

The background is a vibrant, detailed collage of various nostalgic items. It includes tools like a wrench, a hammer, and a saw, as well as toys such as a teddy bear, a doll, and a toy car. There are also household items like a vacuum cleaner, a lamp, and a clock. The items are rendered in a cartoonish, hand-drawn style with bold outlines and a rich color palette.

THE DECK

OF



NOSTALGIC

THINGS

BRACELET OF SLAPPING

WONDROUS ITEM - UNCOMMON

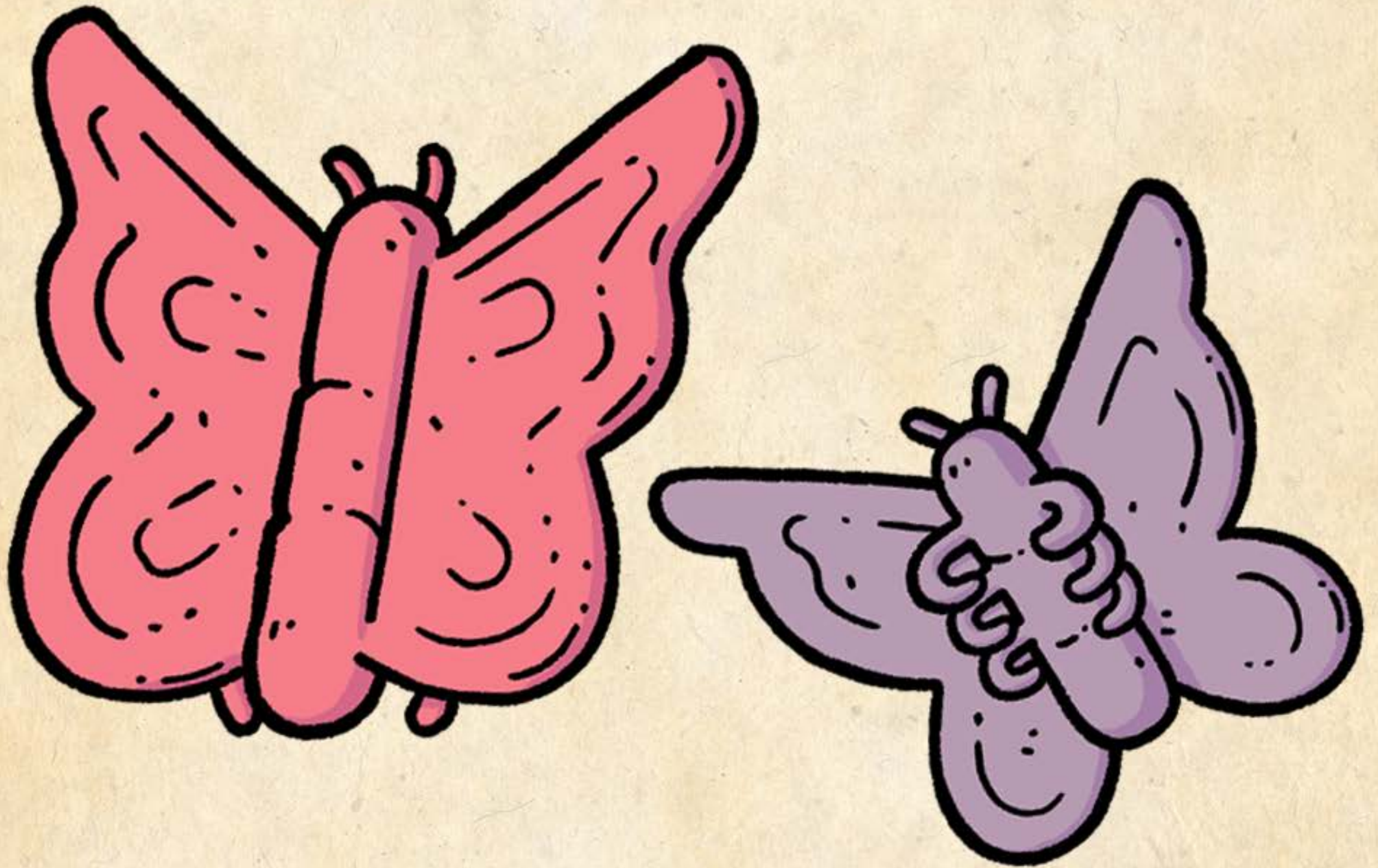


These colorful shards of sharp metal are fun for the whole family! When you throw a Bracelet of Slapping at a creature you can see within 30 feet, they must succeed on a DC 14 Dexterity saving throw or have their arms or legs restrained. If the creature fails, the bracelet tightens around them with a loud 'SLAP' sound. You decide whether it hits the creature's arms or legs.

If their arms are restrained, attacks against the creature have advantage and its attacks have disadvantage. If the legs are restrained, the creature's walking speed becomes 0. As an action, the Bracelets of Slapping can be shattered with a DC 14 Strength (Athletics) check or removed (for reuse) over one minute. Comes in packs of $2d4+2$!

HAIR CLIPS OF THE BUTTERFLY

WONDROUS ITEM - UNCOMMON



The height of fashion, adorn your locks, fur, or scales with the Hair Clips of The Butterfly to really come out of your cocoon. Once attached, illusory butterflies flutter and fly around your head as if they were alive.

Once per long rest as an action, you can concentrate and conjure a 5-foot cube of swarming, fey butterflies to a point you can see within 30 feet. A creature caught in the swarm is heavily obscured and considered blinded until it moves out of the swarm. As a bonus action, you can move the swarm up to 30 feet to a location you can see. The swarm lasts for one minute or until you drop concentration.

OVEN OF EASY BAKING

WONDROUS ITEM - UNCOMMON



"Wow! Just like Grandma Scaldris, The Volcanic Fury, Champion of The Burning Throne, Heir to The Sizzling Underworld used to make! It's never been easier to have your cake and eat it too!"

A brightly-colored miniature oven that appears to be a 1-foot cube, but inside there's 25 cubic feet of malleable oven space. The oven is operated by the finest elemental chefs in the Plane of Fire who will cook anything inserted to your exact instruction. The mouth of the oven widens up to five feet in diameter and the outside temperature never reaches above warm. For legal reasons, there's an emergency release on the inside. Also, it must be stated that the Oven of Easy Baking is not a cremation furnace...but if you must, it takes 12 hours.

RING OF MOODS

WONDROUS ITEM - UNCOMMON



Feeling blue has a whole new meaning! This Ring of Moods features a peculiar oval gem embedded in a silver band. The gem changes color to reflect the current mood of the most recent creature to touch it. If you touch a creature while wearing this ring, it will display their emotional state instead of yours. This grants the user advantage on Wisdom (Insight) checks against any creature they're currently touching. However, others may also have advantage on Wisdom (Insight) checks against the wearer if they are familiar with how this wondrous item works. The ring will pick the most accurate of the following colors, or show multiple colors at once if there's no clear mood.

Calm - Dark Blue
Excited - Light Blue
Happy - Green

Anxious - Yellow
Fearful - Black
Angry - Red

Confused - Purple
Amused / In Love - Pink
Sad - White

SLAM COLA (SIX PACK)

WONDROUS ITEM - UNCOMMON



Get ready for your taste buds to **EXPLODE** as **SLAM COLA** is **BACK** and more **ENERGY-PACKED** than ever before! With enough sugar and caffeine to feed a small village, you won't be able to remember life before **SLAM!** Pick up a sixer today!

Side Effects: Drinking a **SLAM COLA** as a bonus action allows you an action surge, which grants you one additional action on top of your regular action. A minute after chugging a **SLAM COLA** you suffer one level of exhaustion. Sleep may* be difficult, and your eyes may** feel as though they are being held open by a colony of ants.

*probably

**absolutely

WRITTEN BY @BJHYPES

ART BY @BODIEH

STRING OF SILLINESS

WONDROUS ITEM - UNCOMMON



Wholesome family fun in a can! Every String of Silliness contains 100 feet of colorful, harmless, non-sticky webbing that can be shot up to 30 feet away. The secret? Each can contains a Prismatic Spider that regenerates any used webbing every day at dawn.

WARNING! Do not (as an action) shake this can vigorously and immediately spray the String of Silliness, as this will launch a 5-foot cube of sticky webs to a point you can see within 30 feet. A creature that starts their turn in the area (or enters it) must, hypothetically, make a DC 14 Dexterity saving throw or be restrained, and we wouldn't want that, would we? A creature caught in the flammable, rainbow web can break free by using an action to make a DC 14 Strength (Athletics) check. Shaking the can and spraying expends all the remaining webs, forcing the Prismatic Spider to let out a tiny, annoyed "oh come on!" as it crosses its many tiny arms.

WIG OF TROLL KIND

WONDROUS ITEM - UNCOMMON

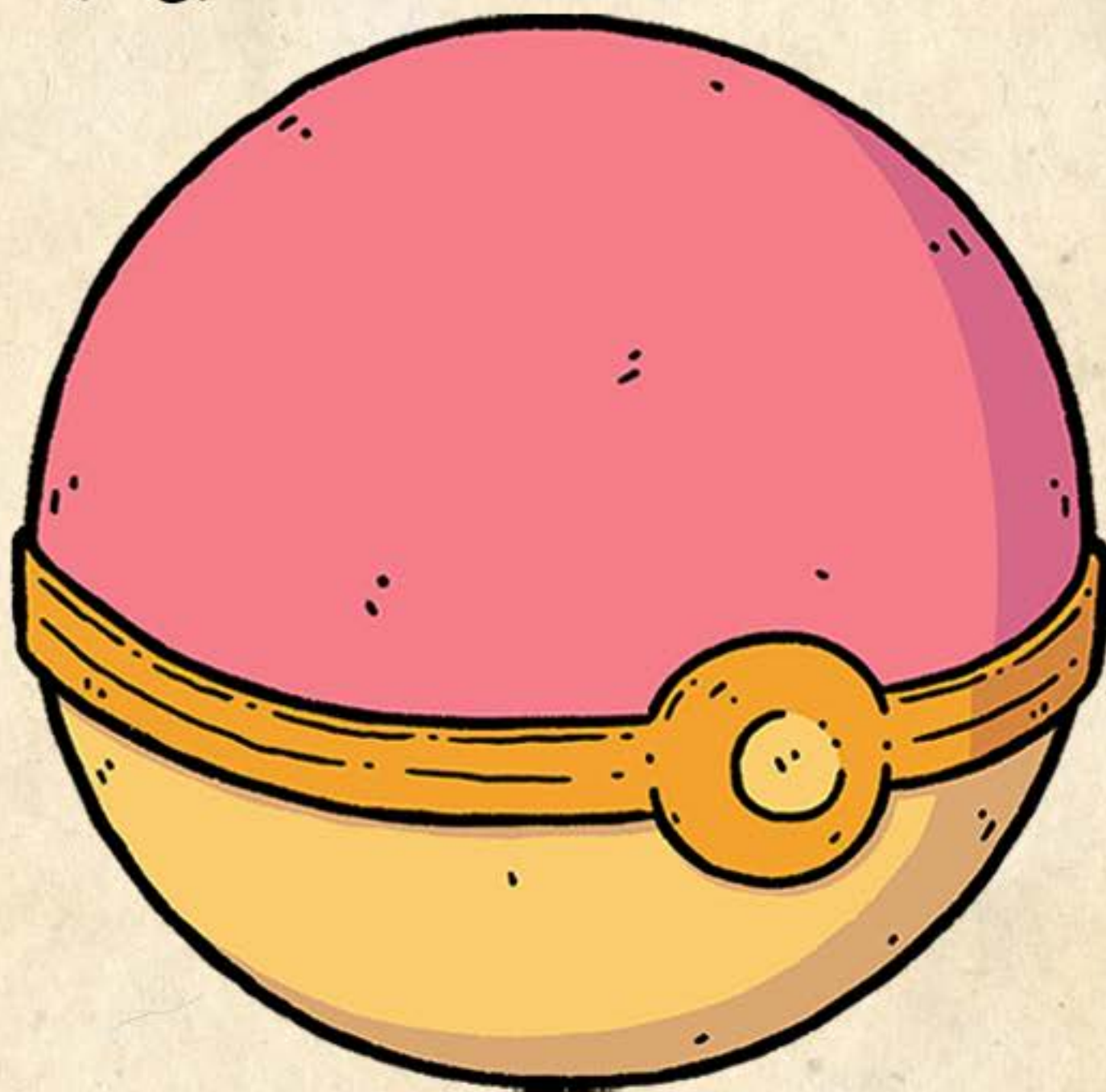


A bright neon wig, usually found in hot pink, acidic green, or tubular turquoise. Putting on the Wig of Troll Kind instantly transforms you into a Troll...at least as close as it can get through the illusion of a *Disguise Self* spell. Your skin becomes green, claws extend from your fingers, and you appear a foot taller unless you're already a large creature. The hair matches the wig and any clothes or armor you're wearing appear on the illusory form. The spell fades when the wig is removed, and the spell is cast any time it's put on.

With the Wig of Troll Kind you'll be the talk of the town! Everyone will be wondering where they can get their own and if this is okay because it feels a smidgen racist since trolls don't actually look like this...

BALL OF POCKET BEASTS

WONDROUS ITEM - RARE

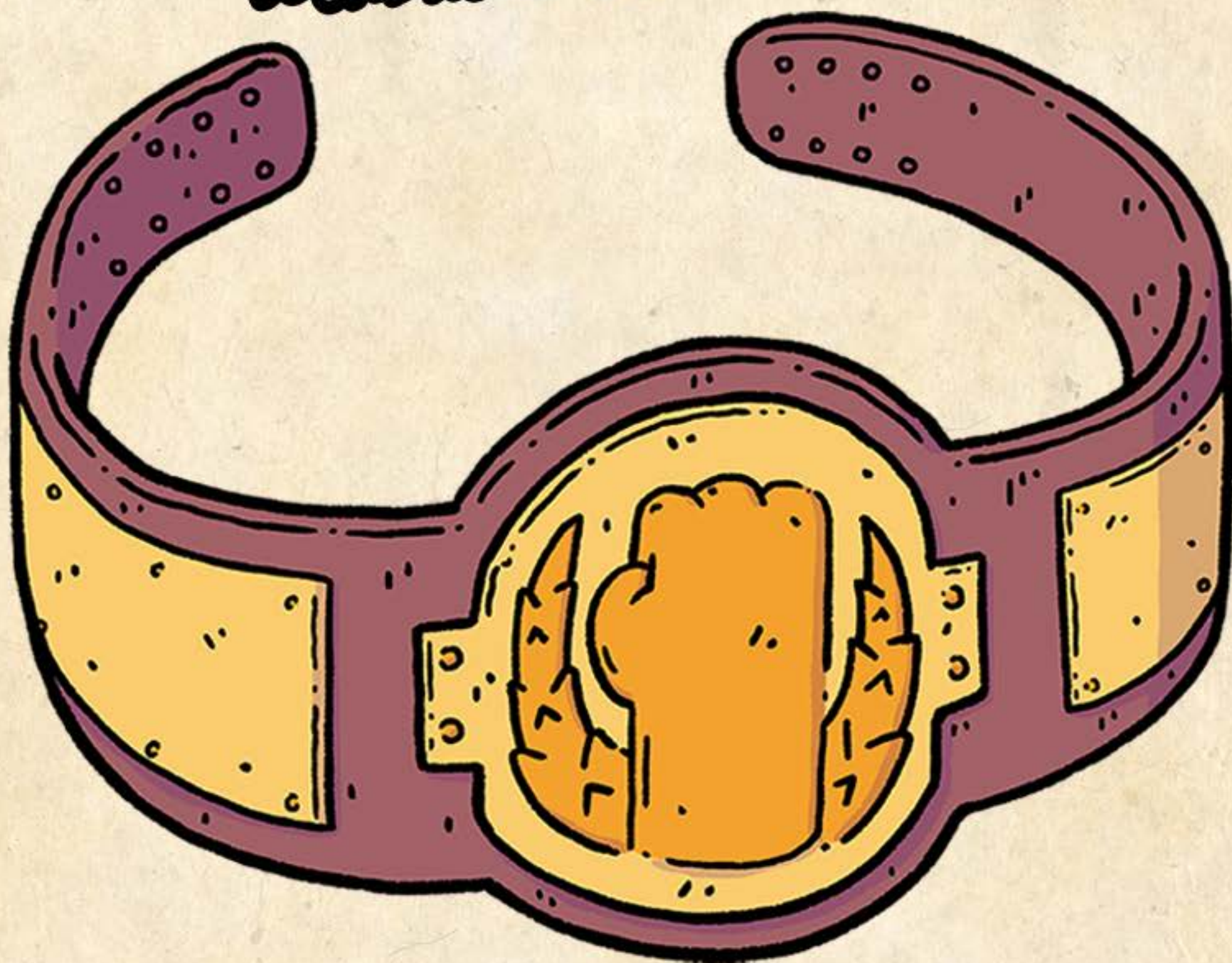


The ideal way to hide pets from your landlord, the Ball of Pocket Beasts is super effective at capturing animals. As an action, you can throw this at a beast of CR 2 or lower within 30 feet. The beast must make a DC 15 Wisdom saving throw or be transported into the ball. The beast makes this save at advantage if half or more of its hit points remain.

Only one creature can occupy the Ball of Pocket Beasts at a time. While inside, they are suspended in the Astral Plane where they do not age or require sustenance. Luckily, there's a quaint little pet hotel that protects these beasts from the dangers of this plane. A beast inside may be healed through spells that touch the ball. As an action, you may bamf the beast out to an adjacent space, however, if you're wearing a hat you must first (as a free action) rotate it 180 degrees.

BELT OF THE CHAMPION

WONDROUS ITEM - RARE



A belt that proves you rose to the top like the cream of the crop! While wearing the Belt of The Champion, you gain advantage on Investigation or Perception checks used to locate fighting pits. Additionally, all improvised weapons deal 1d6 damage instead of 1d4.

As a bonus action, you can conjure forth a spectral metal folding chair that acts as a +3 improvised weapon. You can dismiss the chair as a bonus action or it will automatically be dismissed when you conjure another into your hands. The chair has a range of 20/60. When not used as a weapon, the chair functions as normal. Please note: some onlookers will assume any violence committed with the spectral chair is fake, while others will be absolutely certain it's real.

BOOK OF GOOSEBUMPING

WONDROUS ITEM - RARE

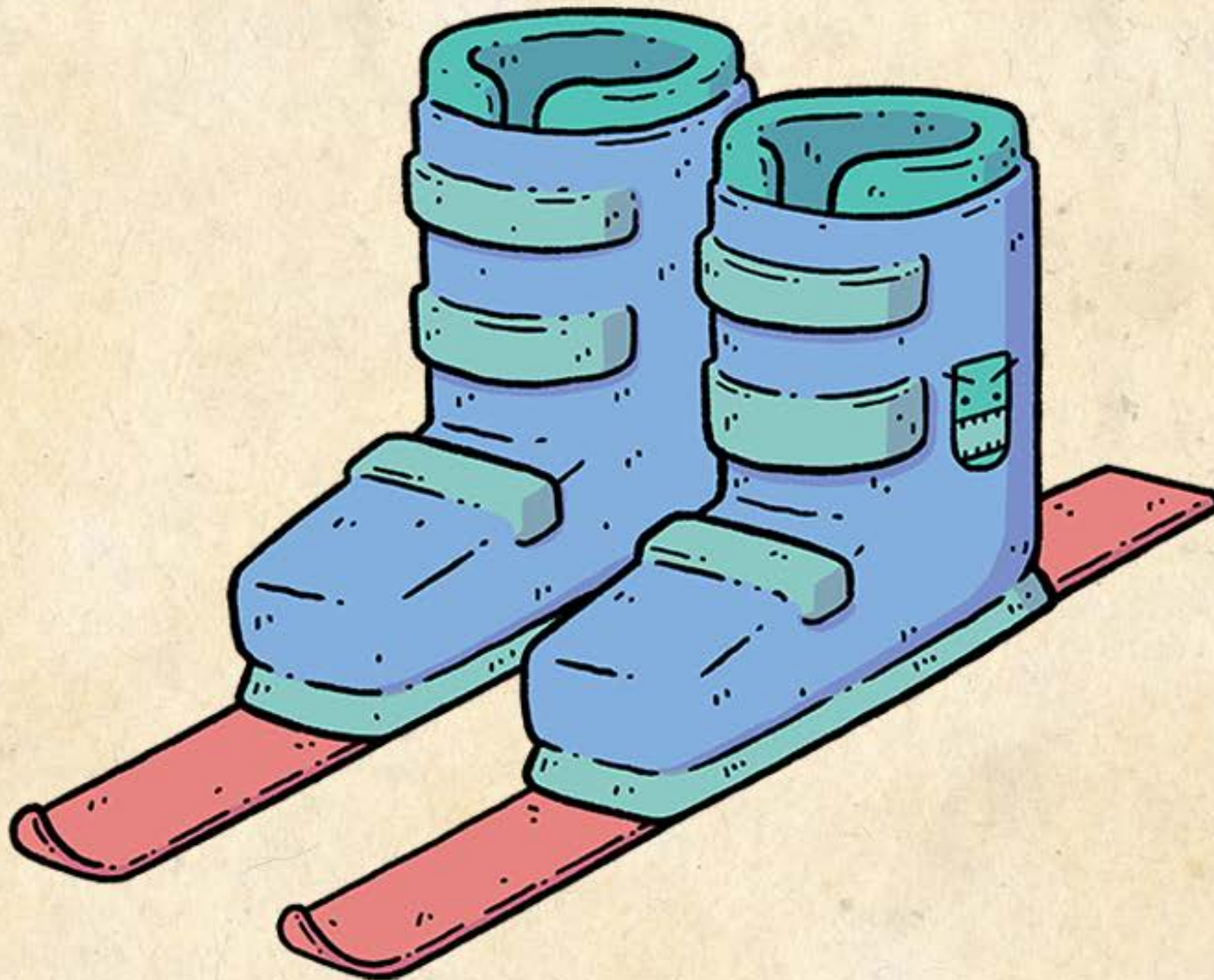


Within the pages of this tome there live a flustercluck of terrifying visages. Once per day as an action, the Book of Goosebumping can be opened, casting the spell *Fear* in a 30-foot cone emanating from the book. As illusory giant claws, glowing eyes, and ventriloquist dummies spring forth, each creature in range must succeed on a DC 15 Wisdom saving throw or drop whatever it's holding and become frightened.

Frightened creatures must use the dash action to move away from the Book of Goosebumping. Creatures can repeat the saving throw when they can't see the horrors of the book, ending the effect on a successful save. The user of the book does not need to maintain concentration and the spell remains for one minute or until the book is closed. The Book of Goosebumping was named after its creators, the most evil creatures in the universe: geese.

BOOTS OF FREE SKIING

WONDROUS ITEM - RARE



It's all downhill from here! While wearing the Boots of Free Skiing, you can use a bonus action to deploy or retract a pair of skis, allowing you to ignore difficult terrain caused by snow or ice and ski through it at double your speed!

These boots contain a dark, abominable entity which you can attempt to call forth. Once per long rest as an action, you can summon a Yeti to a point you can see within 60 feet for one minute. The Yeti has its own initiative and at first it obeys your verbal commands, but at the end of every turn it makes a Charisma saving throw (DC is 10 + your Charisma modifier). On a successful save, the Yeti ignores your directions and instead will spend every remaining turn trying to kill you, and only you, as efficiently as possible. You can dismiss the Yeti as an action.

CHALICE OF COOL AID

WONDROUS ITEM - RARE

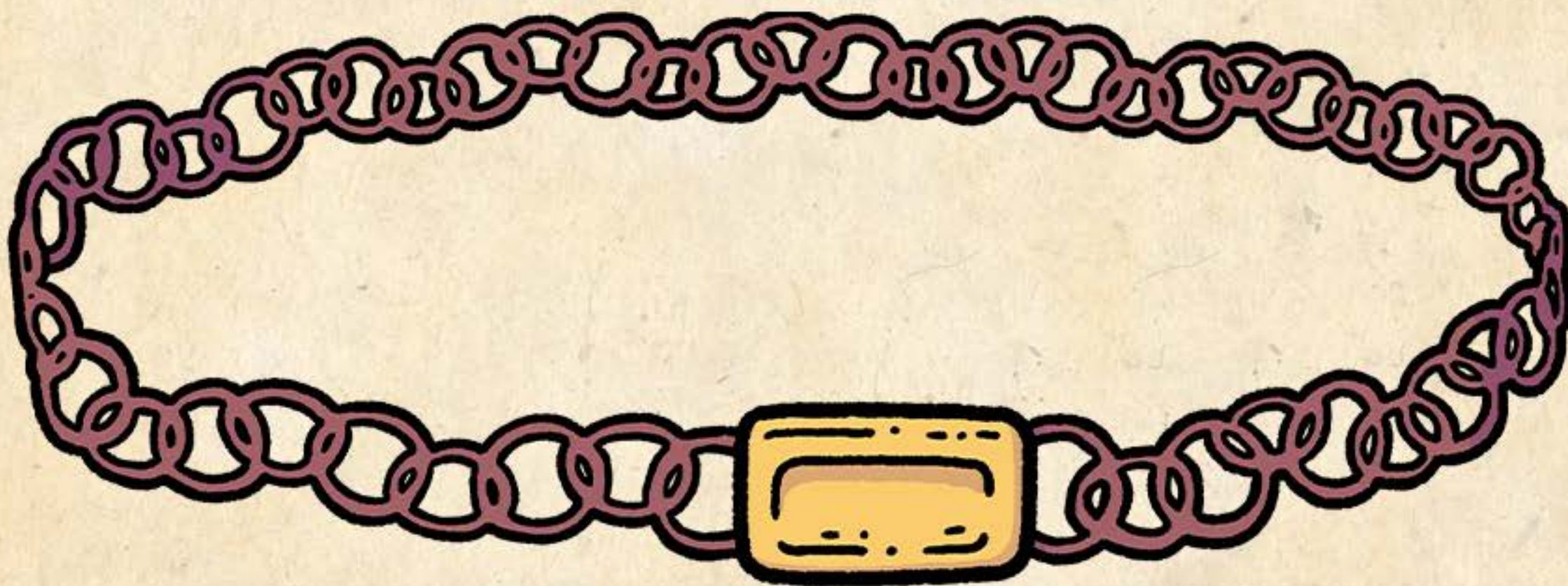


As an action, holding the Chalice of Cool Aid and speaking the mystical phrase "*Oh no*" conjures forth a medium-sized Glass Golem that bursts through a nonmagical barrier (such as a wall, door, floor, or ceiling) of your choosing within 30 feet. To conjure the Glass Golem, there must be at least five feet of space on the opposite side of the barrier, and it can be no more than 2 feet thick.

The Glass Golem swirls with a deep primordial fluid and yells "*Oh yeah!*" as it bursts through. It has stats similar to a Flesh Golem, but just a single hit point and an AC of 10 (it takes no damage from bursting through a barrier). The Glass Golem remains for up to ten minutes, obeying your commands until it dies. The Chalice of Cool Aid contains $1d6+1$ uses and changes colors after every use.

CHOKER OF PEZ

WONDROUS ITEM - RARE



The breathtaking Choker of PEZ will help you get ahead in life. While wearing this choker, you can crane your head all the way behind you, giving you advantage on sight-based Perception checks and making it nearly impossible for you to be snuck up on while you're conscious.

As an action, you can bob your head to eject a small piece of candy from the choker. Each candy restores 1 hit point and you have a number of pieces equal to your character level. Uneaten candy disappears one hour after being ejected and the candy replenishes at the end of a long rest. Now that you can ensure no one's breathing down your neck, nothing shall go over your head.

CLOAK OF DENIM

WONDROUS ITEM - RARE

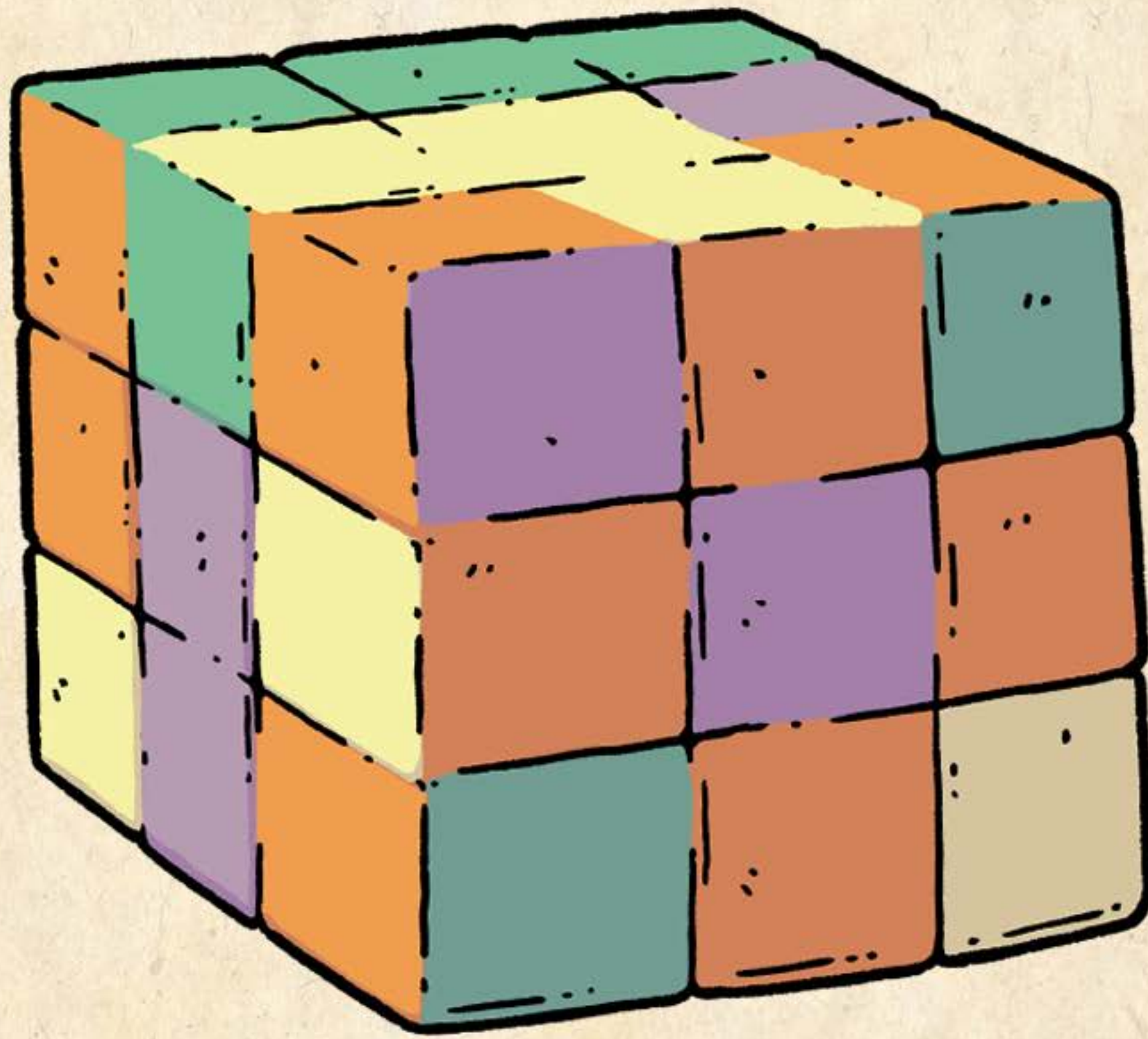


The Cloak of Denim was crafted by a powerful subsect of craft-focused Genies called the Djeanni. The creator of this cloak, Junco the Acid-Washed, sought to imbue the wearer with such incredible jeanetics that they would never find themselves slackin'. While wearing the Cloak of Denim, you know the cantrip *Mending* and can instantly create colorful stitches to sew clothing back together.

An unlimited amount of sturdy denim thread can be pulled from the cloak by the wearer. The thread can hold up to 200 pounds, however it disappears 24 hours after being cut. Additionally, once per long rest you can cast *Seeming*, but you can only change the appearance of clothing or armor and the new illusion must appear to be made of denim.

CUBE OF THE RUBE

WONDROUS ITEM - RARE

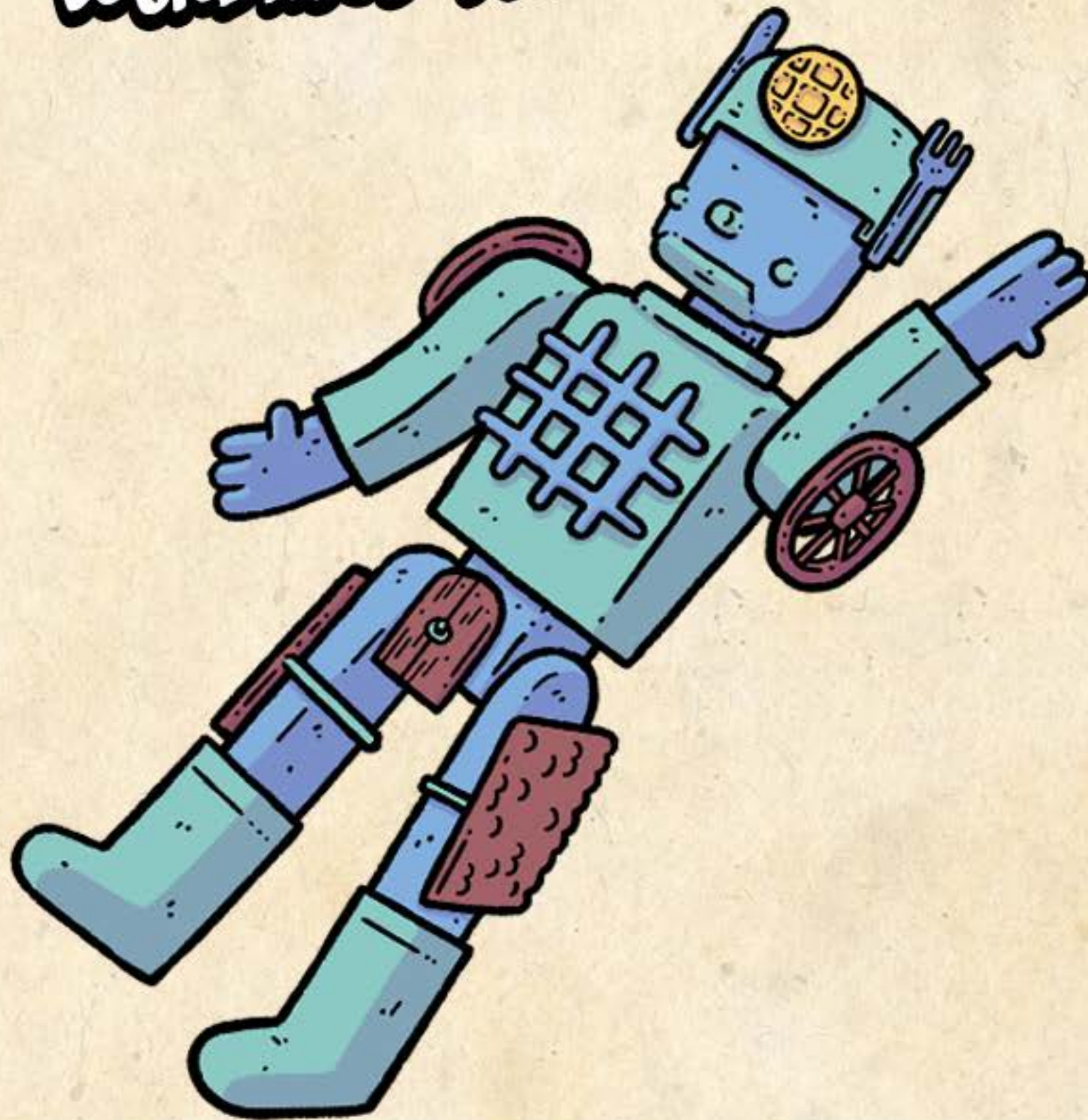


An odd puzzle of moving parts, but the solution is simple: there's no way to solve it, it's an evil cube created by demons! A creature that touches the Cube of The Rube must make a DC 15 Intelligence saving throw or become incapacitated for up to one minute, spending each turn attempting to solve the puzzle.

At the end of each turn, a creature can attempt the saving throw again. On a success, they realize they've been bamboozled and are no longer incapacitated. After the effect ends, creatures are immune to any future effects from the Cube of The Rube and they will likely try to smash it (unsuccessfully).

FIGURINE OF TRANSFORMATION

WONDROUS ITEM - RARE



What appears to be an ordinary doll—sorry, *action figure*, is actually a Figurine of Transformation in disguise! Once per long rest, you can utter one of five command words and the figurine will transform over the course of 30 seconds. This form lasts for one hour, until it's dismissed by you as an action, or until it's destroyed. It then reverts back to the original figurine form.

Cart - A cart drawn by a mechanical horse. Carries up to 800 pounds.

Boat - A rowboat with oars. Carries up to 800 pounds.

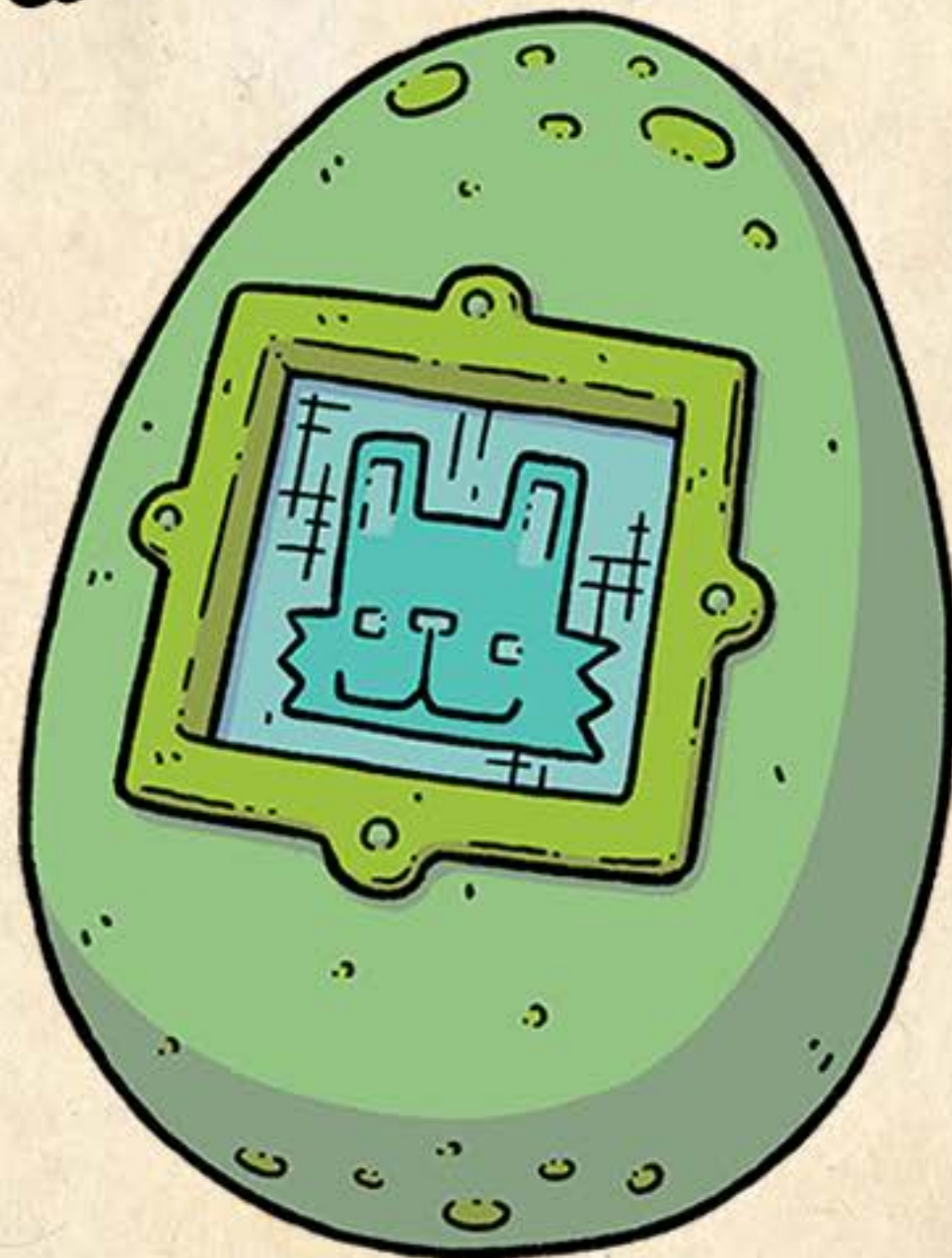
House - A 10-foot cube weatherproof dwelling with doors and windows.

Cage - A lockable prison of metal bars that can fit a medium-sized creature.

Waffle - A giant table of waffle-making equipment, food not included.

HANDHELD FAMILIAR

WONDROUS ITEM - RARE

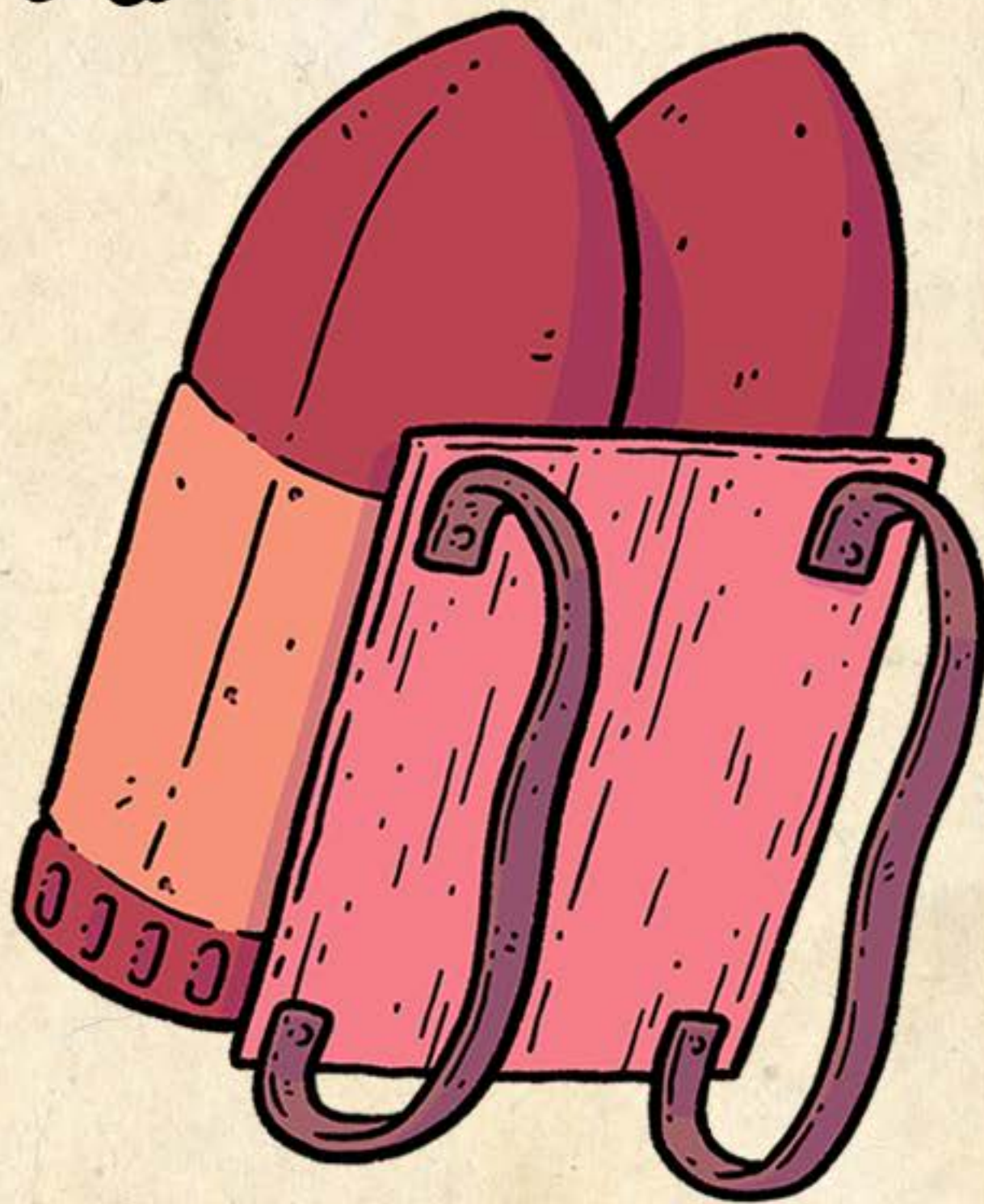


A small tablet embedded within a sturdy egg, the Handheld Familiar depicts an ever-changing drawing of an animal familiar. The creature is a celestial hybrid of two common animals, such as a cat-rabbit, a duck-frog, a spider-weasel, or an owl-crab. If persuaded, the familiar will change their form, but unlike most familiars this one has its own personality.

Spending a week caring for the Handheld Familiar allows it to take physical form as if you've cast *Find Familiar*. The familiar uses the highest Ability Score from each stat block and may use any ability from either animal. It may be temporarily dismissed into the egg, or permanently dismissed as an action, at which point another week must be spent to create a new familiar. If a familiar dies it will be transported back to the egg and require 24 hours of rest before it can re-emerge. It doesn't require food, but will still be annoyed when you don't feed it.

PACK OF JETTING

WONDROUS ITEM - RARE



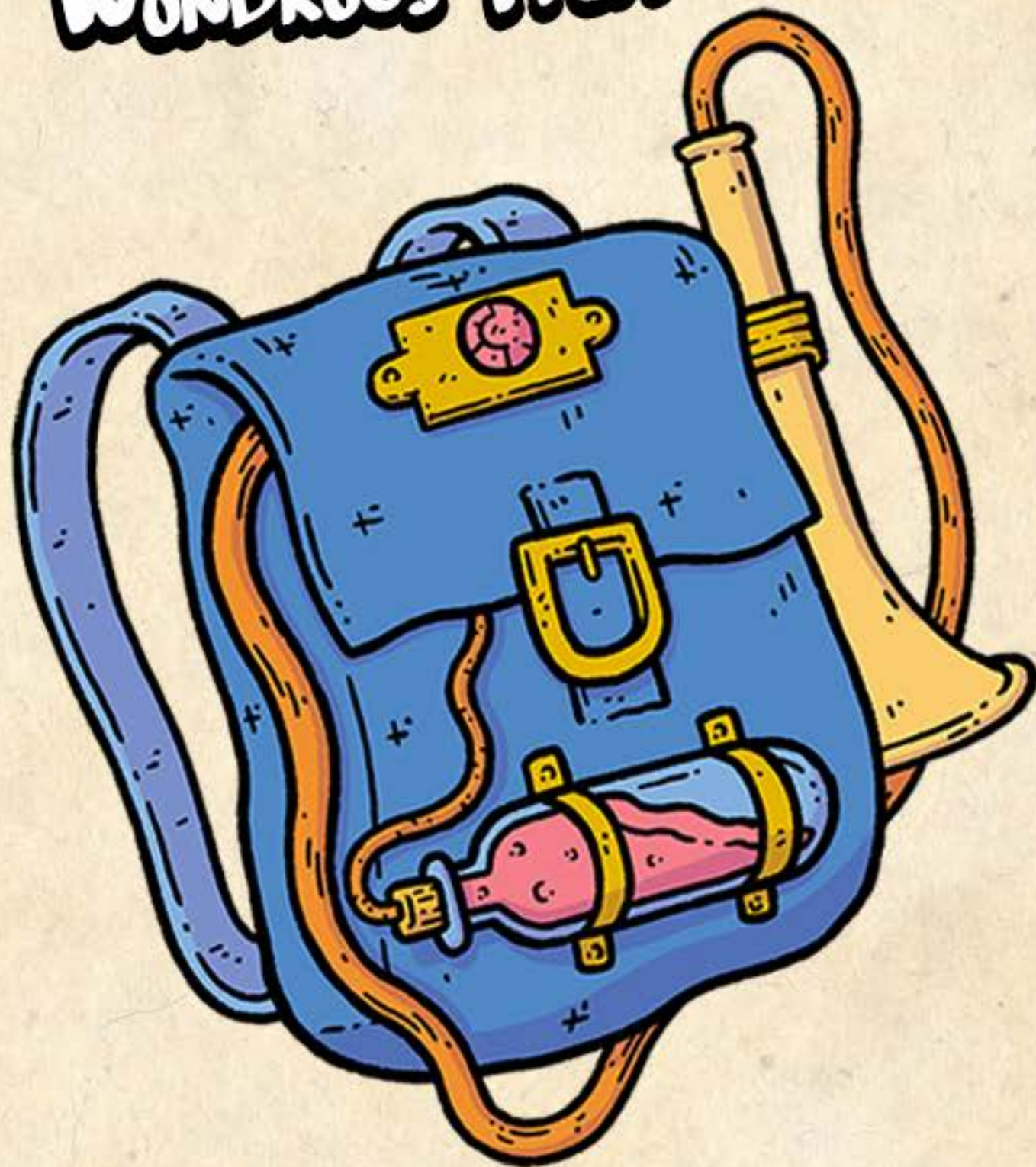
"Look! Up in the sky! It's a bird! It's an airship! It's..."
"—It's that Artificer we robbed! Run!"

A hefty pack with two eldritch cannons that jettison the wearer in a direction of their choosing. The Pack of Jetting can be activated or deactivated as a bonus action and consumes 100 gold worth of crushed gems every 10 minutes while active. It requires one minute to reload crushed gems and up to 500 gold worth may be stored in the pack at a time.

The Pack of Jetting grants the wearer a flying speed of 40 feet and it can carry up to 500 pounds. The flying speed becomes 20 feet while carrying over 250 pounds.

PACK OF WRAITH BUSTING

WONDROUS ITEM - RARE



Who ya gonna *Message*? Wraith Busters! With the handy Pack of Wraith Busting, ghosts and other undead will meet their maker...again. Once per long rest you can cast either *Faerie Fire* or *See Invisibility*. Additionally, once per long rest you can cast *Hunter's Mark* against an undead creature.

The *Hunter's Mark* forms a bright beam of pulsating energy between you and the creature. While active, every friendly creature of your choosing benefits from the effects of the spell, however you must use a bonus action every turn to keep the beam active. Do not under any circumstances apply two of these marks to the same creature. If this happens, there's a 50/50 chance both Packs of Wraith Busting explode as if they were 9th level *Fireball* spells or each operator gains *True Seeing* for one hour. Creatures killed while marked explode, sending slime in every direction.

PET ROCK

WONDROUS ITEM - RARE

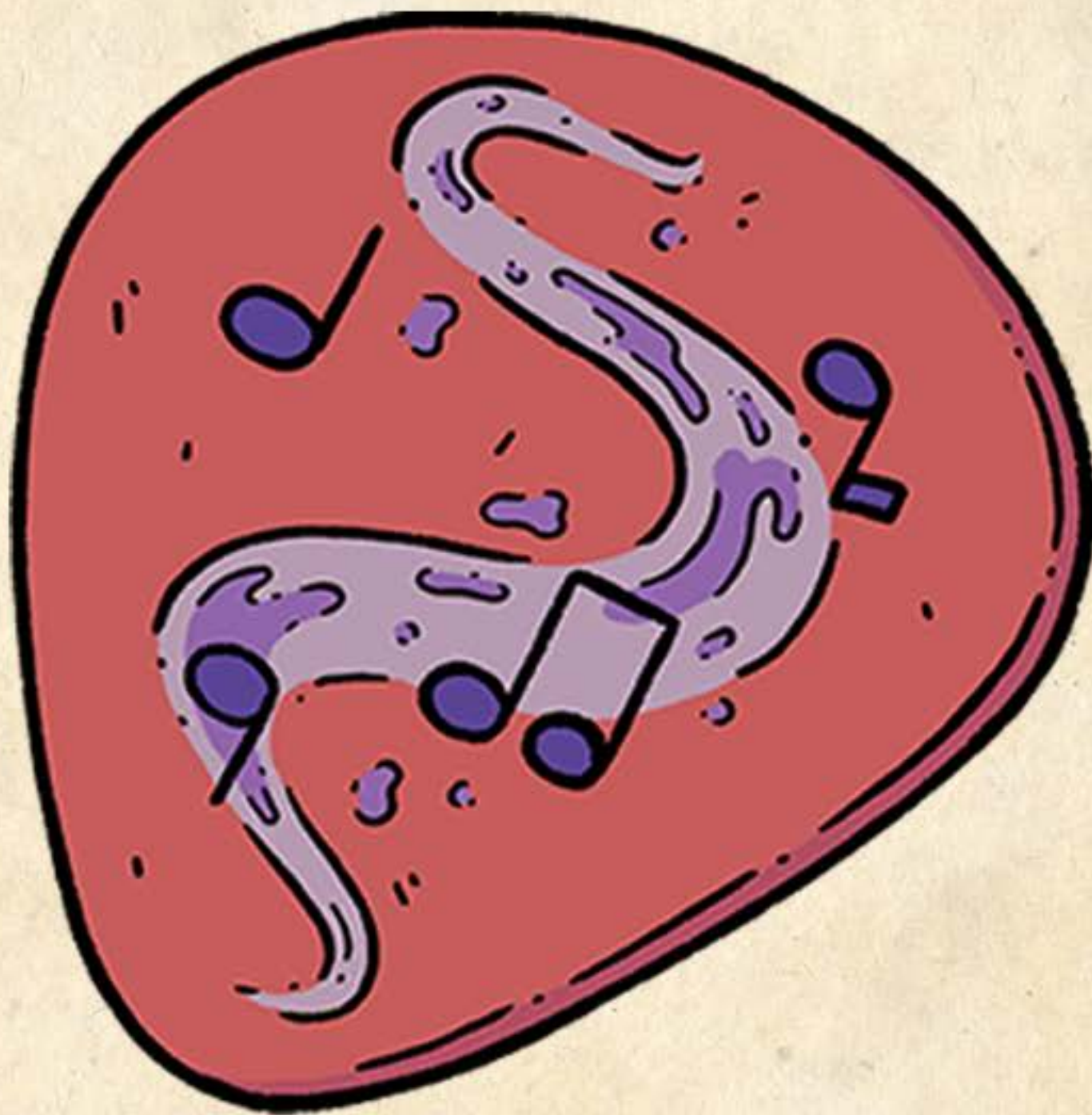


This box contains a genuine Pet Rock that fits in the palm of your hand! This tiny construct does not have a face or the ability to see, but it does have 30 feet of tremorsense. While on most surfaces, the Pet Rock has a speed of 1 foot, but if placed in loose earth (including sand, gravel, and mud) its speed becomes 30 feet. In such a case, expect to see the Pet Rock burrow and do zoomies until it tires itself out.

The Pet Rock obeys simple commands and is intelligent enough to answer basic 'yes or no' questions (through taps or rolls). The Pet Rock is immune to all damage and does not require sleep or sustenance, but it won't disapprove of a nice backscratch.

PICK OF AIR GUITARING

WONDROUS ITEM - RARE (MAY REQUIRE ATTUNEMENT)

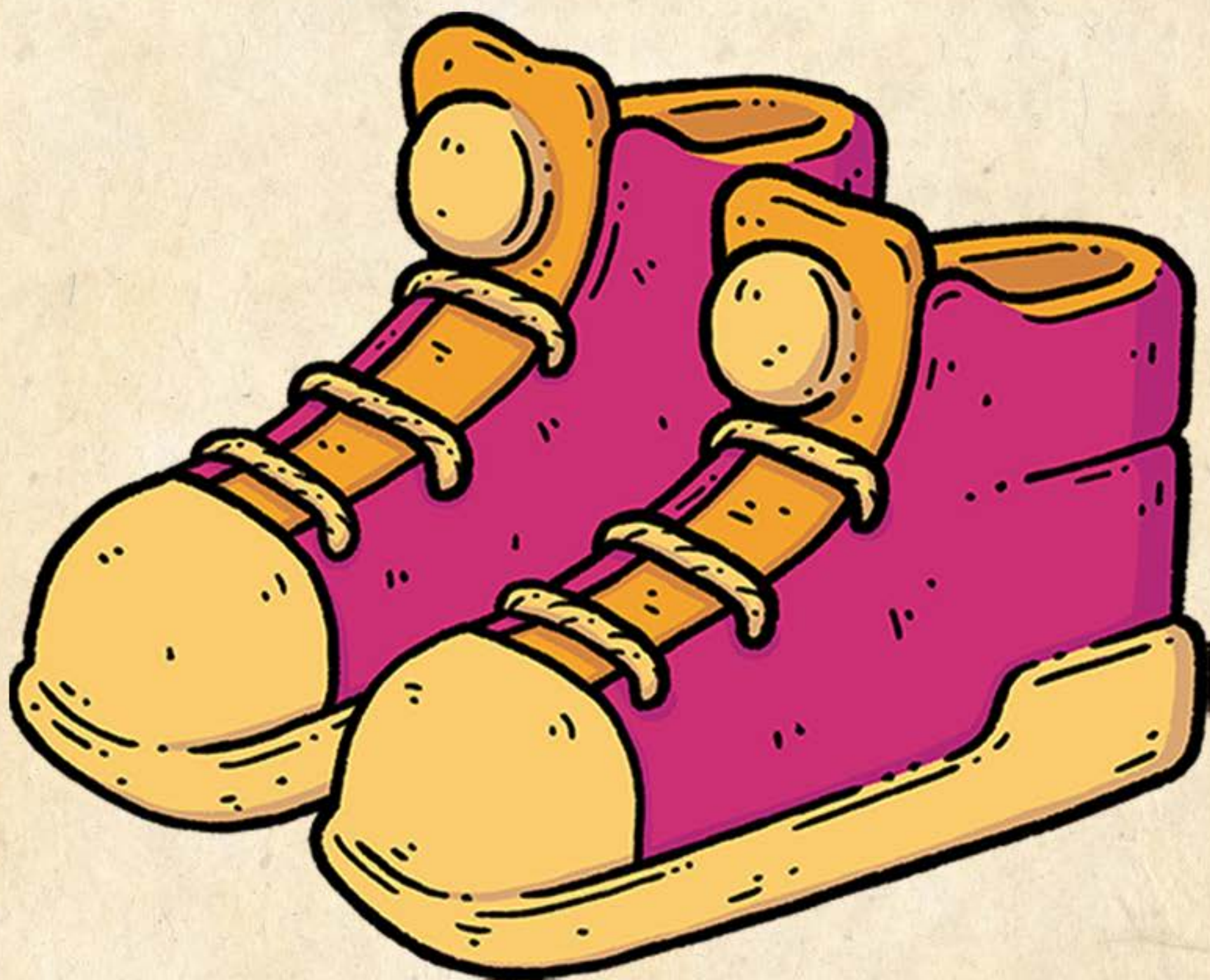


Picking up this surprisingly heavy pick, you hear a soft voice in your head: "*Play...Freebird...*" As you go to strum, an invisible guitar or lute appears in your hands. It functions as a normal instrument, but can't be seen and disappears once you're done playing. Once per day, you can cast *Enthrall* with this radical axe.

If you're a Bard, you may attune to this item to add +1 to your spell attack and spell save DC. While attuned, you can change the guitar into a different instrument at will, as long as there's a separate piece required to play it (such as drumsticks or a violin bow). When the instrument is changed, the pick is reforged and renamed to fit the new creation, such as the Mallets of Air Marimbaing, the Loops of Miniature Finger Cymbaling, or the Hammer of Air Gonging.

PUMPED UP BOOTS

WONDROUS ITEM - RARE

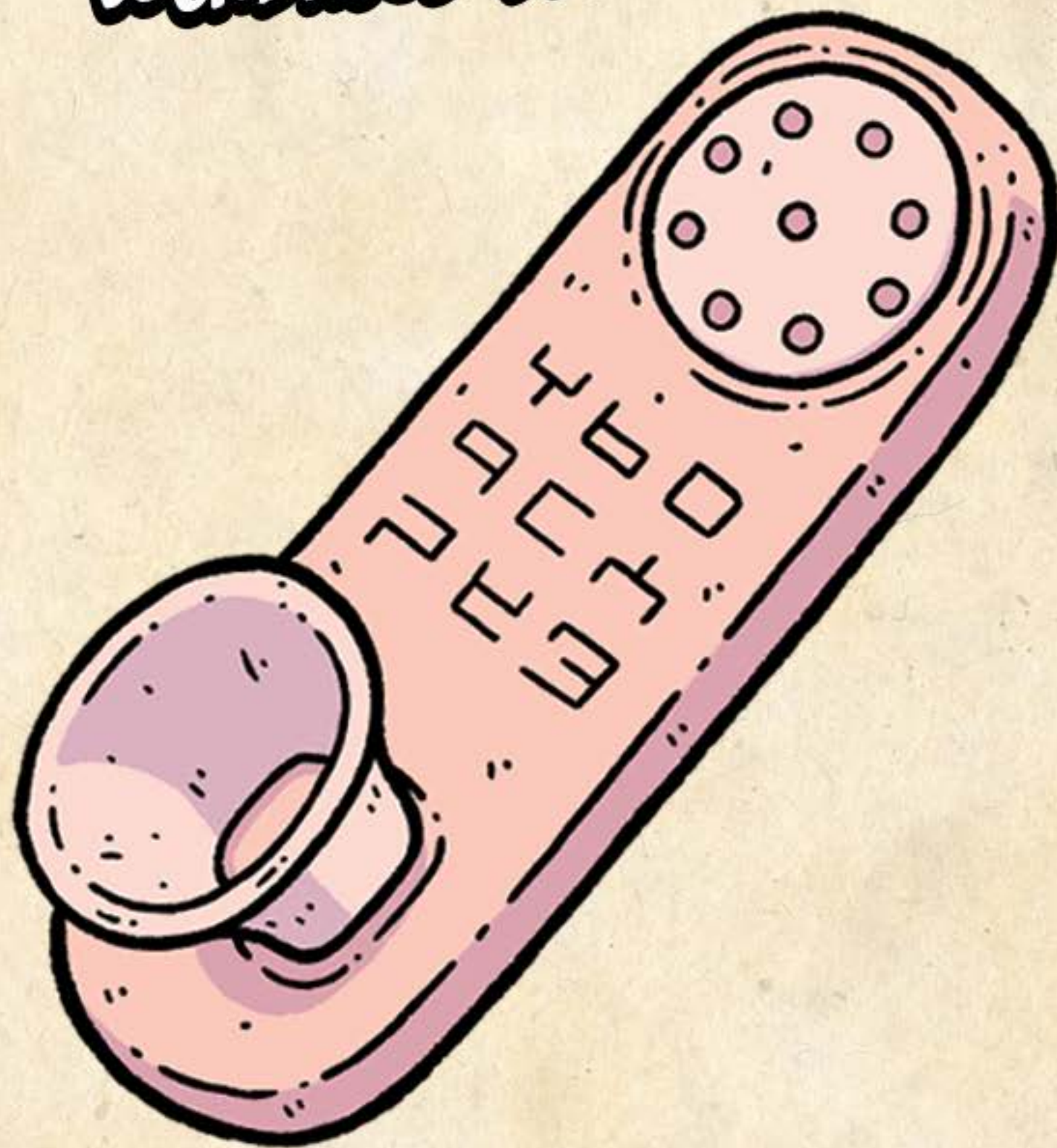


Get pumped! Endorsed by pro gladiators, the Pumped Up Boots double your jump distance and allow you to make full long jumps and high jumps without moving beforehand. While equipped, your long jump distance is double your Strength score and your high jump distance is $6 + \text{double your Strength modifier}$.

Once per long rest as a bonus action, you can pump up your kicks and cast *Jump* on yourself, tripling your jump distance for one minute. Beware, this may make you a target for anthropomorphic animal friends who need help in games of athletics.

SENDER OF DREAMS

WONDROUS ITEM - RARE

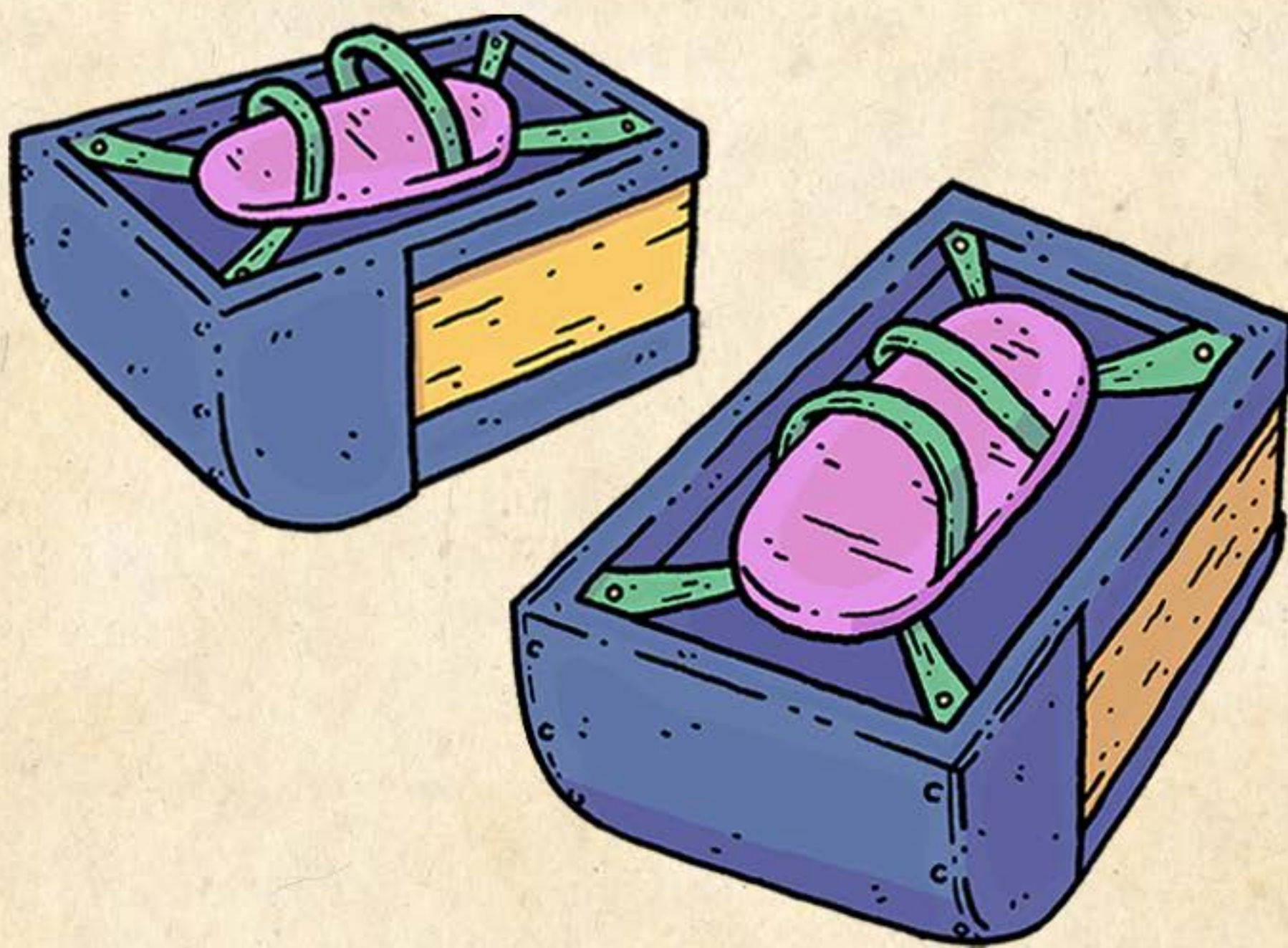


While holding this sparkly pink sender you can cast the cantrip *Message*. Additionally, you can cast *Sending* three times per long rest, but the only word you can send or hear through the Sender of Dreams is "Wassap." During wartime, these senders were hastily deployed, resulting in the "Code of Wassap" in which the number of times it was stated correlated to secret instructions. It was a tragic, and deeply silly time.

You may notice a small, evil-looking, horned devil button at the bottom of the sender. Pressing this instantly connects you to a (surprisingly) pleasant fiend who will listen to you rant about your day as long as you listen to them in return.

SHOES OF THE MOON

WONDROUS ITEM - RARE

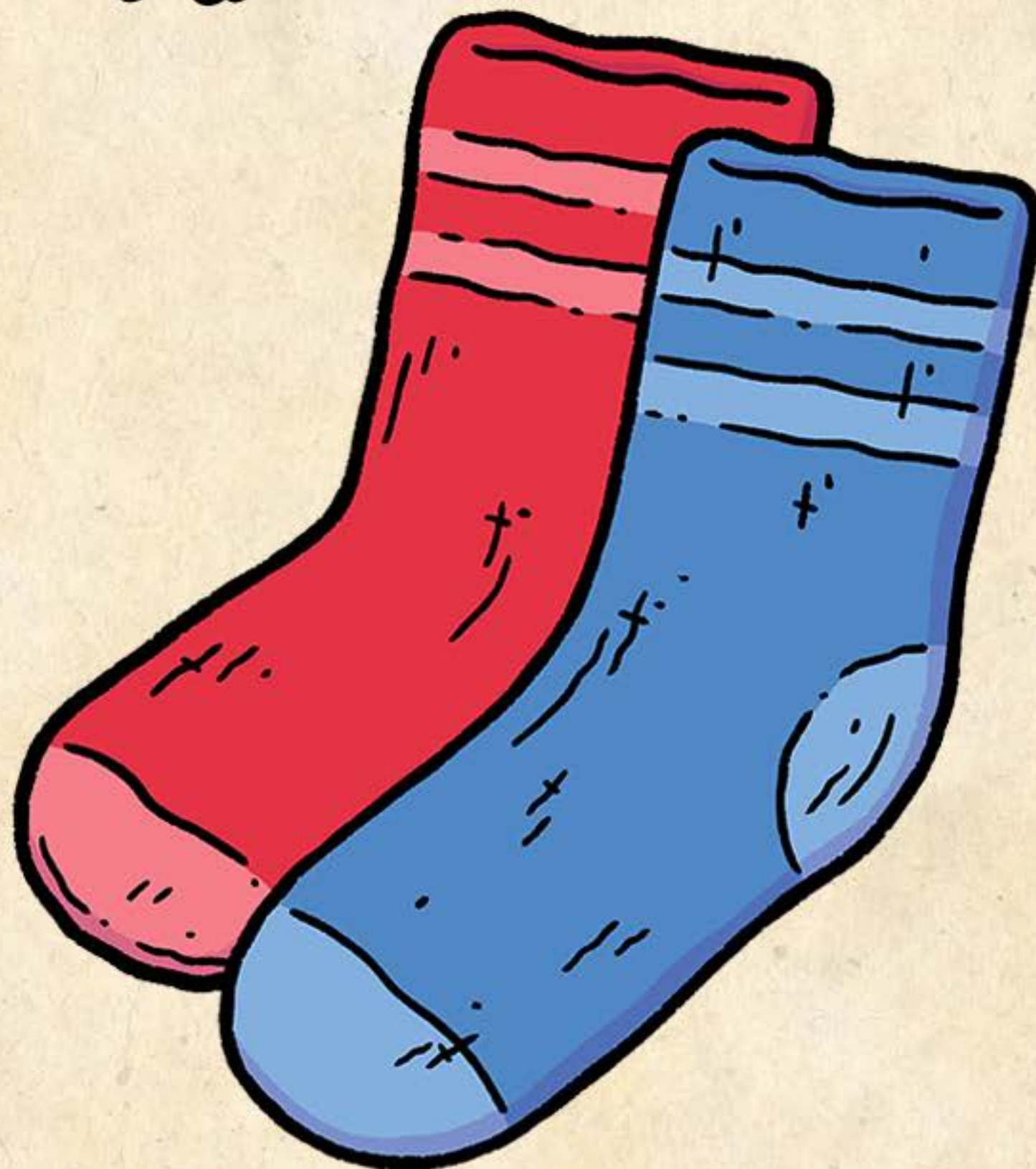


Slightly boxy, but supremely cool. The Shoes of The Moon lighten your step, allowing you to double your jump distance and increase your carry weight by 100 pounds. As a bonus action, you can touch the shoes to suddenly become weightless, as though gravity has no effect on you or the items you carry. Often, this results in you being suspended in the air until you use another bonus action to touch the shoes and stop the effect.

A bit of momentum, such as pushing off the ground or being roundhouse kicked in the stomach, may cause you to gently drift through the air at a speed of no more than 5 feet per round. You may be able to aim yourself a direction with continual use of evocation magic, such as *Eldritch Blasts* or *Firebolts*. Warranty does not cover replacements if you are punched into the sun.

SOCKS OF ROCK 'EM

WONDROUS ITEM - RARE



A pair of mismatched red and blue socks, these are a real knockout. The Socks of Rock 'Em grant you the power of dope high kicks and give you +1 to unarmed strikes made while kicking. If you roll a 20 for an attack roll, the creature must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn.

Three times per long rest, after you've hit a creature instead of rolling damage you can attempt to knock the creature out as though you've cast a *Sleep* spell...through a kick to their face. Roll 5d8 and if your total is higher than their remaining hit points they are KO'd. If your total is lower than their remaining hit points, they take no damage.

SUPREME SOAKER

WONDROUS ITEM - RARE



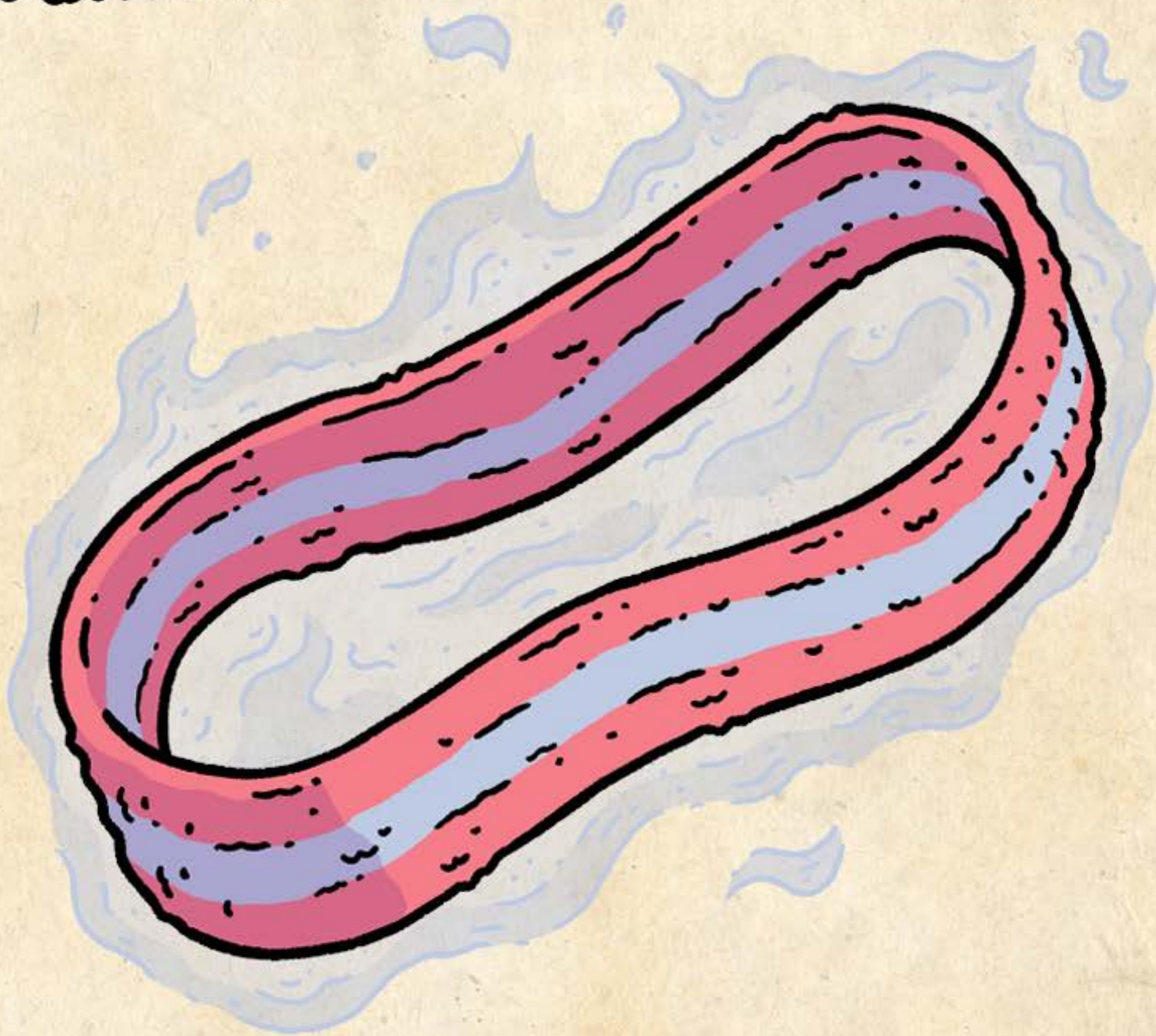
Feel the pressure as this tubular blaster shoots jets of water up to 60 feet away! The Supreme Soaker is safe for all ages*, and includes a bodacious extradimensional water tank that holds up to 25 gallons of liquid, but only weighs five pounds! This righteous tank generates 25 gallons of clean water every day at dawn!

Need a little more power? Once per long rest as an action, you can pump up the Supreme Soaker and shoot a jet of water up to 100 feet! Creatures caught in the 5 by 100 foot line must succeed against a DC 15 Strength saving throw or take 3d10 bludgeoning damage and be pushed 20 feet away. Keep an eye out for the Soupreme Soaker which lets you shoot boiling soup at your friends!

*(is not actually safe for anyone, anywhere, at any time)

SWEATBAND OF FROSTED TIPS

WONDROUS ITEM - RARE (REQUIRES ATTUNEMENT)

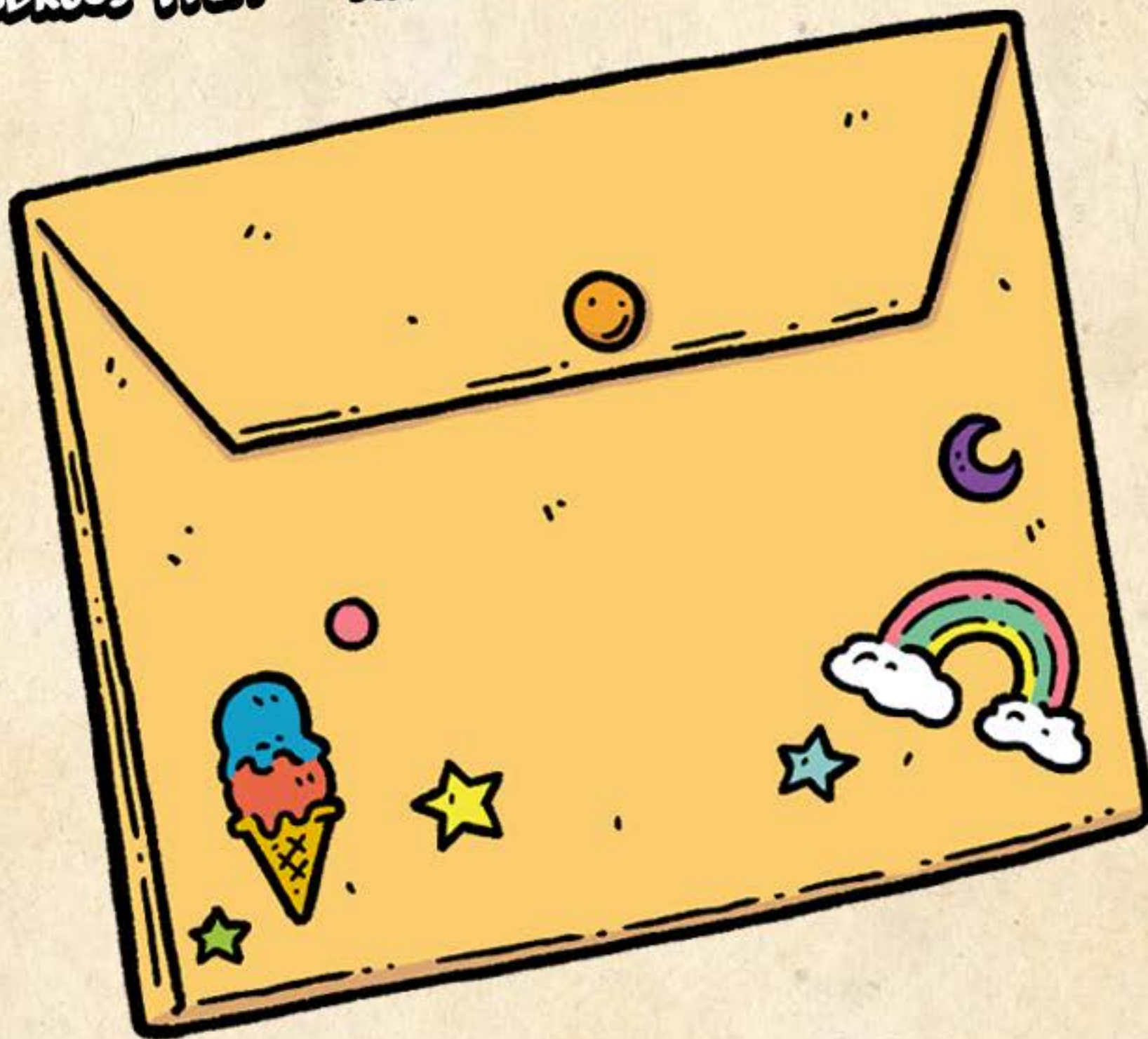


Toot toot, all aboard the train to coolsville, population: you! As you anoint the sacred Sweatband of Frosted Tips upon your brow, immediately the hair, fur, feathers, or scales atop your head become spikey and the tips glow with an ethereal icy magic.

You feel so cool while wearing this sweatband that you can't be burned no matter how gnarly the insult was, and you have resistance to fire damage. In fact, you're so chill you learn the cantrip *Ray of Frost*, cast with Charisma as your spellcasting modifier. Additionally, you can chill a drink in one minute by balancing it atop your head.

TRAPPER OF KEEPING

WONDROUS ITEM - RARE (MAY REQUIRE ATTUNEMENT)

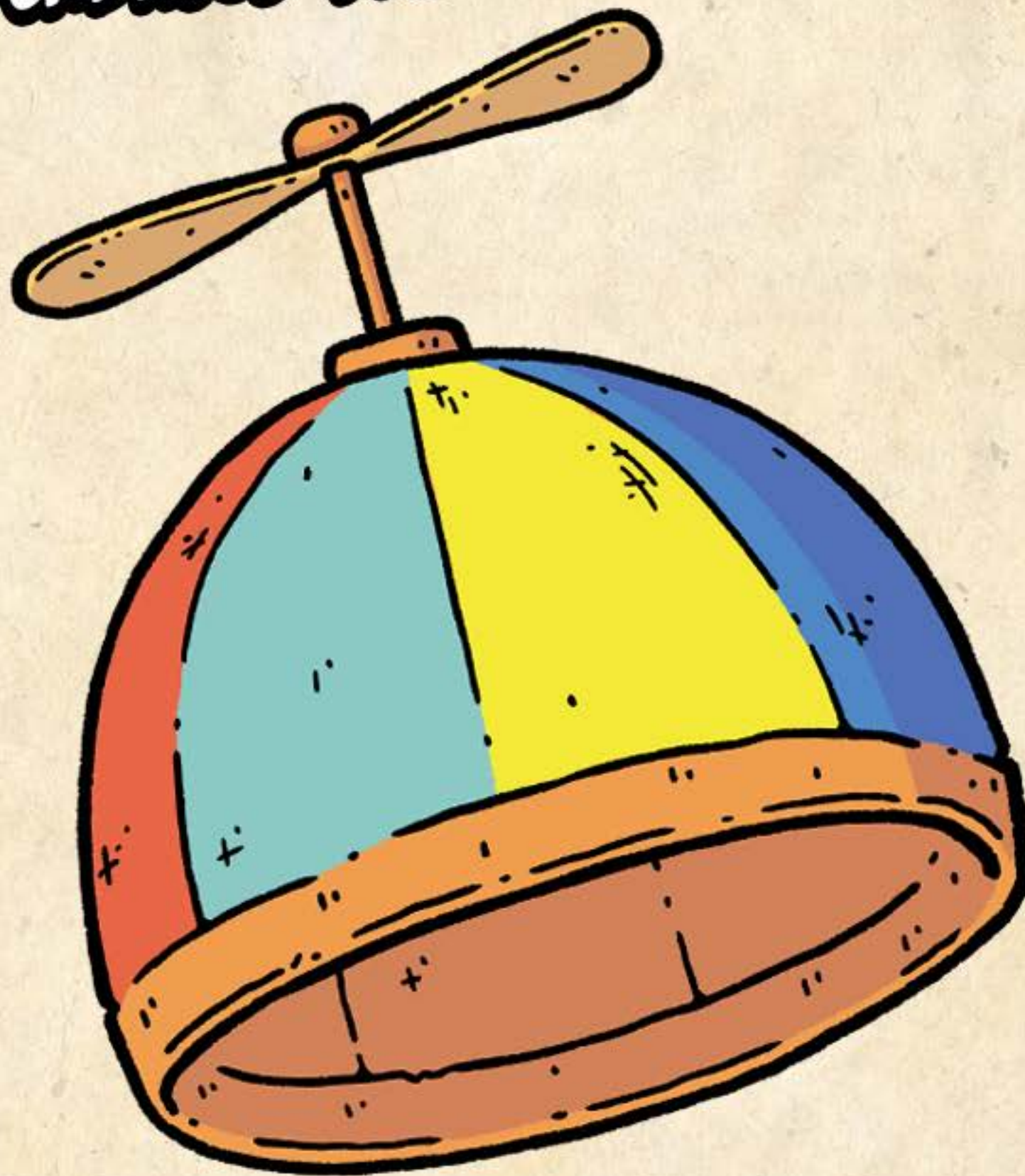


Spell scrolls getting lost? Other wizards making fun of you? Spellbook covered in burnt flesh after you *Fireball'd* those same wizards? Look no further than the Trapper of Keeping! This protective binder can incorporate and absorb a wizard's spellbook, making the contents fully protected from physical and magical effects.

The Trapper of Keeping contains an unlimited supply of parchment and ink, as well as a weightless extradimensional shelf that can hold up to 50 books. Additionally, the most recent creature to write in the book knows its location as long as they're within 1,000 feet, working like the spell *Locate Object*. The owner may attune to the Trapper of Keeping to know its precise position anywhere, as long as it's on the same plane of existence.

BEANIE OF PROPELLING

WONDROUS ITEM - VERY RARE



Forged above the clouds by a secret order of Air Elementals, the Beanie of Propelling was given to the most daring of adventurers... who ordered it from the back of a cereal box. While the Beanie of Propelling adorns your head, you gain a flying speed of 10 feet.

While wearing the Beanie of Propelling, you fall at a rate of 30 feet per round and take no falling damage upon landing. In addition to your weight and the weight of your equipment, the Beanie of Propelling can support an additional 200 pounds. Onlookers may laugh at your appearance, but after flying for a bit you'll find that even acknowledging such hat-ful comments is beanie-th you.

BELT OF BEDAZZLEMENT

WONDROUS ITEM - VERY RARE



A belt covered in colorful, sparkly, and ever-so-fashionable rhinestones. As an action, the wearer of the Belt of Bedazzlement may remove a rhinestone and apply it to the armor or clothing of a creature, granting them certain magical effects for one hour, after which the rhinestone disappears. Only one rhinestone may be active on a creature at a time. When the Belt of Bedazzlement is first acquired, roll to determine how many rhinestones are present:

(3d10) Red - Fire resistance.

(3d10) Blue - Cold resistance.

(3d10) Green - Poison resistance, immune to the poisoned condition.

(2d10) Purple - Advantage on saving throws against being frightened.

(2d10) Yellow - Additional 2d10 temporary hit points.

(2d10) Black - Necrotic resistance.

When all the rhinestones have been removed, the Belt of Bedazzlement becomes a normal, sad and unfun belt, devoid of shimmeriness.

BOARD OF HOVERING

WONDROUS ITEM - VERY RARE



This brightly colored board floats on any surface and can hold up to 500 pounds of weight. Any creature operating the Board of Hovering gains 10 feet of movement and ignores difficult terrain. Additionally, if you use your entire speed to travel in a straight line, you can move an extra 10 feet.

You can mount or dismount the board as a bonus action. If you dismount, you can (as a free action) equip the board as a shield. The Board of Hovering doesn't work on liquid surfaces...unless you've got power! Beware groups of skater punk Warlocks who propel themselves forward with continual *Eldritch Blasts*.

BRACELET OF FRIENDSHIP

WONDROUS ITEM - VERY RARE



This relies on the most powerful magic of them all...no, not *love ya dingus!* Evocation! When two creatures on the same plane of existence wear matching Bracelets of Friendship, they can speak to each other up to 1,000 feet away. To activate, simply touch the bracelet and speak aloud. Your voice will appear telepathically in the head of anyone wearing a matching bracelet...and yes, it does sound echoey if you're in the same room as them.

New Bracelets of Friendship can be added to the rest by weaving 100 gold worth of Phase Spider butt rope into each bracelet you desire to connect. The Bracelet of Friendship tightens uncomfortably (enough to wake from sleep) for one minute if a creature wearing this bracelet falls to 0 hit points, even if they're beyond 1,000 feet and on a different plane of existence.

CAPE OF SLIPPING 'N' SLIDING

WONDROUS ITEM - VERY RARE



A bright yellow cape that always appears damp. While wearing the Cape of Slipping 'n' Sliding, you may move across liquid surfaces as though they were solid ground, similar to the spell *Water Walk*.

Despite the contradictory name, wearing this makes you immune to slipping, sliding, or falling prone due to slippery surfaces such as ice.

Three times per day as a bonus action, you can conjure a 5-foot wide, 30-foot long yellow mat from your position to a direction of your choosing. When moving through this line you only expend 1 foot of movement for every 2 feet you move. Other creatures who move through it must make a DC 15 Dexterity saving throw or fall prone.

FLYING CARPET OF CARTOGRAPHY

WONDROUS ITEM - VERY RARE

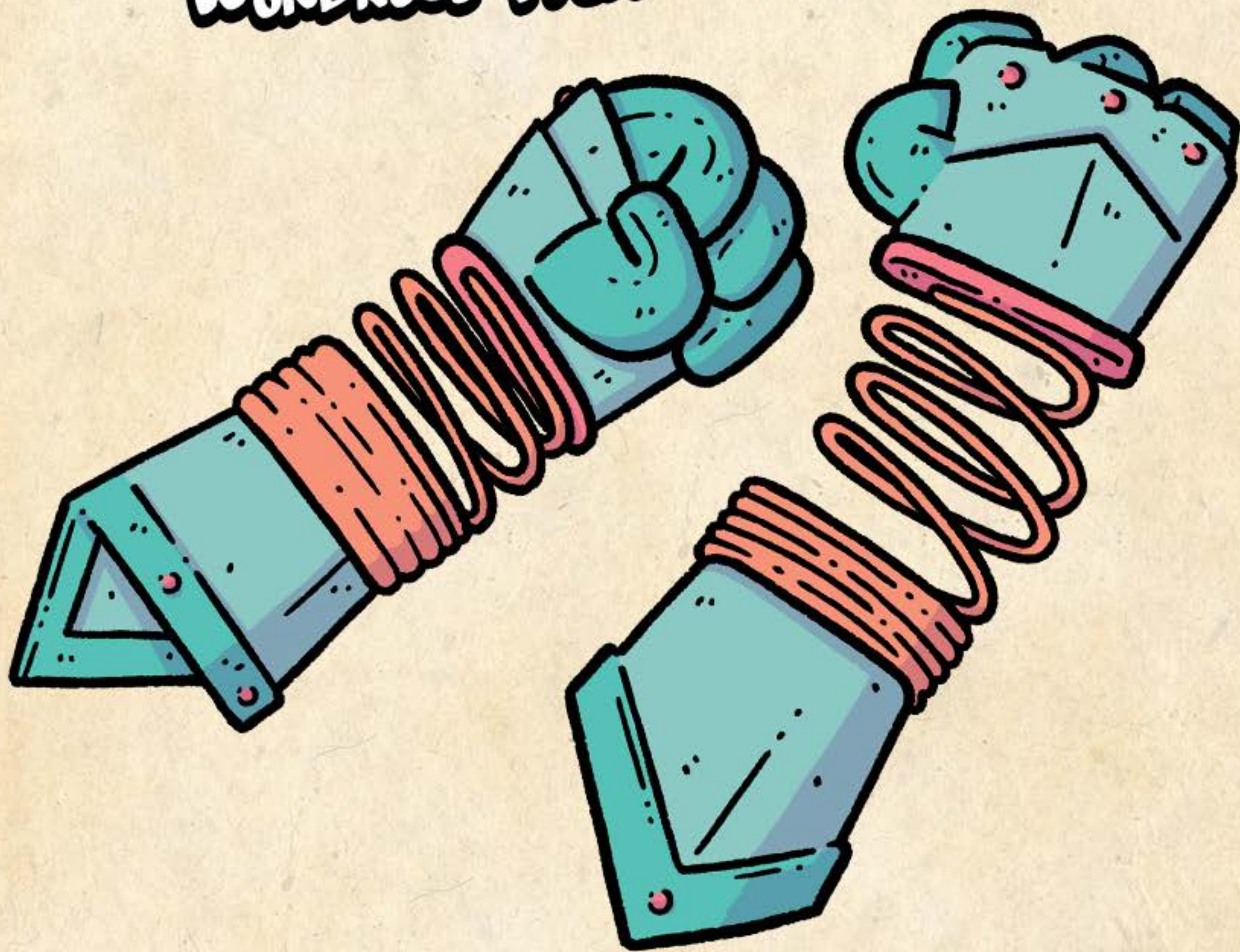


Yeah, sure, it's a flying carpet, but y'know what's cooler than that? Maps! The Flying Carpet of Cartography is a 6 by 9 foot rug that can hold about a dozen children (800 lbs) and obeys the spoken commands of any rider. It flies at a speed of 30 feet, or 60 feet if the weight is half capacity or below.

Imprinted on the carpet is the map of a city in simplistic cartoon fashion. While flying, a rider can utter the command word of their choice (by default it's "Cheese") and the carpet will capture an image of what's below it. It will then instantly change its appearance to reflect the terrain below. The Flying Carpet of Cartography can store up to three of these images at a time, cycling through them at the will of the rider.

GAUNTLETS OF SLINKING

WONDROUS ITEM - VERY RARE



What rolls down stairs, alone or in pairs, and makes a slinking sound? That's right! The dead bodies of party members who found themselves without the Gauntlets of Slinking!

Harvested from rare Slink Dogs, these gauntlets are imbued with a powerful spring (it's a marvelous thing) that adds 5 feet of reach to the creature wearing them. These gauntlets allow a creature's forearms to extend in such a way that even rubber hose beings become jealous. Additionally, falling in place now brings a smile to your face, for if you're knocked prone you can use a reaction to instantly bounce back to your feet.

HOUSE OF DREAMS

WONDROUS ITEM - VERY RARE



A small pink house that fits in a 1-foot cube, the House of Dreams is filled with colorful surprises. Once every two weeks, you can spend a minute setting up the domicile to cast *Magnificent Mansion*, conjuring forth a hot pink door to an extradimensional dwelling.

You decide the general layout of the House of Dreams, however all the rooms and the furniture are brightly pastel-colored. The servants are immaculate humanoids of strange proportions that may set unrealistic standards of beauty. Slides are the primary method of travel inside the House of Dreams, and the average mansion contains 50 secret hot tubs.

JACKET OF THE STUD

+2 STUDED LEATHER ARMOR, VERY RARE
(REQUIRES ATTUNEMENT)

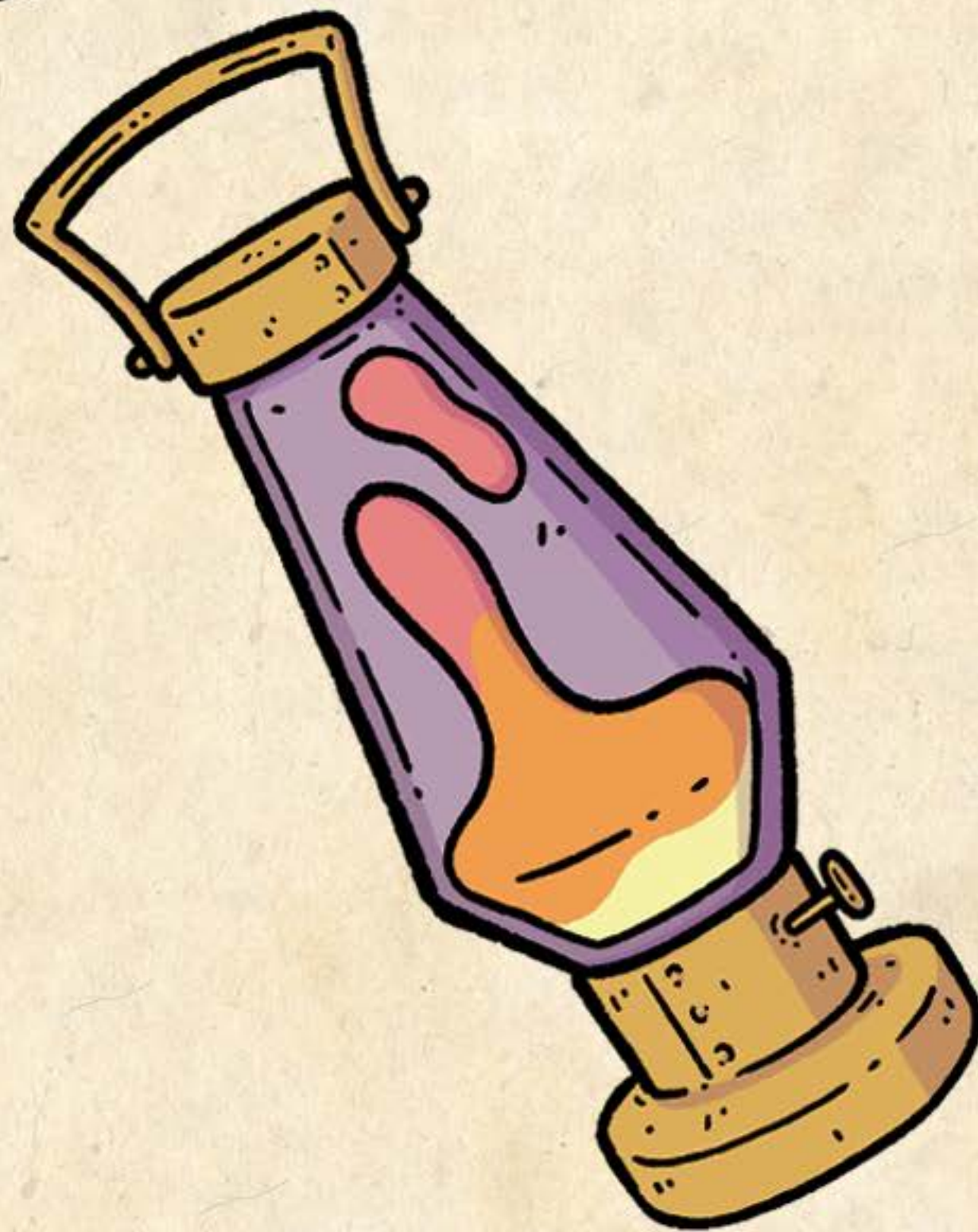


The Jacket of The Stud acts as +2 Studded Leather armor that radiates coolness. Others will be in awe of the custom painted flames and perpetually popped collar. The wearer learns the cantrip *Mending* and may cast *Knock* once per long rest. Both spells are cast by hitting the desired object. While wearing this jacket, you gain advantage on Performance checks.

The inside pockets contain an endless supply of fine combs which disappear 24 hours after being retrieved. The Jacket of The Stud is made of magical, sustainably-raised mushroom leather because y'know what's really cool? Caring about the environment.

LAMP OF LAVA

WONDROUS ITEM - VERY RARE



We know what you're thinking, but don't drink it! The Lamp of Lava casts bright light in a 30-foot radius and dim light for an additional 30 feet. While this lamp is in your possession, you can cast *Hallucinatory Terrain* once per long rest and make it seem as though an area is filled with lava.

As an action, the Lamp of Lava can be intentionally smashed on the ground up to 20 feet away, destroying the item and creating a 20-foot diameter circle of burning lava, centered on the point where it was smashed. The lava deals 10d10 fire damage to any creature that moves through it, and it cools after 1d4 hours. Rubbing the Lamp of Lava will not bring forth any genies, it will just burn your hand.

LAMP OF LEMMINGS

WONDROUS ITEM - VERY RARE



As an action, you can rub the Lamp of Lemmings and conjure forth a Spectral Lemming within 30 feet of you. It's a mindless, but surprisingly capable creature that only exists to instantly complete a simple task, then disappear. The lamp contains 100 Spectral Lemmings and breaks when all the lemmings have been called forth. While they can't communicate, they can understand and will perform a task to the best of their ability. Lemmings have an AC of 10, a single hit point, and they cannot attack other than their "explode" function. The following tasks can be completed as a single action (and may remain longer if specified):

Ladder - Build a 15 foot ladder that remains for 24 hours.

Excavate - Dig or mine a 5x5x5 foot hole.

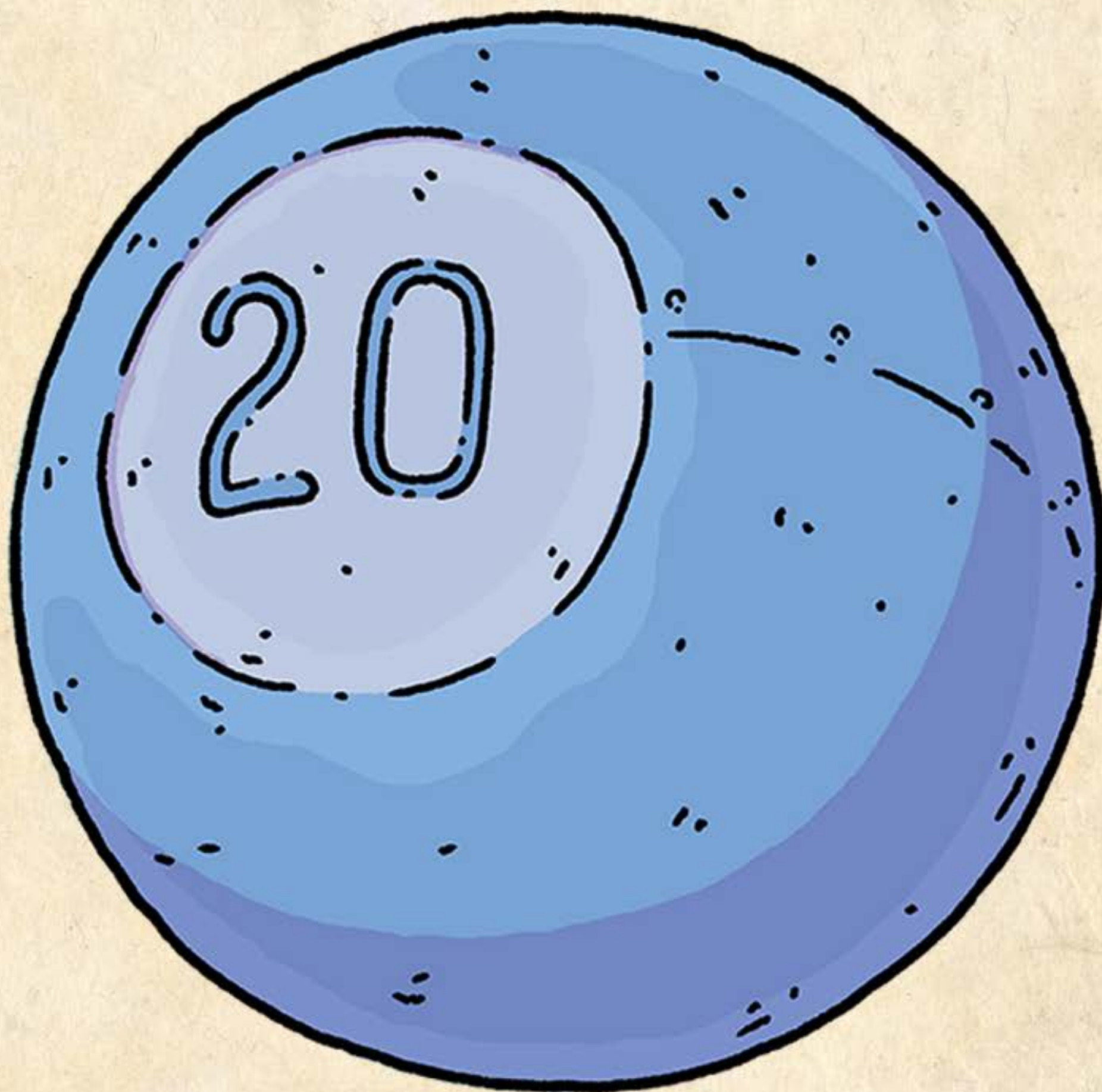
Sign - Stand in place with a sign of your design for 24 hours.

Parachute - Open a parachute that holds up to 200 pounds and remains for 10 minutes.

Explode - Spontaneously combusts, dealing 1d6 fire damage to creatures within 5 feet.

MAGIC 20-BALL

WONDROUS ITEM - VERY RARE



An odd sphere with a 20 imprinted upon it, which allows you to peek into your future. How does it get this power? Ask again later.

While in possession of this item, roll a d20 at the beginning of the day. For the remainder of the day, you can replace a single d20 roll you make with this number before you roll. Alternatively, you can force this number upon another creature before they roll, as long as they are within 30 feet.

ROBE OF COLORFUL THINGS

WONDROUS ITEM - VERY RARE



Thirteen colorful patches adorn this robe, featuring a variety of creatures and objects speckled in rainbow. While wearing the Robe of Colorful Things, patches can be detached as an action to instantly conjure forth what it represents. The creatures are multicolored fey conjurations that obey your commands. When they die, they disappear to a different plane of existence resembling a happy farm.

The patches include: a basket of five dalmatian puppies, two kittens, two dolphins, a dire wolf, a seal, a polar bear, a tiger, a unicorn, a swarm of butterflies, a pixie, a carriage with two horses, an ice cream cone, and a tray of donuts (casts *Heroes' Feast*). Once the last patch is removed, the Robe of Colorful Things becomes a normal, but colorful, garment.

ROBE OF WINDBREAKING

WONDROUS ITEM - VERY RARE



A brightly colored robe of neon colors that shimmies with every step. While wearing the Robe of WindBreaking you cannot be moved by winds (magical or otherwise) as long as you are conscious. Further, you know the cantrip *Gust*.

The robe contains 5 charges which you regain after a long rest. You can use the charges to cast any of the following spells: *Feather Fall* (1 charge), *Gust of Wind* (2 charges), *Wind Wall* (3 charges), and *Control Winds* (5 charges). Additionally, the Robe of WindBreaking allows you to speak, read, and understand Primordial so you are able to communicate with Air Elementals. Hey look, we made it through the whole thing without a single fart joke!

AMULET OF RUBBER TO GLUE

WONDROUS ITEM - LEGENDARY (REQUIRES ATTUNEMENT)



"I doth be rubber, thou art glue. Thine magic bounceth off me, and sticketh to thou!" Once per long rest as a reaction, if a spell would target only you (not an area of effect spell) you can attempt to reverse it back to the original caster. When this happens, make a competing ability check against the caster using your spell attack bonuses. If you fail, nothing happens. If you're successful, the spell returns to the caster as though they cast it on themselves. You instantly learn how the spell works and if they were attempting a concentration spell, you can choose to concentrate on it to keep the spell active.

Additionally, the amulet contains 6 charges which are regained after every long rest. You can expend 1 or more charges to cast any of the following spells: *Absorb Elements* (1 charge), *Shield* (1 charge), *Counterspell* (3 charges), *Protection from Energy* (3 charges), *Antilife Shell* (5 charges).

BALL OF WONDER

WONDROUS ITEM - LEGENDARY



Great philosophers have spent decades with the question: *What's in a Ball of Wonder?* These days, we know that beneath layers of foil and chocolate there lies an amateur *Wish* spell. The Ball of Wonder can be used to instantly cast any spell of 6th level or lower without consuming components. It may also be used to conjure an object of up to 10,000 gold in value.

To activate, the Ball of Wonder can be intentionally cracked open as an action. At the same time, the user must speak aloud their desire in a single sentence. One cannot, hypothetically, activate the Ball of Wonder by accidentally sitting on it or having it melt in their pocket...at least not anymore. After it's been used, the ball explodes in a puff of confetti, leaving behind a small toy or sticker.

BRACERS OF JELLY

WONDROUS ITEM - LEGENDARY (REQUIRES ATTUNEMENT)



The finely crafted Bracers of Jelly incorporate the magics of Jellies, Oozes, and Slimes. While attuned, you are resistant to acid damage and every long rest you may choose two of the following colors / quirks to activate:

Pink | Amorphous - Your body and any equipment you hold can freely become formless and move through spaces as narrow as 1-inch wide without any movement penalty.

Orange | Corrosion - Any nonmagical metal weapons that hit you are destroyed after dealing damage. As an action, you can dissolve up to a cubic foot of nonmagical metal by touching it.

Yellow | Spider Climb - You can freely walk along all surfaces, including walls and upside down on ceilings at your normal speed.

Green | Split - If you would drop to 0 hit points, a slime copy instantly takes your place and you are teleported to a point of your choosing within 50 feet, with half the hit points you had remaining. This can happen once per long rest.

Blue | Transparent - While standing still you are invisible. All Stealth checks are made at advantage.

Purple | Engulf - As an action, you can make a competing Strength (Athletics) check against one creature medium-sized or smaller, engulfing them on a success. While engulfed they take 6d6 acid damage at the top of every turn, they have full cover, and they are restrained until they use an action to attempt another competing Strength (Athletics) check. While engulfing, your movement speed is halved.

ORB OF PLASMA

WONDROUS ITEM - LEGENDARY (REQUIRES ATTUNEMENT)



As you place a hand on the Orb of Plasma, you feel immense energy flow through you. While attuned, your spell save DC and spell attack bonus each increase by 2 and you have advantage on all concentration checks. Additionally, you are immune to lightning damage. The orb contains 2d4 charges which can be expended to inhabit the Plasma Dragon. After all the charges are used, the orb breaks.

As an action, you can expend a charge and enter a meditative trance during which you become incapacitated as you conjure forth a Plasma Dragon (same stats as an Adult Blue Dragon) to a point you can see within 500 feet. You see through the eyes of the dragon and control it on your turn, though you do not have legendary actions. You can dismiss the creature as an action, however if it dies before being dismissed, the Orb of Plasma shatters and the dragon dies. If concentration drops or the creature is dismissed, it cannot be conjured again for 3d4 days. You may control the dragon as long as you desire, but every hour you must make a competing Wisdom saving throw against the creature (it has +7). On a failed save, Orb of Plasma shatters and the dragon regains full autonomy...also it's angry and knows your location.

SWORD OF THUNDERTABAXIS

+3 LONGSWORD - LEGENDARY



A longsword purrfectly crafted by followers of Felûne, the chaotic cat Goddess who definitely isn't an anime cat girl. This weapon allows you to cast the cantrip *Thunderclap*, but also makes you easily fall asleep in sunbeams. While this sword is in your possession, you can speak to and understand all feline creatures.

Holding the Sword of ThunderTabaxis high above your head and uttering the sacred phrase "*Here kitty kitty pspspsp*" will call every cat within 1,000 feet to your aid...but y'know...they're cats. If the situation is dire, the sword contains one use of *Divine Intervention* which does not require you to roll, and conjures forth thousands of Felûne's finest spectral cats to aid you.

IDOL OF BEANIE BEARY

WONDROUS ITEM - ARTIFACT



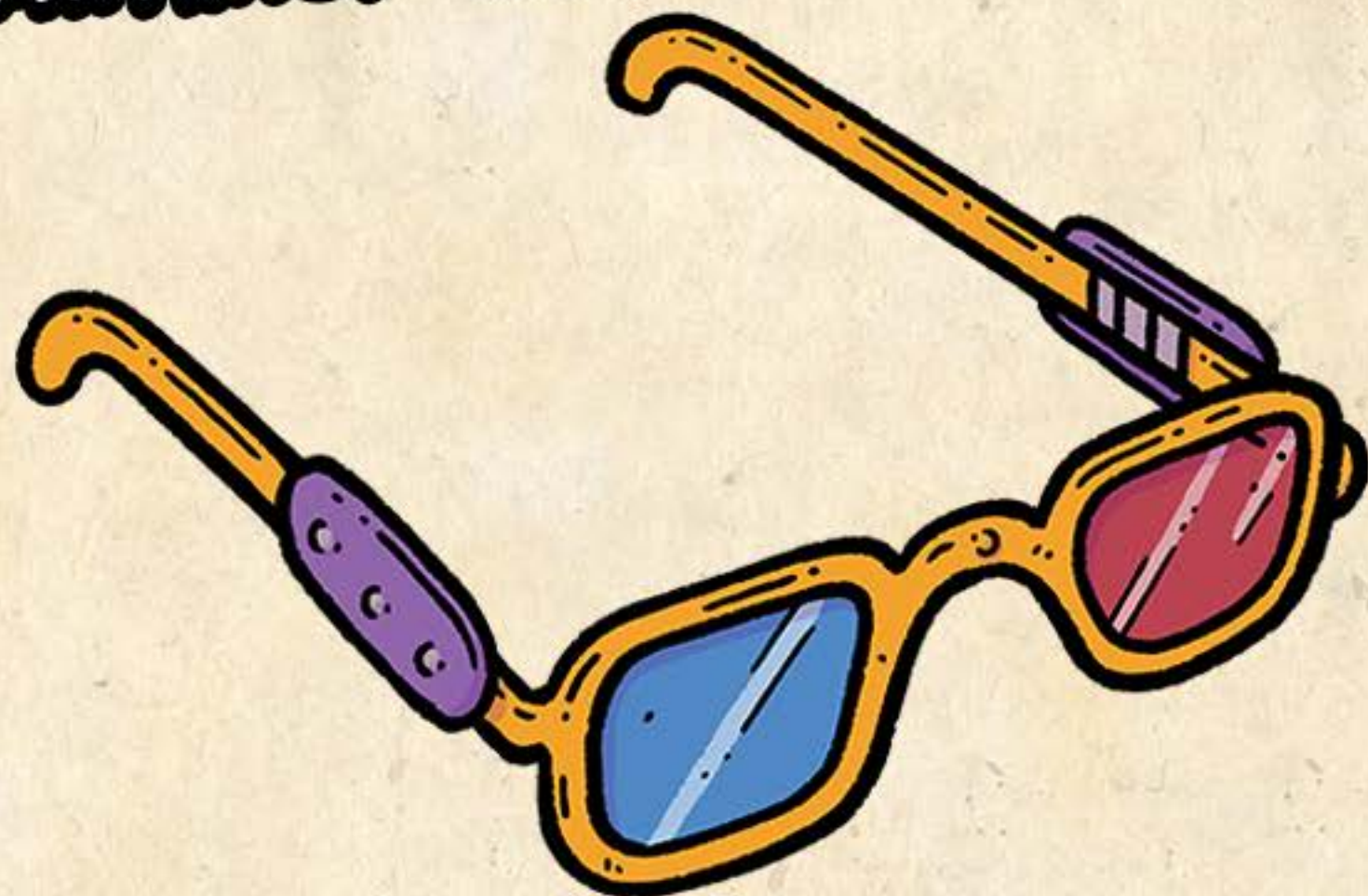
"Ne'er did I think I'd see the day when a dragon sat not upon a horde of gold or bones or brimstone, but of...small bean-filled plushies?" The 8 Beanie Idols are legendary, wondrous items that are each tethered to a school of magic. While attuned to an idol, you gain full access to that school's spell list as well as 10 charges per day that can be used as spell slots for that school of magic (one charge equals one level of a spell).

The Idol of Beanie Beary is the 9th, and most powerful, Beanie Idol. When combined with the other 8 idols, an hour-long ritual can be performed to absorb all their power. If successful, the ritual destroys all the idols and bestows their power to the caster. This power includes knowing every spell from every school of magic and 80 charges of spell slots.

The 8 Beanie Idols are kept in secret temples safeguarded by magic. The idols and their respective schools of magic are as follows: Lobster - Abjuration, Dog - Conjuraton, Whale - Divination, Bull - Enchantment, Frog - Evocation, Moose - Illusion, Duck - Necromancy, Platypus - Transmutation. The power of these artifacts is so extraordinary that common folk sometimes perceive ordinary bean-filled toys to be of immense value, and many have gone mad collecting them.

GLASSES OF THE THIRD DIMENSION

ARTIFACT (REQUIRES ATTUNEMENT)



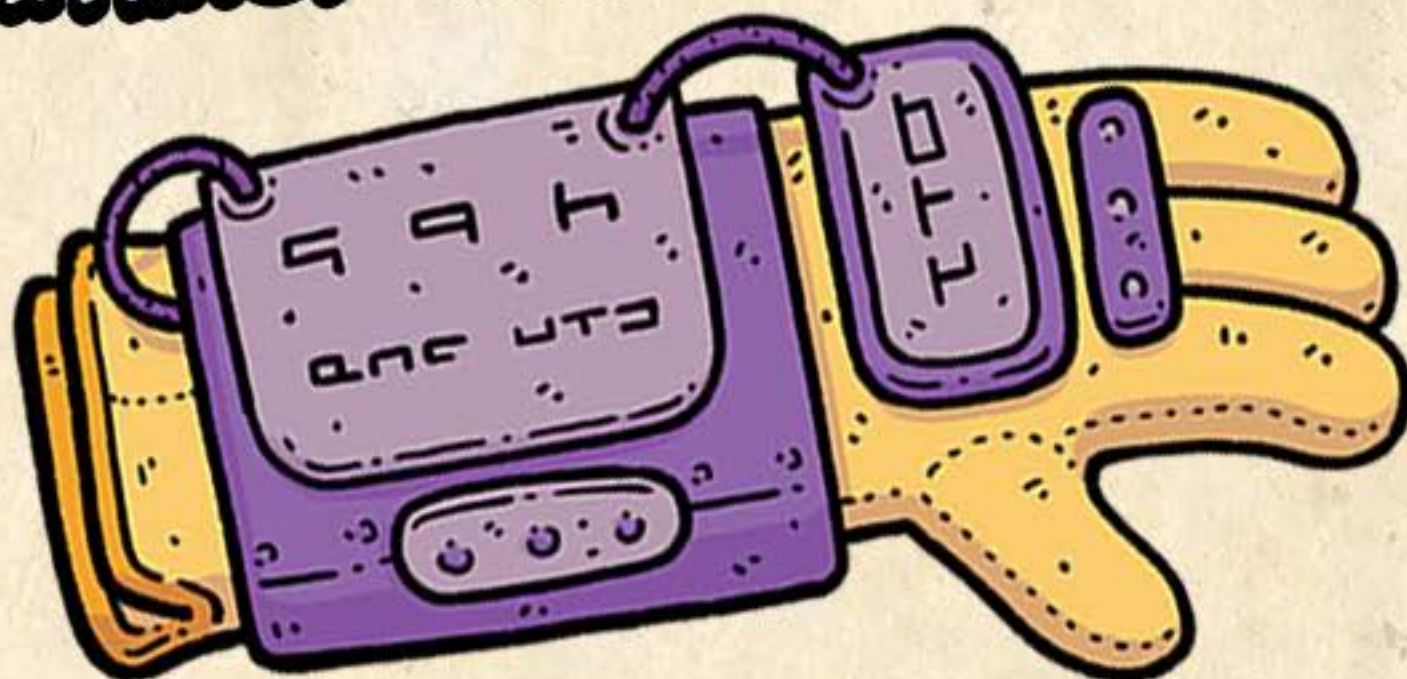
This thick pair of glasses contains one red and one blue lens that allow the wearer to see beyond the physical plane...but they'll probably just spend the first minute examining their hands.

Putting on the Glasses of The Third Dimension instantly melts the eyes of evil creatures, permanently blinding and *Feeblemind*-ing them in a way that can only be fixed by a *Wish* spell. Good or neutral creatures instantly attune and gain 120 feet of *Truesight*. While attuned, you gain +2 to your Charisma, Intelligence, and Wisdom modifiers. Additionally, you can cast *Telekinesis* with a range of 120 feet an unlimited number of times without using any spell slots.

The Glasses of The Third Dimension contain 10 charges which you regain after a long rest. You can use an action (or bonus action if specified by the spell) and expend 1 or more charges to cast one of the following spells: *Misty Step* (2 charges), *Arcane Eye* (4 charges), *Dimension Door* (4 charges), *Scrying* (5 charges), and *Plane Shift* (7 charges). While attuned, you know the direction of the Glove of Power if it's on your plane of existence.

GLOVE OF POWER

ARTIFACT (REQUIRES ATTUNEMENT)



"I love the Glove of Power, it's so good." This seemingly simple gauntlet is covered in arcane runes and surges with immense power. The Glove of Power only moves while worn. When a creature puts their arm into the glove it will tighten. Good or neutral creatures instantly attune and may move freely, reaping all the benefits and removing the glove if they so choose. Evil creatures will have their arm locked in place and the glove will not relinquish until the arm has been cut off or the creature dies.

While wearing the Glove of Power, you gain +2 to your Constitution, Dexterity, and Strength modifiers. You can cast *Bigby's Hand* an unlimited number of times without using any spell slots and any force damage dealt by the hand is doubled. Additionally, you can concentrate on two spells at once as long as one of them is *Bigby's Hand*. On a failed concentration check, both spells end.

You learn the cantrip *Eldritch Blast* which deals an additional 2d10 force damage. Further, you gain a pool of 30 *Magic Missile* darts which regenerate every day at dawn. As an action you may use any number of these darts, each dealing 1d4+1 damage to a target within 120 feet. You know the direction of the Glasses of The Third Dimension if they are on your plane of existence.

COMBINING THE GLOVE OF POWER & THE GLASSES OF THE THIRD DIMENSION

These two artifacts are bound to each other. Attuning to one makes the user aware of the location of the other as long as they're on the same plane of existence.

They were created when a demigod known as the Boy of Virtuality attempted to become a deity, but was stopped. The power of this demigod was unable to be destroyed, so it was sealed away in these two artifacts: one a lock, the other a key. When a creature wears both items, they become a vessel for the Boy of Virtuality and the demigod takes complete control of their body. In this state, the demigod is mortal, but still immensely powerful. It will do everything in its power to ascend to godhood as soon as possible, believing that sacrifice may be necessary for it to receive this power.

Removing or destroying the artifacts after the demigod has emerged does not return control of the vessel to the original creature. However, it may weaken the demigod and give the original host a chance to reclaim partial control, or have their soul transfer to another form.

If the demigod is killed while inhabiting the vessel, the demigod along with the artifacts will cease to exist and their raw power will transfer into the closest vessel that is able to contain it. The vessel may be another artifact, a powerful creature, or an object created for such a circumstance as this, such as a phylactery. This power is immense, unaligned, and may be shaped by the ideals of the creature that controls it. The vessel is also killed during this process, but may be brought back through magical means unless the two souls became tethered.

If the demigod is successful in ascending, the means through which it ascends determines whether it becomes a good, neutral, or evil god. Regardless, the ascension of any new deity creates an imbalance in the pantheon for which there may be consequences. Beware the dark forces that seek to take this power for themselves.