

DWARVEN BATTLEAXE



Wondrous item, Uncommon

Attunement Str higher than 13

You have a +1 on attack and damage rolls with this axe.

You have advantage on Perception and Investigation checks to find traps and secret doors in stone.

Bathe me in giant blood

STAFF OF THE LAZY



Wondrous Item, Uncommon

Attunement by a lazy person

Max charges 3

Recharge 1d3 at dawn

As an action, you can expend a charge from this staff to cast *Unseen servant*.

The servants created from this staff do not disappear from being too far away from the caster if they remain within 60 ft of the staff.



SCROLL OF WILD MAGIC



Wondrous Item, Uncommon

consumable

As part of casting a 1st level spell or higher, you can also use this scroll to unleash a wild magic surge (page 104 of the PHB).

To use this scroll, you must scream **WILD MAGIC**.

CLOAK OF COMMENTARY



Wondrous Item, Common

Attunement

When performing tasks, this cloak will supply background music and commentary.

(Think what Kronk does during his stealth mission in The Emperor's new Groove.)

BOX OF COOKIES



Wondrous Item, Common

At dawn, this box is filled with 5 cookies. Any cookies from the previous day disappear.

BELT OF THE BERSERKER



Attunement

Once per day, recharging at dawn, you can use a bonus action to gain the following effects for up to 1 minute:

At the start of your turn, choose the creature closest to you (at random if there are multiple). You spend your turn attacking this creature. At the end of your turn you can choose to make DC 12 wisdom save to end the effect.

During this you gain the effects of a barbarian rage:

- Resistance to piercing, bludgeoning and slashing damage.
- Advantage on strength checks/saves.
- +2 damage on strength based attacks.
- You cannot cast or concentrate on spells.

PANTY OF SHADOWS



Wondrous Item, Common

As an action, while wearing these panties, you can change the nature of your shadow. You can adjust it to take the shape of a monster between the tiny and large size.

SHIRT OF DONNING



Wondrous Item, Common

While wearing this shirt, donning an armour always takes an action as the shirt attracts the armour pieces to your body.

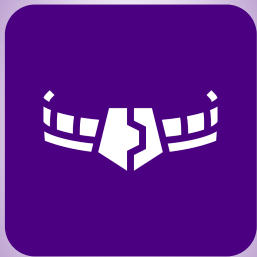
SOCKS OF HIDING



Wondrous Item, Common

In each sock you can hide a single tiny object in an extra-dimensional space, such as a dagger or a lock-pick set.

Stowing or retrieving an item from a sock requires an action.



FEAR BOMB



consumable

As an action you can throw the bomb up to 60 feet. All creatures within 5 feet of impact must make a dc 11 *Wis* save or be frightened for 1 minute.

Creatures affected by this can repeat the saving throw at the end of their turn.

BAGPIPES OF INVISIBILITY

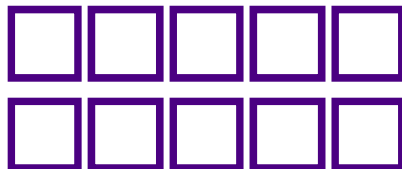


Wondrous Item, Uncommon

Max charges 10

Recharge 10 seconds of genuine applause recharges one charge

You are invisible to creatures that hear you play the bagpipe. Each minute you use the bagpipe in this way causes the bagpipes to lose 1 charge.



EVERYTHING THROWER



Wondrous Item, Uncommon

This backpack weighs 20 kilo's and function like a flamethrower but for everything. You can use it as an action by pouring the respective material into the backpack and aiming the hose. Below are some examples.

Alchemists Fire Creatures in a 15-foot cone are affected as if by an alchemists fire.

Acid Creatures in a 15-foot cone takes 2d6 acid damage.

Caltrops Creatures in a 15-foot cone take 2d6 piercing damage.

RING OF KAMIKAZE



Wondrous Item, Uncommon

Spell. Once per day, recharging at dawn, you can use an action to cast *fireball* (dc 13) centered on your location.

BOOTS OF BLINDING SPEED



Wondrous Item, Uncommon

Attunement

Max Charges 5

Recharge 1d4 + 1 at dawn.

You can click the heels of the boots and expend 1 charge to gain the effect of the *Haste* spell until the start of your next turn.

You are also blinded until the start of your next turn.



BRACERS OF MIRROR DAGGERS



Wondrous Item, Rare

Attunement

Max Charges 5

Recharge 1d4+1 at dusk.

Whenever you use an attack to throw a dagger you can expend a charge to create several illusory daggers that fly with it. This grants advantage on the attack unless the target can see through illusions.



QUIVER OF CURSE



Wondrous Item, Uncommon

Attunement

Max charge 3

Recharge At dusk, 1d4+1

This quiver has unlimited arrows.

When you hit a creature with an arrow from this quiver you can choose to spend a charge to have that creature be the target of a *Bane* spell with a DC of 8 + your prof bonus + your wisdom bonus.



CLOAK OF ELVENKIND



Wondrous Item, Uncommon

Attunement

While you wear with the hood up you gain the following effects:

- You have advantage on stealth checks
- You have disadvantage on perception checks

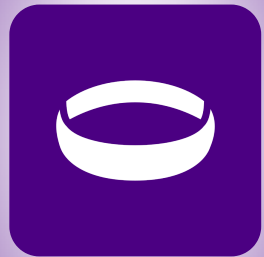
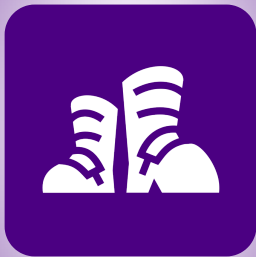
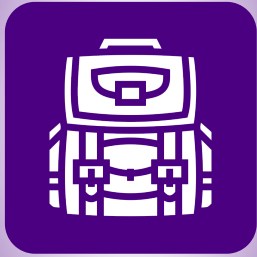
EYES OF THE EAGLE



Wondrous Item, Uncommon

Attunement

These glasses grant the wielder advantage on Perception checks. In condition of clear visibility, you can make out details of objects up to 2 miles far.



PERIAPT OF WOUND CLOSURE



Wondrous Item, Uncommon

Attunement

While wearing this pendant, you stabilize whenever you are dying at the start of your turn.

In addition, whenever you roll Hit Die to regain hit points, double the number of hit points restored.

SENDING STONES



Wondrous Item, Uncommon

You can use one stone to cast the spell *Sending*, targeting the owner of the other stone.

The stone can't be used until the next dawn.

WAND OF THE WARMAGE, +1



Wondrous Item, Uncommon

Attunement

Max Charge 5

Recharge 1d4+1 at dawn

You gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Whenever you make a concentration saving throw, you can expend a charge to gain advantage on the roll.



DWARVEN WARHAMMER



Wondrous item, Uncommon

Attunement

You have a +1 on attack and damage rolls with this hammer.

You have advantage on Perception and Investigation checks to find traps and secret doors in stone.

Bathe me in giant blood

RAPIER OF GLAMOUR



Wondrous Item, Uncommon

Attunement with prof. in performance.

Max Charges 5

Recharge 1d4 + 1 at dawn.

As a reaction to being hit by a melee attack, you can expend one charge to add your charisma bonus to your AC for that attack, perhaps causing the attack to miss.

This does not work against creatures that are immune to the charmed condition.



CURSE OF THE FATES



Wondrous Item, Uncommon

Attunement by warlock

Whenever you curse a creature, either with a spell or a class feature, you can also choose to affect the creature with the *Compelled Duel* spell.

RING OF THE FIRE ADAPT



Wondrous Item, Uncommon

attunement ability to cast a spell

You gain the benefit of the Elemental Adapt feat (fire):

- Spells you cast that deal fire damage ignore resistance.
- When you roll damage for a spell that deals fire damage, you can treat any 1 on a damage die as a 2.

