OLD GREG & QUINLETT (FORMER GRAND POOBAH OF INTELECT)’S SHOP LEDGER

* Radiant Hand Axe of Coming Back [Hand Axe]
  + At the will of the user this hand axe deals an extra 2d8 radiant damage once per long rest and returns to the user’s hand whenever it does not make contact with the intended target.
* Boomerang of Too Much Fire [Boomerang]
  + DEX ATTACK ROLL; ADD PROFICIENCY IF PROFICIENT WITH HANDAXES. On a hit this boomerang deals 1 piercing damage and deals 5d6 fire damage. It also deals 2d6 fire damage to the user whenever used. It does not return when thrown because it is a shitty boomerang.
* FUN GUN [RA] [Hand Cannon]
  + ITS SO FUN!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
* Super Real Full Deer Head of Understanding Fish and also Dolphins (but they don’t like you) [RA] [Head Gear]
  + This hollowed out deer head is clearly made of cardboard and staples. However, when you wear it as a mask you are capable of talking to fish and once per day as an action you can use it to cast *Dominate Beast* on a fish you can see at a DC equal to 8+Proficency+Charisma. It also lets you talk to dolphins, but they do not like you for no good reason while attuned to this item. You can attempt to use the spellcasting feature of this item on a dolphin, but they make the save with advantage.
* Empty Jar with a Pebble in it That Won’t Come Out (Also It Make You a Better Dancer) [RA]
  + While attuned to this item once per long rest you have advantage on a performance check that involves the user dancing. Once per day, you also can make a Charisma Check of 13 to cast one level one Bard Spell you don’t know. If the spell requires an attack roll it has a +5 to hit, or if it requires a save it has a DC of 13. If it involves a spellcasting modifier use the user’s charisma score. If you fail the check, you take 3d6 psychic damage.
* Song Shield [RA] [Shield]
  + This shield has a large Bass Cleft as an emblem in the center of it. While attuned to this shield you have advantage against charm effects. Whenever something hits this shield it makes an absurdly loud sound of a bad saxophone player playing far too loud. Its super annoying. You never get used to it.
* Tiny Catapult in a Bottle
  + This is a bottle about the size of a baseball that is sealed off with a cork. Inside you can see a tiny catapult loaded with what appears to be a flaming boulder sitting in a grassy field with a tiny model man who appears to be at the ready to fire the weapon. As an action you can uncork the bottle to summon the catapult, full sized, in an unoccupied space closest to you. On that turn declare a target for the catapult. The model now a full sized mannequin will fire the flaming boulder at your declared target on initiative 15. Afterwards the mannequin waves goodbye and her and her catapult disappear into the wind.
* Boots of Making Someone Else Slower [RA] [Boots]
  + Once per short rest while rolling initiative you can click the heels of these boots and decrease the initiative of one target of your choice that you can see by 1d8. If you reduce your targets initiative to less than 0 it moves on initiative 1 and it is stunned by the wave of lethargy that falls over it for the first round of combat. You cannot use these boots if you are surprised.
* Bag of Oink Summoning
  + Once per long rest you can reach into this fist sized burlap sack and pull out a full grown pig that loves you, will die for you, and is fucking adorable. This pig has a few effects, but you can only use one a day. Until you use one of these effects the pig will try to protect you the best it can. If you do not use an effect within 30 minutes the pig vanishes in a beautiful display of bubbles. The effects are:
    - Taking an action to rigorously pet the pig you gain advantage on the next attack roll you make, afterwards the pig happily walks off into to distance and ends up somewhere awesome. Like in a spa that is free for pigs or something.
    - If you take 5 minutes to sing a lullaby to the pig you gain the previous effect, and the attack also deals an extra 2d6 thunder damage. When the attack hits a loud “OINK” can be heard by any creature within 300ft. After you sing this lullaby the pig skips away to somewhere that it will be happy. Like an orchestra that allows in pig for free and it turns out the pig loves classical music and they also give pigs free snacks so they can stay there forever and be happy.
    - Feeding the pig something tasty over a short rest will give you advantage on one saving throw of your choice you make in the next hour. After the rest is over the pig takes a nap and when it wakes up it is somewhere cool. Like a pig ski resort with attractive male pigs that are super nice and think the pig is super-hot and the pig is super into.
    - If you are a real monster, you could choose to cook and eat the pig over a short rest. It can feed only yourself. If you truly sink to this depravity you gain the previous effect, but also get 1d4 temporary hit points. After you eat it you have to live with the fact that this condemns that pig to Pig Hell. They were innocent and pure, and now they are in Hell because 1d4 extra hit points. Really worth it wasn’t it asshole.
* A Statue of a Vulture [RA] [mace]
  + This strange cement statue of a vulture acts as a +2 mace and deals an extra 1d4 bludgeoning damage. Also if you roll a natural 20 after doubling the dice like a normal critical you then roll an additional 2d4 bludgeoning damage. Also it talks in your dreams sometimes. Its super concerning.
* Yashi Bingo Game That Talks
  + Once per long rest you can use your bonus action to point the Yashi game at a target and spin the wheel on the Yashi game. The Yashi then yells something racist towards the chosen target. Then roll a d6. Record the result. Any damaging attack or spell used by the target deals extra damage equal to the previous roll to you and deals reduced damage equal to the roll to any other targets until the end of its next turn.
* The Weed Eater of Potential Doom to Someone [RA] [Great Club]
  + As a bonus action you can pull the cord of this weed eater. After that it slowly tries to start. After pulling it pick any second level spell. At the end of everyone’s turn they roll a D20 until the spell is released. If they roll a 1 or a 20 the weed eater starts and releases the desired spell. If they roll a 20 they pick the target of the chosen spell. If they roll a 1, they become that target of the spell. The save DC for the spell is 16, it has +8 to hit, and if it refers to an ability score modifier it is considered to be 5.
* Necklace of Buckets (comes with free rain bucket)
  + This necklace has a tiny rain bucket on a silver chain. While wearing this necklace a creature can attempt to drink an entire rain bucket of water to heal 2d4+2 points of damage. It is very hard to drink that much water though so you need to make a Constitution saving throw DC-14 or vomit so hard you take 1d4 points of acid damage. If you attempt to do this during combat it costs your action and you make the save at disadvantage because you are speed drinking it. After a creature attempts to use the necklace the magic wanes and will not return until the next morning.
* Boxing Glove of Missile Stopping [RA] [Gloves]
  + This glove seems to slip perfectly onto your hand. When a ranged weapon Attack hits you while you're wearing it, you can use your reaction to reduce the damage by 1d10 +your Strength modifier, provided that you have a free hand by punching it in midair. If you reduce the damage to 0, the missile comically drops to the ground at end of your fist.
* Box of Cigarettes that Seem Magical
  + This box contains 10 cigarettes. As a bonus action you can eat (yes I mean it) any number of these cigarettes. For each one you eat you increase the damage of your next damage roll by 1d6 per cigarette.
* Larry Bird Boots [RA] [Boots]
  + While attuned to these boots you can cast the *Jump* spell at will. Also once per long rest you can loudly declare that, “Ball is Life” to gain advantage on your next Dexterity or Strength based check.
* Dwarven Knuckle Dusters [RA] [Gloves]
  + While attuned to these weapons your unarmed strikes deal 2+strength and are considered magical. If you are not a dwarf you also gain the following effects
    - You gain dwarvish as a language if you do not already have it
    - You gain advantage on saves against poison and resistance to poison damage
    - You gain advantage on history checks involving stone working
* Little Glass Snail
  + This is an intricately crafted glass crystal snail. As an action you can throw it as hard as you can onto the ground. It shatters, and you summon a friendly Flail Snail that lasts for 1 hour or until it drops to 0 hit points. The snail is a pacifist and will not knowingly attack another creature. Otherwise she will attempt to follow your commands to the best of its ability. The snail is willing to endanger itself for you, but will not do something it sees as certain suicide, such as crawling into lava or heading directly into a spinning buzz saw. After the hour passes or the snail drops to zero hit points it disappears as a swarm of butterflies.
* Irresponsibly Crafted Blade of Poison [RA] [Rapier]
  + This rapier deals and extra d6 of poison damage, but it also has an increased chance at a critical fail. 2 & 1 on a D20 die roll count as a critical fail. If you land a critical hit with this weapon the target is considered poisoned until the end of its next turn. The poison on the blade is so rare that creatures with poison immunity are only resistant to the poison damage.
* THE EYE [RA] [Amulet]
  + An amulet with a thick gold chain that is constantly wet. The gemstone on it appears to be a green fish eye. When you stare directly at it you think you can hear it whisper to you. While attuned to this amulet you cannot have disadvantage on perception checks. As an action on your turn you can target one creature you can see and attempt a DC 15 Wisdom Check. On a success the target immediately burns one of its legendary residences. On a failure you are blinded for 1 minute and requires a *Greater Restoration* or equally/more powerful magic to cure early. Success or failure regardless, after taking this action the eye floats up and implodes on itself. It then appears somewhere on another plane of existence.
* Kitty-Cat Boots [Boots] [RA]
  + These white fur boots are soft to the touch and seem much lighter than they should. While wearing these boots you have resistance to falling damage, and advantage on any dexterity check made to try to mitigate falling damage. Once per long rest, as a bonus action, you can click the heels of boots together to cast *Enhance Ability.* When you cast this spell with this effect you can only choose the Cat’s Grace option.
* Vikavoltic Cloak [Cloak] [RA]
  + While wearing this cloak your hair stands slightly on edge from static electricity. Once per long rest, as a free action, you can pull up the cloak’s hood to activate the following effects for 1 minute.
    - You gain resistance to lightning damage
    - You begin to float slightly off the ground, becoming immune to any effects requiring you to touch the ground. (pressure plates, the *Earthquake* spell, etc.)
    - You gain the ability to cast the *Shocking Grasp* cantrip as a wizard spell.
* Claws of The Umber Hulk [Arms] [RA]
  + These heavy gauntlets of brown iron are forged in the shape of an Umber Hulk’s claws, and they fir the wearer’s hands and forearms all the way up to the elbow. While wearing both claws, you gain a burrowing speed of 20 ft., and you can tunnel through solid rock at a rate of 1 ft. per round. You can use a claw as a melee weapon while wearing it. You have proficiency with it, and it deals 1d8 slashing damage on a hit (your STR modifier applies to the Attack and Damage rolls, as normal) While wearing the claws, you can’t manipulate objects or cast spells with somatic components.
* Headband of Initiative and stuff. [Headgear] [RA]
  + This blue headband is decorated with visage of black flames. While wearing this headband you have advantage on initiative rolls. If either of your initiative rolls are a natural 20 your hands become wreathed in black flame and your next attack roll deals an extra 1d10 of fire damage. If either of the rolls are a natural 1 your entire body becomes engulfed in the flames and you take 1d10 fire damage. Both of these effect can happen on a single initiative roll.
* Magneto Gloves. [Gloves}
  + Once per long rest, as an action you can activate the magnetic charge in these gloves and connect yourself to any metallic object(s) you touch. Once connected the gloves cannot be unconnected without a creature first succeeding a DC-15 strength check, or you end the effect as an action.
* Healer’s Crossbow [heavy crossbow] [RA]
  + Made from the wood of yew trees charred by lighting, this heavy crossbow is studded with hearts carved of rose zircon. You gain a +1 bonus to attack and damage rolls made with the crossbow. Before shooting the crossbow you may turn a nonmagical bolt loaded in the weapon into a healing bolt as no action. If you do not use the bolt within an hour after converting it, it reverts back into a normal bolt. When struck with a healing bolt the target takes damage as normal and then heals a number of hit points equal to 4d10+4. You cannot shoot another healing bolt from the crossbow until you complete a long rest.
* Boots of Lightning Speed [Boots] [RA]
  + These knee high white boots lace are decorated with symbols of bolts of lightning falling from the sky. While attuned to these boots the wearer’s movement is increased by 10ft. They also become able to make a running long jump with only 5ft of run up.
  + As a bonus action you can click the heels of the boots together to conjure an aura of electricity to gain even more of a boost of extreme speed. Until the end of your turn
    - Your speed increases by 20ft
    - You have resistance to lightning damage
    - Whenever you move through another creature’s space they take lightning damage equal to half your proficiency modifier (rounded up)
    - You are able to run up vertical walls without costing any extra movement, however if you end your turn on a vertical surface you will begin to fall at the end of your turn.

You are able to use this feature twice. After using it twice both uses return at the end of a long rest.

* Insta-Brick Wall 3000
  + This small clip holds 6 business cards that read, “Say Hello to THE WALL!” As an action you can throw a card on the ground into a space with 10ft of you. When the card hits the ground it sinks into the ground and centered on that spot erupts a solid brick wall. It is 40ft tall, 4ft thick, and 50ft wide. The wall will stop raising in a dimension if it comes into contact with another structure and if a creature is in the path of the wall it will be slammed against the nearest structure the wall makes contact with, taking 1d6+1d6 for every 10ft pushed after being pushed 10ft and will be moved to the opposite side of the wall as you, or if the wall does not make contact with a structure they will be pushed out of their space to the opposite side of the wall as you. The wall has an AC-17 and 45 hit points, and will not go away naturally over time, it must be smashed.