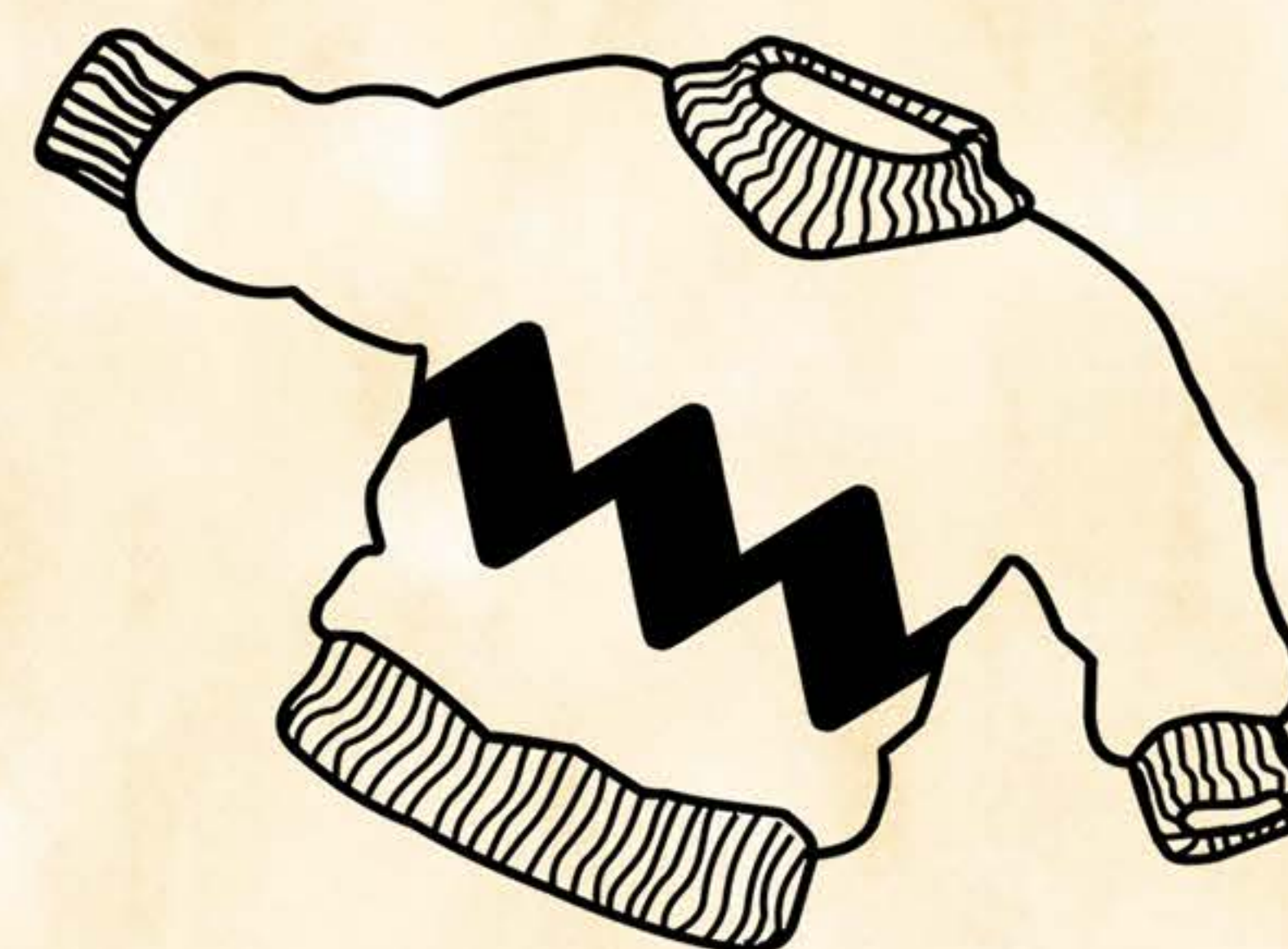
The Sponges of Growth move and act similar to their animal counterparts, but are not sentient. For every five gallons of liquid they hold, they have one hit point (with a minimum of one). The sponges hold liquid for eight hours or until they are reduced to zero hit points. The Sponges of Growth have an armor class of 15, not because they're particularly tough or dextrous, but because most attacks do very little against a giant sponge.

The Sponges of Growth obey simple commands from their creator and will self-destruct if asked, releasing all their liquid in an instant. They come in packs of three and each capsule can be used one time. When used, roll a d12 to determine which form the sponge takes.

- | | | | |
|------------|-------------|---------------|--------------|
| 1. T-Rex | 4. Pig | 7. Monkey | 10. Rabbit |
| 2. Owlbear | 5. Horse | 8. Rhinoceros | 11. Labrador |
| 3. Spider | 6. Elephant | 9. Tarrasque | 12. Dragon |

SWEATER OF WHOLESEMITY

ARTIFACT



DESCRIPTION

In the beginning, as the worlds were wove through the planal loom, there remained many strands of kindness. These remaining strands of pure good formed together to become the Sweater of Wholesmity, an artifact capable of turning any creature good.

While you wear the Sweater of Wholesmity, you gain +1 to charisma, intelligence, and wisdom, however you cannot perform evil acts. If you intentionally harm a creature while wearing the Sweater of Wholesmity, it disappears and reappears where it's needed most.

While worn, the Sweater of Wholesmity can be used to change the alignment of an evil being to good with a hug and a genuine kind word. A being of great evil will most likely be able to resist this alignment change, unless they are unconscious. When the Sweater of Wholesmity is used on a being of great evil, it may transfer to the being as a way to protect it from future corruption, however the alignment change remains even when the sweater is removed.



RING OF FINGER GUNS

WONDROUS ITEM - RARE



DESCRIPTION

You lock eyes with Todd from accounting. Between the two of you is the last cruller, it glistens with a sugary glaze. Your fingers point forward and you raise your thumb. A moment passes. Todd reaches for the cruller. You drop your thumb and he's blasted across the room. You blow smoke from the tip of your finger. It didn't have to end this way, Todd. We could've shared that cruller. You take a bite. Delicious.

Putting on the Ring of Finger guns allows you to shoot one dart of a Magic Missile from your fingers, dealing 1d4+1 force damage to a creature within 120 feet. You can shoot a magic dart as either an action or a bonus action. The Ring of Finger Guns contains three charges for magic darts and those charges are regained at midnight.

You must make 'pew pew' or similar gunshot noises for the Ring of Finger Guns to activate.

CHALK OF HIDING

WONDROUS ITEM - RARE



DESCRIPTION

"Higgins? Where'd the body go?"

"Oh, it's right over...well, it was right over there..."

"Higgins?"

"Yeah Sarge?"

"Did you outline the body in regular chalk like I asked? Or did you use the Chalk of Hiding?"

"..."

"Sigh. Alright, everyone spread out! We've lost another one!"

The Chalk of Hiding makes a creature or item on a flat surface disappear when a complete border is drawn around it. From the outside, the surface will appear completely normal. The Chalk of Hiding can last up to several years in the right conditions, or until the border is broken...usually when someone trips over the contents inside.

If a body part exits the border, it will become visible. The Chalk of Hiding can draw for about 50 feet. For reference, a medium-sized creature lying down can be drawn around for about ten feet.

I don't know why we have to keep repeating this, but the Chalk of Hiding does not disguise sound or smell, so please cease using it as a place to pass gas.

LAWYER IN A CAN™

WONDROUS ITEM - RARE



DESCRIPTION

You've destroyed your Book of Faces, you've hit the gym, now it's time to lawyer up. Cracking open the Lawyer In A Can™ opens a portal to dimension Squiggly Boggles which holds the most serious and efficient lawyers in the multiverse.

Moments later, a well-dressed humanoid lawyer steps through and is at your service for five minutes. The lawyer has a +10 on persuasion checks and will negotiate on your behalf. The lawyer speaks all languages and specializes in bartering both for resources and for your life when you accidentally trip over an ancient dragon.

Please know that the Lawyer In A Can™ does not actually emerge from the can, it is simply a safe method of portaling and your money will not be refunded because you 'wanted a teeny tiny can-sized lawyer'.

As the Lawyer In A Can™ disappears, it slips you its business card with its private incantation line. While you possess the incantation, you can summon them forth for future negotiations...at 1,000 gold a minute. Please recycle the can after use.

THE ATTRACTION NOTE

WONDROUS ITEM - RARE



DESCRIPTION

It looks like an ordinary journal, but upon touching it, a heavy-set genie in only a diaper appears in front of you. He's lifted slightly off the ground by a tiny pair of fluttering wings. He holds a bow with heart-tipped arrows as he explains the rules:

The person whose name is written in The Attraction Note shall instantly be attracted to a different type of person(s) or other(s). If who or what the target is to become attracted to is written within 40 seconds of writing their name, it will happen.

The owner of The Attraction Note must know the target's full name and have them in view at the time of writing for the change to be successful. To undo these changes, the name must be crossed out of The Attraction Note. Once someone writes a name in The Attraction Note, this magic can never be used to make others attracted to them.

Only those who have touched The Attraction Note can see the genie. Please know that when the genie shoots his heart-tipped arrows, those who are impaled do not feel a thing.



THE BUCKET OF F**K IT

WONDROUS ITEM - LEGENDARY



DESCRIPTION

Once a Bucket of Cleaning, this device was used to quickly clean items using prestidigitation...at least until it was discovered the bucket was swallowing socks. Unfortunately, this was part of a master plan by Emperor Hempleduke who has spent centuries stealing just one sock every time this bucket was used until he amassed an army.

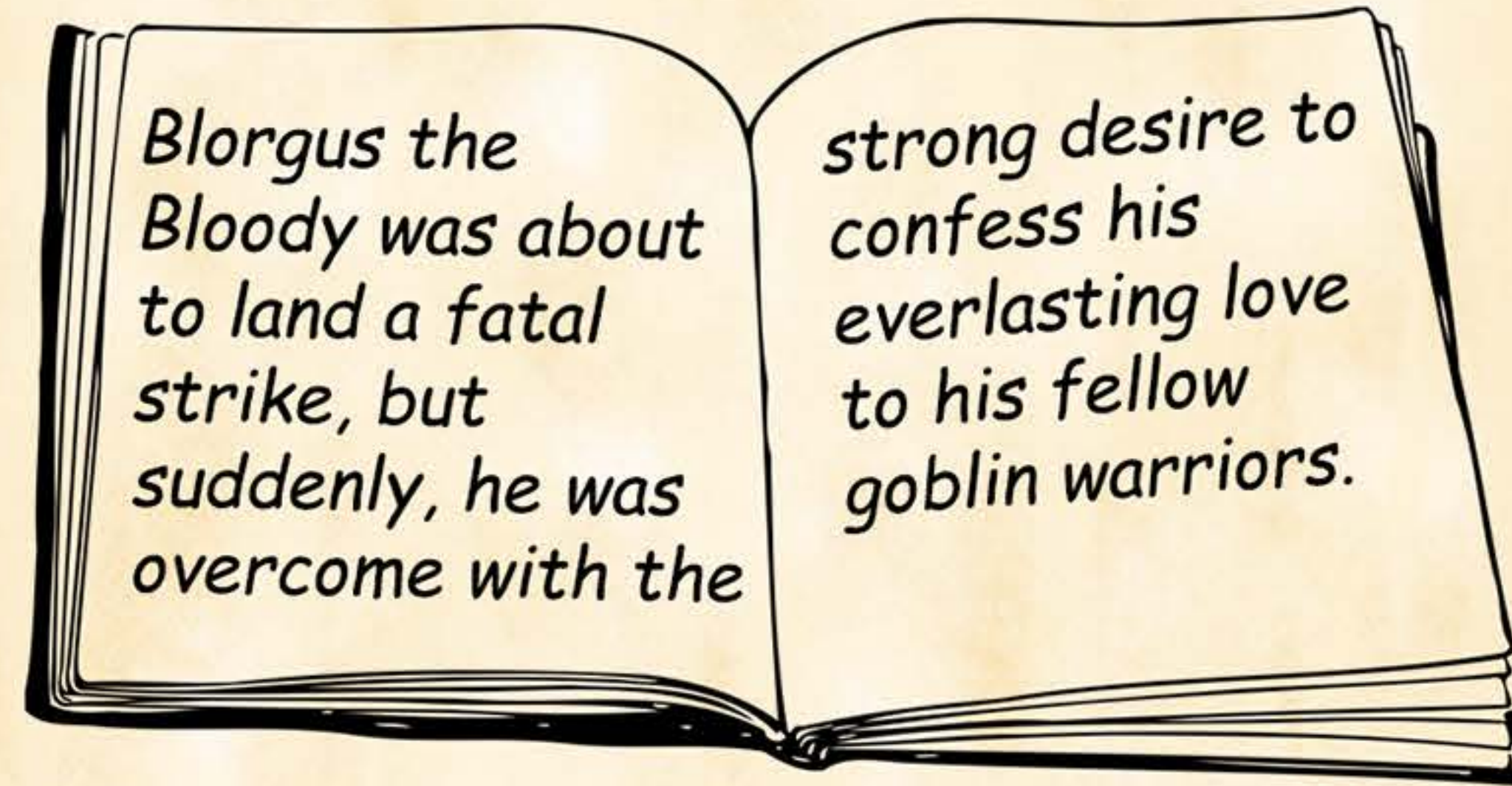
Local repair wizards managed to stop the uprising by turning the bucket off and then on again, but in the process the Bucket of Cleaning no longer served its intended purpose. Instead, the bucket now transports any item or person who enters it to a random location in a random dimension. The repair wizards began using it to get rid of anything they didn't want, dubbing it The Bucket of F**k It.

The Bucket of F**k It remained in the possession of the repair wizards until it was discovered they had been using it to hide bodies. The wizards were promptly tossed in the Bucket of F**k It and the problem was out of sight and out of mind.

Some say every time a sock goes missing mid-cleaning, you can hear Emperor Hempleduke laughing from his Throne of Iron Socks as he plots his next and final move.

BOOK OF PLOT TWISTS

WONDROUS ITEM - RARE



DESCRIPTION

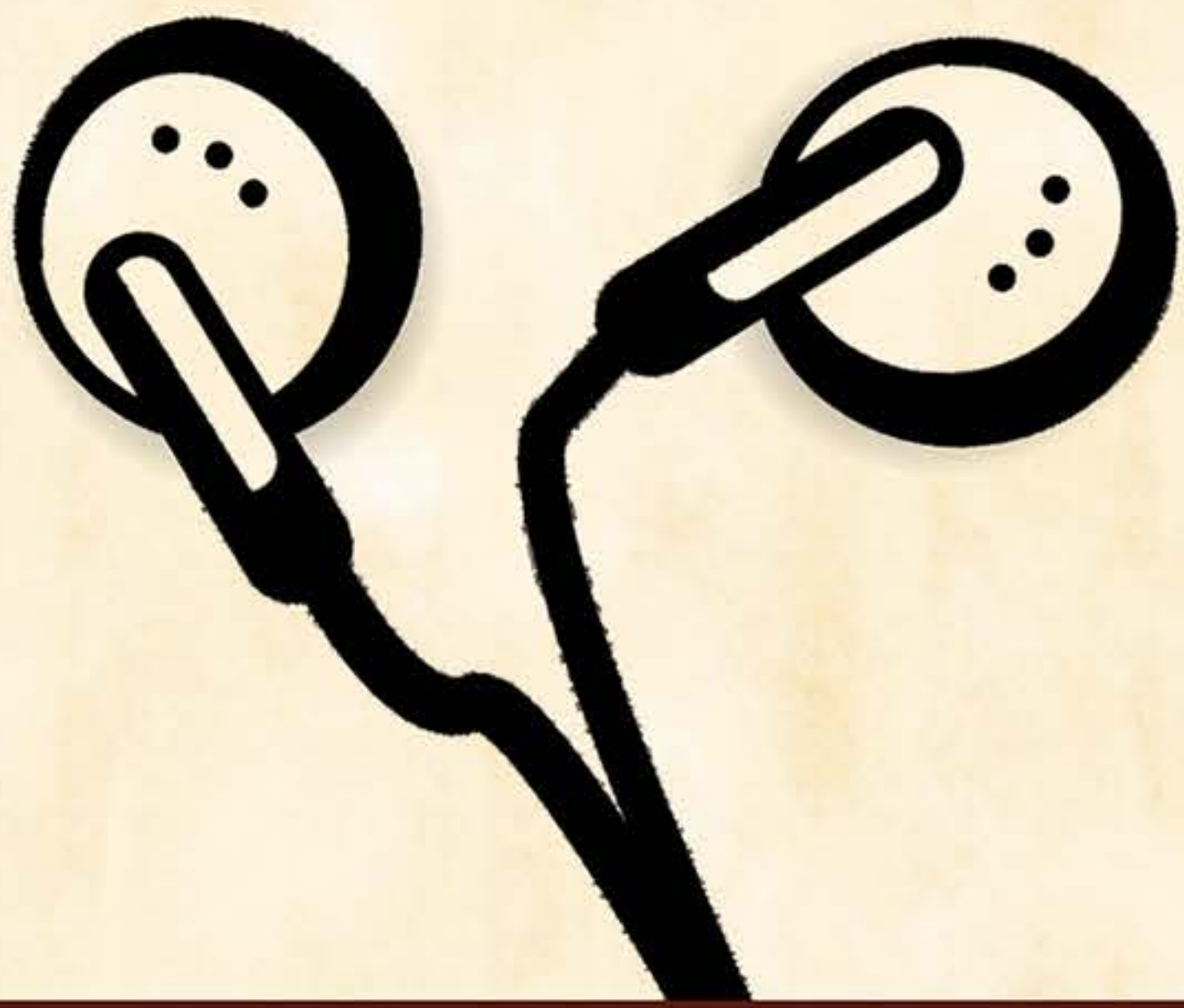
The Book of Plot Twists was built by the Knight of M'Shyamalan and may be used once a day to drastically alter the behavior of a susceptible creature. You must know the creature's name and you must be able to see them. As an action, you can use the Book of Plot Twists and write what is happening, followed by "but suddenly" and your plot twist. The target then must succeed on a wisdom saving throw of 15 or be compelled to follow through with the twist as an action for their next turn.

On a failed saving throw, the sentence remains and the Book of Plot Twists cannot be used again for another day. On a successful saving throw, the sentence disappears and the holder of the Book of Plot Twists can try again in one hour, rather than waiting a full day.

A target cannot be compelled to take an action that would directly lead to their death or serious injury. It is impossible to rip out or destroy the infinite pages, so reading through this tome may yield some interesting pieces of history. The Book of Plot Twists does not like run on sentences.

BUDS OF THE EAR

WONDROUS ITEM - RARE



DESCRIPTION

While you wear the Buds of The Ear, you gain advantage on all perception checks related to hearing. Unfortunately, due to the mystical and infuriating nature of the Buds of The Ear, any time you walk through a doorway, there's a five percent chance they will unexpectedly snag on the doorknob. When you pass through a doorway, roll a d20. On a natural one, you fall prone and are instantly furious.

Additionally, once per day you can use the Buds of The Ear to gain resistance to thunder damage. However, you must keep them in for the next hour and during this time everyone will perceive you as very antisocial. Luckily, you can remind them that this is your life and if they wanted you to be part in the conversation they could diversify the subject, instead of just talking about how they're doing in Fantasy Lootball, Janet.

Not to be confused with the Buds of Lite which act like normal light sources, but it's as if they're watered down and people really only purchase them because they're the cheapest option.

WORLD'S BEST MUG

WONDROUS ITEM - RARE



DESCRIPTION

The Captain scoffs, "You? You could never lead an army!" At that moment you pull out the World's Best Mug and the Captain's mouth drops. They stutter to get the words out, "World's...Best...General?! How can this be?!" The Captain drops to a knee in front of you, shaking. "Forgive me, I knew not to whom I spoke." You survey the army at your command and whisper, "How the turntables."

The World's Best Mug appears simple and ceramic, carved with odd runes that read "World's Best Boss". However, once every 24 hours you can change the word "Boss" to a title of your choosing by chugging a full cup of liquid from the mug. When you show the mug to susceptible creatures, they must succeed on a wisdom saving throw of 15 or they will perceive you to actually be the "best" as described on the mug. On a failed save, you gain advantage on charisma checks with that creature while you show the mug, but only if they are the sort to be influenced by that title.

But even the best has their flaws. While the mug is in your possession, you feel compelled to sing every time you bathe, you spend too much time volunteering, and you are at disadvantage every time you try to operate a vehicle, especially if you are trying to avoid hitting pedestrians.



POD OF CASTING

WONDROUS ITEM - RARE



DESCRIPTION

You have interesting things to say and it doesn't seem that hard, why not start using a Pod of Casting? Eating one of the fast-growing seeds from the pod allows you to make your voice appear in the minds of every creature within a thousand feet for one hour...well, most of an hour.

About halfway through there's usually a minute-long advertisement for indigo aprons and inexpensive razors shipped from another plane of existence.

After using the Pod of Casting, you must wait a week before using it again. After all, you don't want to flood the market, it's definitely not because this is a much larger time commitment than you first thought.

When you are finished using the Pod of Casting, you will hear what every creature you forced to listen to you says aloud for the next minute. Surely they'll have nothing but positive things to say!

ARMOR OF PLOT

WONDROUS ITEM - RARE



DESCRIPTION

Fall off a cliff? Submerged in lava? Find yourself between a mama owlbear and her cub? Nothing to worry about since you're protected by the Armor of Plot!

When player death is about to happen, the Armor of Plot activates to reshape the events that just happened so the player did not die, most often by means of gifting the player a magical item. For instance, if they're about to fall to their death they might suddenly have the Pants of Parachute or a Wand of Featherfall in their possession so they float safely to the ground.

But how the player obtained what they needed is determined by fate.

When the Armor of Plot is activated, the game master rolls a d20 to determine how much hindrance this item causes. Let's say a player needed a flask in their front pocket to stop an arrow from piercing their heart, a natural 20 is the best outcome and they may have received the flask as a thank you for being a town protector.

But a natural one? They stole the flask from a demon overlord and there's now a bounty so high that every assassin in the kingdom wants them dead. The GM rolls this number out of sight. One use per player.