

### BAG OF WONDEROUS

#### RANDOMIZATION [1/2]

This bag is an extremely flamboyant violet color, with a golden question mark on one side and feels as if it is made with the finest silk. The bag weighs 5 pounds. Looking inside the bag reveals nothing, you only see an empty bag. Reaching inside the bag, you also feel nothing, but when you remove your hand from the bag, an object or creature randomly chosen from the table below is in your hand (in the case of a creature, the creature falls to the ground, prone and unaware of its surroundings). Placing an object in the bag results in the bag beginning to shake violently and fall to the ground, then spit the object back out. If another object (or the same one) is attempted to be placed in the bag a second time within a tenday, the bag shakes even more, hitting anyone within 5 ft of the bag for 1d4 bludgeoning damage, and again the bag spits the object out. If another object (or the same one) is placed in the bag a third time within a tenday of the second attempt, the bag devours the object, sending into a void disappearing from existence and the bag cannot again be used for a tenday. Any additional attempts to store an object in the bag results in this again, resetting the countdown back to another tenday

Other

### BAG OF WONDEROUS

#### RANDOMIZATION [2/2]

before its next use. Once per day, as an action, someone can reach into the bag and remove something from it (roll 1d100 and use the table below to determine what is removed from the bag). Anything removed from the bag is permanent to the plane, it will not disappear after a time limit -- it is just like any other item or creature on the plane. See the Monsters Listing for the creature's statistics. A creature removed is prone and immediately hostile (as it is scared and confused), but may potentially be persuaded to be friendly (depending on the creature).

Other

### THE NITPICKER

Resembles a miniature garden gnome that carries lock picking tools in his hands. When not in use, looks like a 4 inch tall statue. Twice daily, can be placed in front of a locked object to unlock it (functions as the spell Knock). At this point, the statue comes to life in order to pick the lock. After the lock is picked (or if he is unable to open it), reverts back to an inanimate statue. While picking the lock, the Nit Picker critiques any or all members of the party on their recent performance in the campaign. Nothing escapes the critical eye of the Nit Picker, no matter how small the perceived offense.

Other

### PHANTOM FIST

A gauntlet that grants the user +1 to unarmed attack rolls. When successful, the target must succeed a DC 15 Dexterity saving throw or be knocked back 2d4 feet.

Other

### A PAGE IN YOUR DIARY

A small note pad containing 10 pages that can be written in. The next person that reads the passage must make a WIS save (DC 15 + writer's CHA modifier) or else believe entirely that the contents are true and all memories to the contrary are erased. Subsequent readings will not have this effect.

Other

### AARON'S MONOCLE

An ornate monocle that when worn causes the wearer to believe that they are more intelligent than everyone currently around them. This compels the wearer to educate, inform or correct any piece of information no matter its actual accuracy.

Other

### BAND OF DRYAD

A simple wooden band that appears to be entwined by evergreen ivy vines. The top is decorated with a small rose petal, which remains bloomed and perfect until the ring's effect is used. Each day at dawn the petal blooms again. This band has a single charge, which recharges each day at dawn. The power contained within the rose petal may be expended to heal a target the wearer can touch by 2d4+2 hit points. Once used, the rose petal wilts and falls off the ring, and this effect may not be used again until the next dawn.

Other

### AWARENESS FRAMES

A pair of nerdy looking glasses. They enhance the wearers ability to perceive the truth and see things previously unseen. While wearing these glasses, the player gets +2 to both Perception and Investigation

Other

### SCUTTLE BUDDY

A mechanical beetle that the user can use for spying. The beetle hears everything in a 40ft radius that is not blocked by walls or other barriers. The audio is broadcasted in real time to the user, who wears a tiny earpiece in their ear, hearing everything the beetle picks up. The owner can wind it up three times before it breaks. The beetle can easily fit through small places and climb walls. It cannot fly and is very fragile.

Other

### GLUTTON'S FORK

Once a day, this fork will allow the user to eat any non-magical item they can fit in their mouth and regain 2d6 hit points. Just tap the the fork on the item and it will turn edible.

Other

### RING OF THE GRAMMARIAN

The wearer of this ring can, once a day, alter one letter of a spell's title to alter the spell for a different effect. Example: ♦Cause Fear♦ becomes ♦Cause Bear. The effect of these altered spells are determined by the DM, but with the caster's intentions taken into account.

Other

### A JUMBLED COLLECTION (POTIONS)

Description: A Jumbled Collection of 5 Potions...at a Discount Lore: Soren Willander, a scatter-brained and gullible wizard, hired the realm's laziest apprentice to assist him with getting his study in order. The apprentice mislabeled most of the wizard's collection before taking his best items (and fortune) and fleeing. Potion 01: Potion of Invulnerability Potion 02: Potion of Gaseous Form Potion 03: Potion of Water Breathing Potion 04: Poison -- Pale Tinture Potion 05: Potion of Fire Giant Strength

Other

### ACID FLOWER

This wilting sickly yellow flower pinned to your lapel can be used once per day. Upon squeezing the flower, a murky yellow liquid sprays out of it in a 10-foot line. Everyone in that line must succeed a DC 15 Dexterity Saving Throw or suffer 4d6 acid damage.

Other

### PHYSICIAN'S PENDANT

A pendant with a first-aid red cross on it. ♦After casting a spell that restores a creatures hit points, the wearer rolls a d20. On a 16 or higher roll, the spell does not cost the user a spell slot.

Other

### HOLE THROWER

A plain-looking slingshot. It♦s carved out of wood with rubber bands. The wooden handle is etched intricately. Once per day, the slingshot can put a hole into any non-living, non-magical object or barrier. The player rolls a d10, and the hole is that many feet wide and deep.

Other

### RING OF RECALL

A small ring that allows the spellcaster wearing it to regain a spell slot after having failed in casting a spell. Can be used in this way once a day.

Other

### AARACOCKRA CLOAK

This long cloak is fashioned of broad overlapping ribbons of colour attached at the neck, but not affixed elsewhere. This construction allows access for wings or other appendages. These cloaks are usually clasped with silver talismans denoting the tribe of the warrior. It confers several benefits: You are immune to the effects of claustrophobia as you perceive clouds and skies on all surfaces above you. When in flight the ribbons flutter in the wind like kite wings giving you partial cover against all ranged attacks (+2). You can use an action to cast the freedom of movement spell once per day. Notes: Resistance: Poison, Set: Speed (Climbing), Control, Buff, Movement, Warding, Outerwear

Other

### AARON'S MASK

This Tribal mask causes the wearer to believe that they are in fact completely invisible, any event that may suggest other wise causes a dc 23 intelligents check. On a fail the user insists that they are still invisible.

Other

### PLASTIC SHERIFF'S BADGE

Adds +3 to deception skill checks when impersonating a person of authority.

Other

### FORK OF BEES

This gold-and-black striped fork has 3 charges, and it regains 1d4-1 charges daily at dawn. As an action, you can yell BEEEEES! and expend a charge to summon a swarm of bees (use the statistics for a Swarm of Wasps from the Monster Manual).

Other

### ALL OR NOTHING COIN

Once every 24 hours, on a D20 roll, you can instead flip a 2-sided coin and let fate decide the outcome. Heads equates to a critical hit and tails is a critical miss

Other

### BOOTS OF HASTE

A hasted creature may make one extra attack with any weapon he is holding. The attack is made using full base attack bonus plus any modifiers. A hasted creature gains: +1 on attack rolls, AC, & G22reflex saves +30 movement to a max of 2x normal speed (counts as enhancement bonus and increases jump distance as normal). Lasts 10 Rounds

Other

### BALFORDS MAGICAL PIPE

This magical pipe never needs to be refilled with tobacco and the user will always find the taste to be good. In addition, while smoking this pipe, the user has advantage on Charisma (Persuasion) checks and everyone else who can smell the smoke has disadvantage on Charisma(Insight) checks.

Other

### AEGIS OF THE MOMENT

When you are hit with a weapon or spell attack while wielding this shield, you can use a reaction to activate this magic item. When you do so, you take no damage from the attack, and you disappear in a flash of light, only to reappear at the start of your next turn. While you have disappeared you are incapacitated but cannot be targeted or take damage from any source. The shield can't be used this way again until the next dawn. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Other

### WAND OF SWITCHEROO

Once a day, when pointed at another creature of similar size within 100ft, the target and the holder of the wand will switch places. If the target is unwilling to switch, it must succeed a DC 17 Constitution saving throw to remain in place.

Other

### ABREZZIO'S LOST PENNY WHISTLE

This magical penny whistle looks completely ordinary. As an action, you can play a special tune on the whistle. When you do, a 5-foot stage appears in an empty space within 15 feet of you. A grumpy imp quartet, with hand drum, pan pipes, lute, and viol, appears on the stage in a puff of sulphur-smelling smoke. The imps play songs of your choice for up to 10 minutes, then they vanish along with the stage in another puff of smoke. Cursed. When you play the whistle for the first time, you become cursed. While cursed, you can't get rid of the whistle. It reappears in your pocket, bag, or hand at sunset. Additionally, whenever you make a Charisma (Performance) check, also roll a d4. If the d4 rolls 1, the imp quartet appears and starts playing loudly over you until you stop performing, at which point it disappears again. You can break the curse by submerging the whistle in holy water and then throwing it away. The next person to play the whistle becomes cursed instead.

Other

### AARAKOCRA GOLDEN EGG BAG

Inside this golden lightweight cloth bag are 1d4 eggs. The bag weighs 1 pound plus 1/4 pound for each golden egg it contains. If you dump the bag's contents out on the ground, or if the golden eggs take any damage the eggs break open and releases a gas in a 15 foot radius. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 poison damage on a save, or half as much damage on a successful one. The poison deteriorates all metal objects in the area that aren't successful taken out of the area on successful dexterity save. The poison gas will also blind any living being with eyesight for 1d4 days on a failing dexterity saving throw. If you remove a egg from the bag, place it in water, the egg will grow depending on what it produces, and the egg will break open naturally after 1 minute from the water where it was placed. The GM can choose an effect from the following table, determine it randomly, or create an effect.

Other

### BAGPIPES OF STEALTH

The bagpipe of stealth grants the wielder invisibility, but for as long as it is being played. As soon as the last note leaves the pipes the musician is immediately visible again.

Other

### UNWELCOME MAT

This item appears as an average brown door mat. Once a day, you may place it in front of any doorway or entranceway that is not wider than thirty feet in any direction and speak it's command word (which will then appear woven into the mat) to create an invisible barrier blocking the entrance, lasting for 1d6 hours. Any creature attempting to cross this barrier must pass a wisdom check (DC 15 plus the user's wisdom modifier) or be rebuffed. If a creature has succeeded on the check, they may pass back and forth through the entrance unimpeded.

Other

### IDENTIFYING LENS

A magnifying glass with evlish inscriptions along the sides of the lens. This lens hold 3 charges. As an action, you may use a charge to cast the identify spell as you hover the glass over the item in which you wish to identify. You may regain 1d4 charge during the next dawn.

Other

### RING OF RESURGENCE

When you don this blood red ring, you feel a slight pinch akin to tiny needles pricking the skin. When you drop to 0 hit points for the first time each day, the ring infuses you with an flood of life force, healing you for 1d12+3 hit points. This property recharges daily at dawn. As an action, you may crush the ring. The ring is destroyed and up to 5 targets of your choice within 40 ft of you regain hit points equal to half your hit point maximum.

Other

### SPOOL OF ENDLESS ROPE

Some adventurers never seem to have enough rope. A spool of endless rope contains an unlimited amount of the finest silk rope, yet the whole spool weighs only a single pound. The spool comes with a belt loop so that it can be hung conveniently at an adventurer's side. To use a spool of endless rope, the owner feeds out as little or as much rope as desired, up to a maximum of 500 feet at any one time. When finished with the rope, the owner can simply wind it back onto the spool. (Feeding out or rewinding requires 1 round per 50 feet of rope.) The rope can't be entirely separated from the spool, though it can be cut or broken as a normal silk rope can be. Any portion of rope cut away from the spool disappears instantly, but the spool immediately replenishes the missing rope. The rope from a spool of endless rope can be spliced or knotted together with another rope (including a rope from a second spool of endless rope), but the rope can't be wound back into the spool while so attached.

Other

## APRON

1/day

An invisible door opens to an extradimensional kitchen that lasts until the spell ends. The kitchen can hold as many as eight Medium or smaller creatures. Attacks and spells can't cross through the entrance into or out of the extradimensional kitchen, but those inside can see out of it as if through a normal doorway. This apron can be worn over armor.

Other

## CHEF HAT

While wearing this hat you can, once per day, conjure enough food or drink to serve up to five other creatures. This food or drink, when consumed, is made with the following benefits: The creature is cured of poison. (instantaneous) The creature is immune to being frightened, gains 1d12 temporary hit points, and it gains the same number of hit points. (Lasts for 8 hours) The food or drink takes at least one minute to consume and loses its potency after 8 hours.

Other

## KEY OF LOCKING

An overly ornate key that can shift to match any lock and can only lock it.

Other

## POCKET SPA

A piece of folded canvas that, when a command word is spoken, unfolds to form a tent containing a pocket dimension. Inside adventurers will find aromatic baths, saunas, monogrammed robes, and light refreshments. When used during a short rest the tent allows the party to regain an additional 3 hit points for each Hit Dice, healing items, spells or effects used

Other

## RINGS OF SEPARATION ANXIETY

A pair of magnetised rings that are drawn to each other. These rings cannot go beyond 30ft of each other. The rings are attuned by placing one ring on a finger. This first ring becomes the primary ring while the secondary ring can be given to and worn by any other character or creature. When this secondary ring moves beyond 30 of the primary ring, the wearer disappears in a silvery mist and reappears next to the primary ring. (Similar to the Misty Step spell) DM discretion as to whether the ring will teleport other people that are in contact with the secondary ring wearer.

Other

## DECANTER OF MANY LIQUIDS

You can use an action to remove the stopper and name a liquid, activating the decanter. The named liquid will start pouring out at a rate of 3 liters per second until the stopper is put back in. It takes another action to put the stopper back in, whereupon the decanter stops producing the liquid. This decanter can produce water, juice, glue, alcohol, tar, and even wine. However, any other liquid is left at the GM's discretion.

Other

## MORAL COMPASS

An unusual compass with two varieties: silver which is attuned to good, and onyx which is attuned to evil. The compass will point to the strongest source of evil or good within 50 feet.

Other

## RING OF THE AZER FLAME

An ancient, bronze ring etched with an angular pattern of Dwarvern design. The ring's centrepiece features the grimacing face of an Azer, which when the ring is activated, glows faintly with illusory flame. While wearing this ring, you gain the ability to evoke the flames of the Azer, setting flammable objects alight with a single touch. As an action, you can touch and ignite a flammable object with your hand: an object such as a lantern, kindling, or an untreated carpet. The ring has three charges. While wearing this ring, you can speak the ring's command word as a bonus action and expend one charge. Until the end of your turn, a metal weapon of your choice that you currently wield becomes super-heated, glowing with the ferocity of the Elemental Plane of Fire. When you successfully hit on a melee attack with this weapon, you deal an additional 1d4 fire damage. The ring regains 1d3 charges daily at dawn.

Other

### SPOON OF AMBIGUITY

This spoon lies uncomfortably between a teaspoon and a tablespoon. Any creature within 5 feet of the spoon must make a Wisdom saving throw (DC 20) or spend their next turn coming to terms with its existence, and can take no other actions. The creature must have an intelligence score of 5 or more to be affected in this way. After being affected in this way, a creature can not suffer the effects of the spoon again.

Other

### AMULET OF LIGHT

This amulet has 3 charges, regaining all expended charges at dawn each day. For 1 charge you can use the amulet to cast the Light cantrip on itself, making it glow with a gentle light. You cannot target anything else with the spell from this amulet.

Other

### MASK OF LOST IDENTITY

A metal mask that when placed upon your face, the character loses their identity and is no longer recognized as who they once were. They can't be found by means of divination. Cursed. Once equipped, the mask clings to your face and doesn't let go. You can not remove the mask by physical means. In order to be removed, a remove curse or similar spell must be used.

Other

### TEAR OF THE HAMADRYAD

This teardrop-shaped piece of smooth amber is warm to the touch and grants its bearer a feeling of calmness and serenity. Property: Once per day, while clutching the tear of the hamadryad, you gain 1d4 to any saving throw or ability check.

Other

### RING OF RESTFULL SLEEP

A silver ring with sheep engravings on the outside and magic runes on the inside when putting the ring on make a DC 18 Wiz save or be instantly put to sleep. For 8hrs you will be invisible while sleeping, afterwards you wake up well rested.

Other

### AMULET OF CONCENTRATION

While you wear his amulet and are concentrating on a spell that is affecting only yourself in its current casting (ie: barkskin, polymorph, stoneskin, haste, bless) your concentration can not be broken as a result of taking damage.

Other

### BAG OF JELLY BEANS

Inside this small bag are 3d4 pink jelly beans. Eating a jelly bean grants a temporary effect. Roll a d12 to find out what it is.

Other

### ARISTOCRATIC CLOUD

This belt enables the wearer to conjure a circular, horizontal plane of dense fog just large enough to support a comfortable sitting position. The wearer controls the cloud mentally for free as long as they are conscious, enabling them flying movement speeds equal to their usual movement over land floating between 6 inches to 20 feet above ground. Difficult terrain does not typically impede the wearer. However turbulent winds will affect the wearer just as they would on land. The cloud cannot be submerged beneath water and will cease to function for 1 hour after returning to solid ground. If the caster teleports, the spell continues to function without interruption when reappearing at the destination. The discs function is to elevate the caster and is most often used by the Aristocratic arcane classes to both dramatically display their arcane prowess as well as avoid hygiene faux pas such as getting feet wet or messy. Arcane tricksters have also been known to take advantage of the clouds subtle benefits.

Other

### BAG O' BEES

This magical item is a small black and yellow striped bag that is 3 inches in width upon opening of small pouch roll a D8 no matter the outcome the opener can control the bees for nine minutes however if all the bees have not returned to the bag by nine minutes and 59 seconds the bees go insane and attack any living character or NPC (but not undead) If this occurs roll a D20 if it rolls a 1 the bag turns into bees and then mixes with attacking swarm Every bee summoned (except for the giant one) has an AC of 2 and 1 hit point meaning that just swatting at the bees would kill at least a few of them depending on the size of the creature (obviously a bigger creature would kill more bees)

Other

### BOOTS OF LEAD

These leather boots come in a variety of simplistic fashions. In order to move with the shoes on, a DC 17 strength check is required. On a fail the user gains one point of exhaustion, if the wearer is male they also lose some pride. If a player downs these boots, they must be worn for at least 1 minute.

Other

### RING OF FLYING

A ring with six different colored gems encrusted in the shape of a circle. When you break one of colored gems embedded in the ring, you gain a flying speed equal to your walking speed for 5 minutes and can hover. If you're in the air when the ring's effect wears off, you fall unless you have some other means of staying aloft. Can only be used once per day.

Other

### STOOL OF THE TAVERNS

Nobody really knows where it came from, but everyone knows where it leads. That three-legged stool is carved with thoroughness in some expensive wood. To use this item, the user must put it on a flat surface before sitting on it. Once seated above, the user and his or her possessions are randomly teleported in an inn or tavern on the same Plane which he or she is. Then, the user has five minutes before the Stool of the Taverns returns to its previous location. This magical item can't be used more than once per day. It regains its magical properties every day at dawn. If the current Plane doesn't include an inn or tavern, nothing occurs.

Other

### STRONMAUS' LAUGHING AMULET

Traditionally worn by a high priest of the boisterous and jovial, smiling God. The amulet carries the image of a stylized human face, mouth open in laughter. Whenever a foe is defeated, the wearer may activate the amulet by tapping it twice and then delivering the best taunting joke or victorious one-liner applicable to the current situation. If the jest pleases Stronmaus (DM), he rewards the adventurer by recharging up to (1d10 + Con) HP. But Stronmaus is a fickle god

Other

### WHISTLE OF PROTECTION

This small whistle is capable of protecting those who hear it. As an action on your turn, you may blow this whistle. Doing so creates a shrill sound which can be heard up to 300 feet away. Each creature within this range gains immunity to all damage if they can hear the sound of the whistle. This immunity lasts until the end of your next turn. A creature who cannot hear the whistle is unaffected by it. The whistle functions only if it is blown at full force. That is, the whistle will not work if it is blown deliberately softly (the range is always 300 feet unless it is blocked by magic or by a solid barrier). The whistle can be used only once per day, and recharges at sunrise. While out of charge, the whistle functions as a mundane whistle.

Other

### WILFORD'S TELESCOPE

Wilford would always look to the stars wondering, dreaming of going beyond. In the end, this dream was the death of him. As an action you can use this telescope to teleport to an location you are aiming at (maximum of 300 feet away), you must be able to see the location you are aiming at. It takes 3 days for this item to recharge.

Other

Other