

Keeper info

Monsters

Here are some basic stat blocks for monsters. Tweak and re flavor these before using. Ability scores are listed in an array.

Humanoids

Roll 1d10 + (2 * party level) to pick a random

Commoner, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Pitchfork +0 1d6

Thief, HP:6, AC:10, [10, 16, 10, 10, 12, 15], Knife +4 1d6+3

Guard, HP:8, AC:10, [12, 12, 12, 10, 12, 10], Club +3 1d6+1

Hunter, HP:8, AC:10, [12, 14, 12, 10, 14, 10], Bow +3 1d6+2

Cultist, HP:4, AC:10, [12, 12, 10, 10, 10, 14], Dagger +0 1d6 Spellcaster(+2, DC12). Pick 1 attack spell: 1. Face melt: Target in sight WIS save or take 1d6 damage 2. Weak: Target deals 1d4 less damage until cultist dies. 3. Shadow Blade: +4 2d6+3 damage melee attack 4. Green flame: 5ft cube of flame, DEX save or 1d6 damage when inside Pick 1 other spell 1. Thorns: Thorny tentacles erupt from surfaces within sight in three 5ft cubes until the cultist dies or dismisses the effect. Standing in these space deals 1d4 damage. 2. Ice floor: a 5ft square patch of a surface freezes over and becomes slippery for the next 8 hours. A creature must either spend double the normal paces to move over this surface, or succeed a DC 15 DEX save to avoid slipping and falling prone. 3. Noxious cloud: an opaque cloud of green gas that fits in a 20ft cube appears. Creatures inside must succeed a CON save or take 1d6 damage at the start of their turn. 4. Featherweight: You weigh 1 lb. and may jump 20ft into the air from a standing position.

Archer, HP:12, AC:10, [12, 16, 12, 10, 10, 10], Bow +3 1d6

Soldier, HP:12, AC:12, [16, 12, 12, 10, 10, 10], sword +3 1d6

Mercenary, HP:15, AC:15, [14, 12, 14, 11, 8, 9], Sword +3 1d6+2

Brute, HP:30, AC:13, [18, 8, 18, 7, 7, 7], Great Club +6 2d6+4

Knight, HP:4, AC:17, [18, 12, 14, 10, 10, 14], Lance +6 1d6+4

- Leadership: Knight barks out orders and their subordinates gain a 1d4 bonus on attack rolls while the knight lives
- Extra attack: Knight may make two attacks per turn.

Assassin, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Dagger +4 1d6

- Extra attacks: May make 3 dagger attacks with it's action
- Assassinate: Attacking an enemy while hidden from them deals an additional 2d6 damage.

Priest, HP:4, AC:10, [12, 8, 14, 10, 16, 12], Mace +3 1d6+1 Spellcaster(+4, DC14). Pick 1 spell attack 1. Spiritual weapon: Glowing weapon flies and attacks with free object interaction, +5 2d6+2 2. Holy Flame: Melee spell attack. Target is wreathed in radiant flames. 4d6 damage 3. Guiding bolt: Ranged spell attack. Target takes 3d6 damage, and next attack has a +5 to hit until the end of this combat. 4. Halo: Halo appears and erupts on your head. All creatures within 3 paces make DEX save to halve 2d6 damage. Pick 1 other spell 1. Aid: Target's HP and max HP raises by 5 until they complete a rest. 2. Dispel curse: Lift one curse. Consumes one crystal or gem worth at least 100GP 3. Blessing: Touch one creature. Before the next rest, creature may have a +10 on one roll of their choice. 4. Angel wings: Touch one creature. It sprouts angelic wings and can fly until it completes a long rest.

Druid, HP:12, AC:10, [8, 12, 12, 12, 16, 8], Walking Stick +1 1d6-1 Spellcaster(+4, DC14). Pick 1 spell attack 1. Flame hand: 15 foot cone of flame erupts from your hand. Creatures in range make a DEX save to halve 3d6 damage. 2. Lightning hand: Melee spell attack, 3d6 damage. 3. Wind hand: 30ft cone, creatures must succeed a STR save or be pushed 15 feet, taking 1d6 damage if they collide with anything. 4. Cloud of insects: Bugs descend on one target in range. Each turn, target may use an action to remove the insects, or take 1d4 damage. Pick 1 other spell: 1. Wildshape: Turn into an animal of your choice until you dismiss this spell or fall to 0 hit points. When you change back, your previous hit points are preserved. 2. Moon beam: A 30ft diameter circle is lit by the moon. At the start of your next turn, any creature inside takes 4d6 damage as the light burns them. 3. Summon animals: Either 1 moose, 2 bears, 4 wolves, or 6 eagles show up to aid the druid for this combat. 4. Command weather: Druid can cause the weather to be clear, thunderstorm, snowstorm, or strong winds.

Gladiator, HP:4, AC:16, [16, 16, 10, 10, 10, 10], Gladius +5 1d6+3, Spear +5 1d6+3

- Blaze of glory: After reaching 0 hit points, gladiator makes free attack and then dies

Paladin, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Sword +0 1d6

- Smite(2 uses per combat): An extra 1d6 damage on a hit.

Warlock, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Dagger +0 1d6 Spellcaster(+4, DC14). Pick 1 offensive spell 1. Eldritch blast: Crackling black energy. ranged spell attack, 1d12 damage 2. Black tentacles: A portal opens, tentacles attack target. STR save to escape, can repeat at start of turn. 1d6 damage per turn. 3. Demon Swarm: A portal opens, and 1d4+1 demons step out. They are loyal to no one. 4. Silence: Every creature in sight makes a WIS save or becomes mute until the end of this combat Curse: Target succeeds a WIS save or is cursed. Curse can be repealed by warlock at will. 1. Nightmares: When you attempt to take a rest, you must roll 4 or higher on 1d6 or else stay awake through the night. 2. Spectral attaction: Ghosts will flock to you, intermittently howling and knocking objects over. 3. Blight: Rests only heal up to half your hit points. 4. Weakness: You have a -1d4 penalty on all rolls that rely on strength

Illusionist, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Staff +0 1d6

Hell Knight, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Infernal Claymore +0 1d6

Red Mage, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Staff +0 1d6

Necromancer, HP:4, AC:10, [10, 10, 10, 10, 10, 10], Knife +0 1d6

Monstrosities

Roll 3d12 to generate a random monstrosity. Assign stats, one attack, and one ability accordingly. If you want to theme a group of similar monstrosities, then choose 3d4, 3d4+4, or 3d4+8 for a small group.

Roll	Part1	Part2	Part3
1	Beaked	Fire	Beetle
2	Limbless	Ice	Stalker
3	Winged	Lightning	Centipede
4	Glistening	Meat	Blob
5	Eyeless	Skin	Crawler
6	Hardened	Poison	Sniffer
7	Babbling	Eye	Mouther
8	Long-fingered	Hand	Breather
9	Man-faced	Night	Beast
10	Glowing	Radiant	Man
11	Growling	Plump	Tooth
12	Shrieking	Dagger	Eye

Below are some examples.

Long-fingered Dagger Beetle (8, 12, 1)

Man-faced Ice Crawler (9, 2, 5)

Shrieking Lightning Man (12, 3, 10)

Demons

Roll 4d12 to generate a random demon. Assign stats, one attack, and one ability accordingly.

Roll	Sin	Trait 1	Trait 2	Animal
1	Filthiness	Spikes	Ice	Goat
2	Gluttony	Tentacles	Fire	Spider
3	Greed	Muscles	Poison	Centipede
4	Sloth	Breath	Necrosis	Bat
5	Wrath	Possession	Chains	Stag
6	Envy	Shape-shifting	Pathetic	Tiger
7	Pride	Wings	Frightening	Hound
8	Corruption	Horns	Entrancing	Worm
9	Cruelty	Claws	Psionic	Lobster
10	Complaining	Fangs	Mindreader	Snake
11	Cowardice	Invisibility	Glyphmaker	Lizard

	12	Clamor		Blades		Portalmaker		Horse	
+	-----	+	-----	+	-----	+	-----	+	-----

Giant (300XP)

- HP: 50, AC: 10
- [20, 6, 16, 8, 8, 8]
- Club +5 3d6+5

Skeleton (25XP)

- HP: 8, AC: 9
- [12, 12, 12, 4, 12, 4]
- Sword +1 1d6+1
- Bow +1 1d6+1

Ghost (150XP)

- HP: 15, AC: 12
- [8, 8, 12, 4, 16, 4]
- Damage from nonmagical physical weapons is halved
- Possess: target succeeds DC 15 WIS save or is possessed, can repeat check each minute.
- Incorporeal: Can become invisible and phase through walls while moving.
- Soul steal +5 1d6+3 on hit target ages 1d4 years

Dragon (600XP)

- HP: 150, AC: 16
- [18, 16, 18, 16, 16, 16]
- Can fly
- Breath attack(recharge 4-6 on D6): 60ft cone, DC 16 DEX save to halve 8d6 damage
- Bite +6 1d20+4

Extra spell list

The 1d100 spell table in this section is partitioned into different sub-tables.

Class spell lists

You can use these spell lists to populate NPCs, monsters, spellbooks/spellscrolls, or as rewards for player characters. Offense spells are generally damage-dealing, whereas utility spells provide some non-damaging effect. Power spells are those possessed only by the higher level members of that particular class. If you want to roll for all three categories, use the “any” column.

+	-----	+	-----	+	-----	+	-----	+	-----	+
	List		Offense		Utility		Power		Any	
+	-----	+	-----	+	-----	+	-----	+	-----	+
	Druid		1d4		1d4+4		1d4+8		1d12	

Priest	1d4+12	1d4+16	1d4+20	1d12 + 12	
Cultist	1d4+24	1d4+28	1d4+32	1d12 + 24	
Warlock	1d4+36	1d4+40	1d4+44	1d12 + 36	
Paladin	1d4+48	1d4+52	1d4+56	1d12 + 48	
Psion	1d4+60	1d4+64	1d4+68	1d12 + 60	
Bard	1d4+72	1d4+76	1d4+80	1d12 + 76	
+-----+-----+-----+-----+-----+					

TBD spells

Roll 1d10+80

Epic Spells

Roll 1d10+90

1d100 spell table

1. Flame hand: 15 foot cone of flame erupts from your hand. Creatures in range make a DEX save to halve 3d6 damage.
2. Lightning hand: Melee spell attack, 3d6 damage.
3. Wind hand: 30ft cone, creatures must succeed a STR save or be pushed 15 feet, taking 1d6 damage if they collide with anything.
4. Cloud of insects: Bugs descend on one target in range. Each turn, target may use an action to remove the insects, or take 1d4 damage.
5. Wildshape: Turn into an animal of your choice until you dismiss this spell or fall to 0 hit points. When you change back, your previous hit points are preserved.
6. Moon beam: A 30ft diameter circle is lit by the moon. At the start of your next turn, any creature inside takes 4d6 damage as the light burns them.
7. Summon animals: Either 1 moose, 2 bears, 4 wolves, or 6 eagles show up to aid the druid for this combat.
8. Command weather: Druid can cause the weather to be clear, thunderstorm, snowstorm, or strong winds.
9. Tornado: A tornado forms at a point of your choice and lasts for one minute.
10. Blizzard: A snowstorm rages. All flying creatures must succeed STR save at the start of their turn to stay flying.
11. Dominate beast: You dominate the mind of one beast you can see. It is obedient to you for 1 minute.
12. Regrowth: You restore plant life to a 1 mile radius around you
13. Spiritual weapon: Glowing weapon flies up to 6 paces and attacks with free object interaction. It remains until you take damage. +5 2d6+2
14. Holy Flame: Melee spell attack. Target is wreathed in radiant flames. 4d6 damage
15. Guiding bolt: Ranged spell attack. Target takes 3d6 damage, and next attack has a +5 to hit until the end of this combat.
16. Halo: Halo appears and erupts on your head. All creatures within 3 paces make DEX save to halve 2d6 damage.
17. Aid: Target's HP and max HP raises by 5 until they complete a rest.
18. Dispel curse: Lift one curse. Consumes one crystal or gem worth at least 100GP
19. Blessing: Touch one creature. Before the next rest, creature may have a +10 on one roll of their choice.
20. Angel wings: Touch one creature. It sprouts angelic wings and can fly until it completes a long rest.
21. Cure wounds: Touch a creature to heal 1d8+3 hit points.
22. Healing word: Speak a command word to heal a creature that can hear you 1d4+2 hit points.

23. Guidance: You lend guidance. Any creatures of your choice that can hear you gains a 1d4 bonus to ability checks and saves for the next minute.
24. Sending: You may send a creature you have met a message containing 25 words or less. They may then respond with their own message of 25 words or less.
25. Face melt: Target in sight WIS save or take 1d6 damage
26. Weak: Target deals 1d4 less damage until cultist dies.
27. Shadow Blade: +4 2d6+3 damage melee attack
28. Green flame: 5ft cube of flame, DEX save or 1d6 damage when inside
29. Thorns: Thorny tentacles erupt from surfaces within sight in three 5ft cubes until the cultist dies or dismisses the effect. Standing in these space deals 1d4 damage.
30. Ice floor: Four 5ft square patches of a surface freeze over and becomes slippery for the next 8 hours. A creature must either spend double the normal paces to move over these surfaces, or succeed a DC 15 DEX save to avoid slipping and falling prone.
31. Noxious cloud: an opaque cloud of green gas that fits in a 20ft cube appears. Creatures inside must succeed a CON save or take 1d6 damage at the start of their turn.
32. Featherweight: You weigh 1 lb. and may jump 20ft into the air from a standing position.
33. Demonic Transformation: You turn into a demon for 1 minute, and must succeed a DC16 WIS save or else remain a demon.
34. Shadow form: Your shadow separates from you, and has it's own movement and action, and access to your spells.
35. Undead hoard: You raise up to 12 corpses or bone piles into some mixture of zombies and skeletons. They remain loyal as long as you live.
36. Shadow raven: An enormous shadow raven appears and attempts to bring one creature back with it to the shadow realm. WIS save.
37. Eldritch blast: Crackling black energy. ranged spell attack, 1d12 damage
38. Black tentacles: A portal opens, tentacles attack target. STR save to escape, can repeat at start of turn. 1d6 damage per turn.
39. Demon Swarm: A portal opens, and 1d4+1 demons step out. They are loyal to no one.
40. Silence: Every creature in sight makes a WIS save or becomes mute until the end of this combat
41. Curse of Nightmares: WIS save. When target attempts to take a rest, they must roll 4 or higher on 1d6 or else stay awake through the night.
42. Curse of Spectral attraction: WIS save. Ghosts will flock to target, intermittently howling and knocking objects over.
43. Curse of Blight: WIS save. Target's rests only heal up to half their maximum hit points.
44. Curse of Weakness: WIS save. Target has a -1d4 penalty on all rolls that rely on strength
45. Possession: Cast when you reach 0HP. One creature within range must make WIS save or you possess their body.
46. Eldritch Horror: A portal opens and tentacles extend to grasp up to 6 creatures within 10 paces of it. They must make STR save or be pulled 2 paces toward portal per turn. If they reach portal, they are pulled into other realm.
47. Duplication retreat: You create 5 illusory duplicates of yourself, and they all run away. Each has 1HP, 10AC
48. Thrall: WIS save. Creature becomes loyal to you, repeats save daily for next 6 days. At end of six days, is permanently loyal.
49. Holy javelin: Ranged spell attack. On hit, 3d6 damage, 6d6 for undead/demon.
50. Radiant smite: Next melee attack within 1 minute deals 3d6 damage, 6d6 for undead/demon.
51. Radiant weapon: Holy symbol becomes radiant weapon for 1 minute. Deals 1d6 melee damage, or 2d6 for undead/demon.
52. Burning smite: Next melee attack within 1 minute deals 2d6 damage per turn, burning target. They succeed WIS save at start of turn to end effect.

53. Valiant Aura: Allies within two paces of you receive a 1d4 bonus on attack and damage rolls.
54. Sanctuary: Touch one creature. Enemies must succeed WIS save to attack this creature for 1 minute.
55. Radiant Aura: Any undead/demon ending it's turn within 1 pace of you takes 1d6 damage.
56. Cure illness: Touch a creature and remove one illness or affliction.
57. Lightning strike: If sky is visible, target makes CON save to halve 8d8 damage.
58. Plague: Choose a plague, which forms around a 1 mile radius: blood, frogs, lice, flies, boils, hail, locusts, darkness
59. Dispelling aura: All active magical effects end within 3 paces of you for the next minute.
60. Divine recovery: If you drop to 0HP in the next minute, you return to full HP.
61. Catapult: You launch an object weighing no more than 10lb up to 30 feet. Every creature in it's path makes a DEX save to dodge. The first creature to fail is hit for 3d6 damage, ending the spell.
62. Force push: Creature makes STR save to avoid being pushed 15 feet away
63. Force crush: Creature makes CON save or takes 1d6 damage as you squeeze their heart.
64. Death stare: Creature makes INT save or takes 1d6 damage. If damaged, makes CON save or goes blind for an hour.
65. Levitate: You may lift an object up to 500lb 30ft each round.
66. Shield: Cast when attacked. Your AC increases by 5 until your next turn starts.
67. Telepathy: You may communicate with others using your mind up to 60ft range for the next hour.
68. Fine telekinesis: You may perform very precise telekinesis in order to shape clay, pick a pocket, thread a needle, build a house of cards, or similar work. You may lift no more than 5lb this way.
69. Mass hallucination: Every creature within 120 feet of you must succeed a WIS save or hear, see, smell, taste, and feel hallucinations of your choice for the next ten minutes.
70. Meat Puppet: Select a corpse or creature. If it is a creature, it may make a WIS save at the start of each of it's turns to end the spell. When you cast, and as an action for up to one minute, you may move the body as if it were a puppet.
71. Telekinetic Tornado: You create a 30ft wide tornado centered on a point you can see. All creatures inside must succeed a DEX save to halve 3d6 damage.
72. Psionic cannon: You aim your palm at a creature within 15 feet. It must succeed a DEX save to avoid 5d6 damage and being pushed 30 feet. You are pushed back 10 feet.
73. Tongues: You speak, and any creature that can hear you understands for the next hour.
74. Vicious mockery: You give a dire insult to a creature, who must succeed a WIS saving throw or take 1d6 damage.
75. Serenade of skill: You play a song to one creature describing a skillful task it can perform. It has a +5 bonus to rolls made for this task for the next 10 minutes, or until you stop singing.
76. Counterspell: Cast by you when another creature casts a spell. Make a contested CHA check. If you tie or beat their roll, the spell fails.
77. Bardic Inspiration: Up to three creatures you see gain a 1d6 bonus to a single die roll within the next 10 minutes.
78. Madness: You sing to one creature and they must succeed a WIS saving throw or else attack a random creature within range. They may repeat the save at the start of each of their turns.
79. Finding song: You sing of a creature or object, and you learn what direction it is in.
80. Song of polymorph: You sing of a creature becoming another kind of creature. It must succeed a WIS save if it wishes to resist this spell, or else transforms into that kind of creature. If you wish for this effect to permanent, the creature must attempt the save, and it must be made with a +5 bonus.
81. Roll 2 spells(80 or lower on this table). Combine them into one new spell.
82. Roll a spell(80 or lower on this table). Improve it.
83. Roll a spell(80 or lower on this table). The keeper improves it.
84. Roll a spell(80 or lower on this table). Improve it twice. Your improvements cannot be of the same aspect.
85. Roll a spell(80 or lower on this table). Improve it three times. Your improvements cannot be of the same aspect.

86. Cantrip: Roll a spell(80 or lower on this table). Weaken it or assign a penalty to casting it. You may cast it at will.
87. ritual: Roll a spell(80 or lower on this table). It takes 10 minutes to cast, but you may cast it at will.
88. Quick spell: Roll a spell(80 or lower on this table). You may cast it with your free action.
89. Potent spell: Roll a spell(80 or lower on this table). Any damage dice grow one size. Any effects last twice as long. Any saving throws are made with a -3 penalty.
90. Fungible spell: If you copy this spell into another book, the original copy is not destroyed.
91. Zone: You declare up to a 1 mile radius centered on a point in sight and create one of the following zones: silence, anti-magic, hyper-magic, corruption, darkness, gravity-free, frictionless, timeless, annihilation. It lasts until dispelled, or until you cast this spell again.
92. Power Word Kill: You command one creature you can see to die. If it has less than 70 hit points, it does.
93. Wish: You make one wish, and it is granted exactly as you phrased it. The force granting the wish will attempt to grant it according to phrasing, but against the spirit of the request.
94. Teleport: You and up to 10 other creatures you can see vanish and appear in a space of your choice. It can be in any dimension, provided you can envision it.
95. Raise undead horde: Up to 100 corpses and bone piles within 100ft of you rise and are loyal to you until you cast this spell again.
96. Soul bind: You may bind the soul of a willing humanoid to a sword. They make an intelligence or wisdom check. The sword gains an attack and damage bonus of +1 if they get below 12, +2 for below 20, and otherwise +3.
97. Command weather: You command the skies to change. You may make them rainy, sunny, cloudy, windy, snowy, or any variation of these.
98. Meteorite: You call upon a celestial body to strike a position that you can see. 3 days later a falling star lands on that point, creating a 1 mile radius crater. You may cancel this spell within the first two days.
99. Life drain: A creature you can see must succeed a WIS save or they age by 10 years, and you gain the youth they lost.
100. Resurrection: One creature you see that is dead wakes up, alive. If it is a skeleton, it's flesh regenerates.

Magic Items

Weapons

1. Flame tongue: Flaming sword that deals 2d8 damage and ignites objects it touches.
2. Flame gauntlet: 15ft cone of fire, targets make DC 14 DEX save to halve 3d6 damage. One use, which returns at dawn.
3. Sword of hunger: +1 bonus after it consumes 3 souls, +2 after 10 souls, +3 after 15 souls
4. Letter: This dagger contains 1d4 random spells. Spells can be cast any number of times. Each cast drains 1d4 HP from the caster.
5. Magic sword: sentient sword with an eye. +1 to attack and damage rolls.
6. Autocrossbow: With one action, you may fire this crossbow up to three times.
7. Stunrod: A metal stick which shocks the target, who must succeed a DC 13 CON save or lose their next turn in initiative.
8. Sun mace: This mace is shaped like the sun. Undead hit with this blade must succeed a DC 14 CON save to halve 3d6 extra damage.
9. Man Slayer: Humanoids struck with this greatsword take an additional 2d6 damage.
10. Magic boomerang: The boomerang is thrown on an arc and may attack up to three creatures in it's path.
11. Rune sword: Has 1 charge, which returns at dawn. When targeted by a spell, the wielder may expend a charge to make an attack roll against the caster's spell DC. On success, the spell fails and is captured in the sword. The wielder may cast the spell as an action.

12. Chainsaw: After an attack hits a target, all other chainsaw attacks on this creature automatically hit for the rest of the wielder's turn.
13. Musket: Uses smokepowder to fire. Requires one action to reload after firing. Deals 1d20+DEX damage on a hit.
14. Power fist: This gauntlet deals 2d6 damage on a hit and pushes targets 3 paces with a blast of power.
15. Adamantium sword: This sword deals 2d8 damage and cuts through metal and as if it is wet clay.
16. Ice sword: On a hit, target must succeed a DC 15 CON save or be frozen in an ice crystal. Such an ice crystal melts 4 hours later, leaving the target alive.
17. Harpoon cannon: Requires an action to reload. On a hit, may reel the target 6 paces towards wielder.
18. Bladed shield: This shield provides armor class, and may be used as a one-handed melee or thrown weapon.
19. Reaper's Scythe: When dealing a killing blow, the wielder regains up to the number of hit points taken from the target.
20. Moon Blade: Solid silver sword with moon on it. At night, the blade glows with 30 feet of pale moonlight and has a +2 bonus to attack rolls and damage.

Potions

1. Healing potion: recover 2d4+2 HP
2. Potion of growth: You double in size for 1 hour
3. Super glue: Dries after 6 seconds. Bond can support 1000 lb.
4. Super lube: Dries after 1 hour. Renders up to a 20ft square surface frictionless.
5. Potion of invisibility: Become invisible for 1 minute
6. Potion of night vision: you can see in the dark for the next 1 hour
7. Animal potion: You become this animal. Every time you take a rest, you may make a DC15 WIS save to return to normal.
8. Dragon's breath: Until the end of this combat, you may use your action to create a 15ft cone of fire. All creatures inside make a DC 15 DEX save to halve 3d6 damage
9. Greater healing potion: recover 4d4+4 HP
10. Brute's brew: Your strength modifier is +6 until you finish your next rest.
11. Potion of silver tongue: You may exactly immitate any voice you've heard for the next hour.
12. Potion of shrinking: You halve in size for 1 hour
13. Potion of levity: For the next ten minutes you float upwards slowly.
14. Potion of weightlessness: For the next ten minutes, gravity has no effect on you.
15. Poison of withering: For the next minute, target must succeed DC15 CON save or take 2d6 damage
16. Poison of flammability: for the next minute, the target takes twice as much damage from damaging fire
17. Holy Water: Deals 3d6 damage when splashed on the undead and fiends
18. Potion of haste: You may take two actions each turn for the next hour.
19. Verdant spirit: When poured on plants, they quickly grow up to 100 feet taller.
20. Liquid fear: Drinking this fills you with intense fear. The undead are drawn inexorably to the scent of this liquid.

Anomalies

1. Soul pendant: If the wearer dies, the crystal shatters and the wearer wakes up with half their max HP.
2. Bag of holding: Bag that leads to 15 foot cubic foot pocket dimension that can hold 900
3. Drift globe: produces light for 6 hours per day when held.
4. Immovable rod: Rod with button, that when pressed, prevents rod from moving.
5. Sending stones: Set of two stones. Once per day, can communicate up to 15 words each way.

6. Pearl of power: The wearer may reroll the damage on any spell they cast and choose either value. After being used, it cannot be used again until dawn.
7. Weather stone: Press on this stone and it will audibly tell you what the weather is around you.
8. Flameless ration heater: This pouch grows hot enough to boil water.
9. Portable hole: A black circle of silk 6ft in diameter. Place this against a flat surface and it becomes a gate to a 10ft tall cylindrical pocket dimension.
10. Quarreling stones: Kind when alone, placing these talking stones within a foot of each other causes them to bicker loudly.
11. Easily Misplaced key: Turning this key in any door's lock transports you to the other side, without the key.
12. Empty bucket: The inside of this bucket contains a field of annihilation destroys anything it touches.
13. Cow Bell: Ringing this bell transforms it into a milk-producing dairy cow for one hour, after which it changes back and can't transform again until dawn.
14. Heliocentric dial: A dial with a button on it. Adjust the position, and press the button. The world teleports to a different orbit around the sun, changing the season accordingly. Causes a meteor shower for the next day.
15. Tiny boulder: This pebble will grow into a 1 ton, 10ft diameter boulder when you say "grow", and shrink back when you say "shrink".
16. Mirror of truth: Invisible objects are visible in this mirror's reflection.
17. Bard's lute: This lute has stored 1d4 random spells from the illusionist spell list. You may cast each of these spells once by playing the lute. Spells return each dawn.
18. Spell wand: This wand contains a spell. You may cast the spell using this wand. It restores at dawn.
19. Blue magnet: This chunk of stone is attracted strongly to any item or material which is blue.
20. Rat Pipe: Any rats that can hear the pipe playing will be entranced and follow the piper.

Worn

1. Cape of flight: Grants 10 minutes of flying once per day.
2. Dragon Scalemail: halves incoming damage from fire.
3. Spider boots: Can walk up walls or ceilings
4. Magic armor: +1 to AC
5. Crown of the mad mage: Wearing this crown grants +4 INT, -4 WIS
6. Rose-tinted glasses: Wearer can see the childhood memories of anyone by gazing into their eyes.
7. Earrings of sympathy: When worn by two creatures, incoming damage is divided equally among them both.
8. Necklace of fireballs: has 2d4 fireball pendants. Breaking one off and throwing it casts fireball centered on the pendant.
9. Invisibility cloak: Anything within the cloak is invisible. Wearer must cover face with hood to be entirely invisible.
10. The family ring: Speak the name of a family backwards, and this signet ring changes to that family's symbol.
11. Rune armor: The wearer of this heavy armor has a +4 bonus on saves against spells.
12. Ethereal robes: Has 1 charge that returns at dawn. Wearer can expend a charge to become ethereal and pass through solid objects for 1 minute.
13. Emergency Inflating suit: Has 1 charge that returns at dawn. Wearer can expend a charge with a free object interaction to inflate the suit. The wearer's immobile while the suit is inflated. Any attack that hits the inflated suit pops it, but deals no damage to the wearer.
14. Soul Silk robe: This light armor can be worn by mages.
15. Doppelganger's skin: The wearer can adjust their appearance to resemble anyone they've seen.
16. Blink lion suit: Has 1 charge that returns at dawn. Wearer can expend charge to teleport to any point they can see.
17. Owl cloak: Has 3 charges that return at dawn. Wearer can expend a charge to fly for 6 seconds.

18. Eldritch pact pendant: The wearer can telepathically communicate with an ancient and mysterious being of great power. This being will offer spells from the cultist and warlock spell list in exchange for completing seemingly random requests.
19. Brute boots: The wearer's maximum hit points increases by 10 while wearing these boots.
20. Annealing gloves: When the wearer touches these metal gloves to an object, they may use their action to meld the gloves into the material they are touching. They may use another action to unmeld.

Expendable

1. Blu's Instant tavern: Tiny model tavern. Add water and it expands into a regular-sized tavern staffed my small blue catfolk.
2. Hat of infinite bunnies: Every time the hat is flipped over, a bunny falls out.
3. Deck of many cards: Deck of 52 cards. You may draw up to three cards at once. Each is assigned a random spell. You may select one of these cards to cast it's spell. All drawn cards disintegrate even if you choose none of the drawn cards.
4. The monkey paw: Cursed. Grants one wish per finger. Each wish is granted with malicious compliance, or otherwise rejected outright.
5. Bottle of lightning: Shattering this bottle unleashes a bolt of lightning at any creatures within 6 paces, dealing 3d6 damage.
6. Smokebomb: Creates a cloud that fits in a 20ft cube that lasts for 10 minutes.
7. Spell scroll: Contains one spell, whose invocation appears in a language you understand as illusory text. Reading this casts the spell with a +5 spell modifier and spell DC of 13, destroying the scroll.
8. Spellbook: Contains 1d4-1 spells(minimum 1). Copying a spell from this book removes it from this book.
9. Electric Salt lick: 2d4 uses. Lick the salt with your action. Until the start of your next turn, any creature that touches you takes 2d4 damage from an arc of lightning leaping from you.
10. Glow in the dark paint: Object coated in this paint permanently produce light in a 5ft radius.
11. Monster Tape: One strip can support a 500 lb weight. One roll contains 200 feet of tape.
12. Eternal flame: Lighting this torch creates an ethereal flame that is permanently fixed in place and creates light in a 30ft radius.
13. Exploding darts: Wherever the dart hits, it deals 1d4 damage to all creatures within one pace.
14. Jar of candies: Taking a candy from this jar and eating it heals 1d4 HP. When you take a candy from this jar, roll 1d8. On a 1, the jar is empty.
15. Teleportation darts: a bag of 5 darts. When you throw one, you appear where it lands if possible, or else take 1d6 damage.
16. Forcefield ring: Has 5 charges. Speak the command word as a free action, and you project a field. It can be a 10ft diameter dome or a 10ftx10ft square wall of impenetrable force that lasts for one hour.
17. Reverse card: When you speak the phrase "reverso", you are transferred back in time by one hour and the card is shunted to another timeline.
18. spell arrows(6): You may cast a spell and store it in this arrow. When fired, the spell is cast and targets the impact point.
19. Elemental arrows(12): Arrows that deal an extra 1d6 of damage. Roll 1d6 for an element. [1=fire,2=ice,3=lightning,4=acid,5=light,6=shadow]
20. Pink slime in a jar: The tiny pink slime inside begs you to bring it to a host's ear.