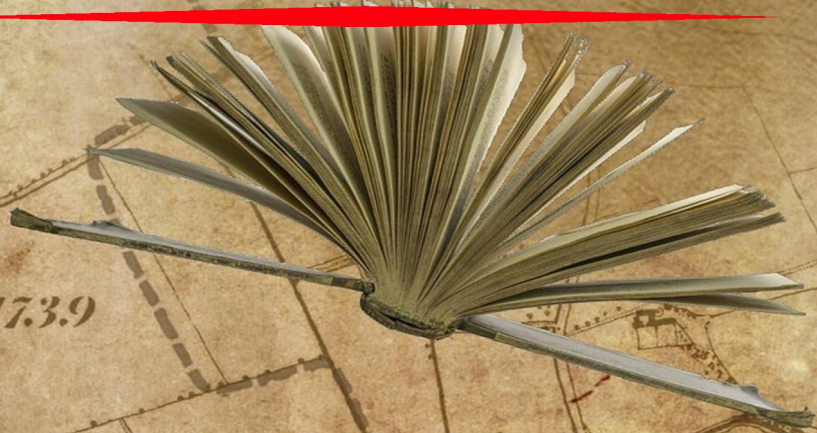


# JOSTICA'S STORE OF WONDERS

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A COLLECTION OF WEIRD AND WONDERFUL ITEMS.

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# INTRODUCTION

There is a simple rule when it comes to enchanting. An average enchanter will make three failures for every one success.

Of course, most enchanters are anything but average. Honestly, most of them are utterly terrible.

One of these terrible enchanters will make hundreds of failed items. Sometimes these failures are only slightly incorrect and other times these failures will do something totally unexpected.

With limited space, an enchanter will eventually end up with a house littered with failed experiments. This makes the enchanter look bad and it ruins their romantic options because let's face it, who wants to date someone who can't enchant a sword properly?

But how do you get rid of such items? You can't just throw them in the rubbish heap and enchanted items are often very hard to destroy safely.

This is where I come in. One enchanter's trash is another person's curiosity! Also, it is a great money saving option!

Want to show off some enchanted armor but have no intention of ever going into battle? Why spend all that gold when I can sell you some for half the price. Sure it makes you smell like cabbage, but you are never going to wear it!

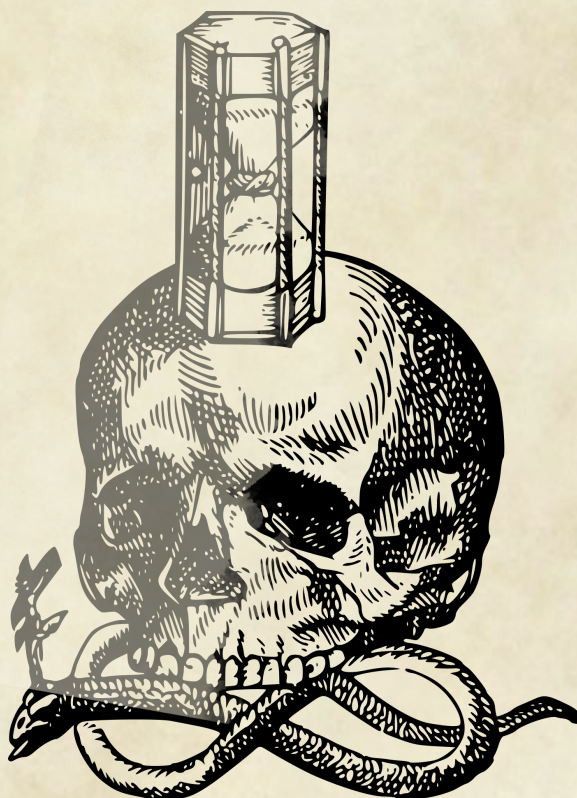
## NOTE FROM THE AUTHOR

Jostica and her store act as a way for players to get interesting and unusual magical items at a lower price than more regular sources.

The magical items listed in this collection are mostly designed to encourage experimentation and open up various roleplay options for players who are looking to mess around with magical trinkets without endangering key story items.

My personal way of using this collection is to use the roll table to generate three items for the store per day. This gives players a constant source of new items to play with, without overwhelming them with a large number of options.

*Jostica*



# CONSUMABLES

## DRAGON'S BREATH POTION

---

Potion, Rare, 10gp

*A small vial of a green viscous fluid that smokes gently.*

Gives the user horrible breath for 1D6 hours. This breath gives an advantage on intimidation checks though disadvantage on Stealth checks

## FORGET ME NOW

---

Potion, Ultra-Rare, 50gp

*A fine yellow powder that has a distinct floral odour*

Anyone who consumes this powder forgets the previous 1d12 hours.

## MORNING GLORY

---

Potion, Rare, 30gp

*A yellow plant with small pink berries on it.*

Anyone who consumes it becomes unable to rest but also immune to sleep for 1d12 hours

## POISON OF HEALING

---

Potion, Rare, 50gp

*A fluid that changes from a deep, radiant red, to a dark inky black.*

Upon drinking the user takes 4D6 damage. They then heal equal to that in 1d12 hours.

*Bread from the vilest pits  
of the underworld!*

## DELICIOUS DUST

---

Potion, Rare, 100gp

*A glittery orange powder*

The user can eat anything covered in the dust like it was food, without any ill-effects.

## UNDEAD YEAST

---

Potion, Rare, 30gp

*It looks like powdered yeast, however, it seems to writhe in its bag.*

All food made with this is considered Undead and thus spells like "Detect Undead" work on it.

## BOTTLED DREAM

---

Potion, Ultra-Rare, 400gp

*A glass bottle with a crystalline butterfly flying inside it.*

Instantly gives the effects of a long rest.

## BOTTLED NIGHTMARE

---

Potion, Ultra-Rare, 100gp

*A glass bottle with a crystalline spider inside it.*

Anyone who consumes this will not heal during their next long rest.



## FLARE BEAN

---

*Item, Rare, 10gp*

*A small faint-red bean that has an oddly soft texture*

Whoever consumes this will glow like a torch for 1D6 hours, illuminating the area but giving -10 to all Stealth checks.

## WHALER'S WHISKY

---

*Potion, Rare, 20gp*

*A thick brown liquid with a very intense spiced scent.*

Allows the drinker to walk on water for 1 hour.

## MOLTEN ARMOUR

---

*Potion, Rare, 80gp*

*A metal bottle holds a very hot viscous red liquid.*

Heals the user equal to their AC.

## LILLATH'S LILLY

---

*Potion, Rare, 50gp*

*A white flower with delicate long petals.*

Upon consumption the user jumps to the first position in the initiative order for 4 turns.

After this they fall to the bottom of the order until the end of the combat.

## DISARMING MOUSE

---

*Item, Rare, 80gp*

*A mouse in a small tin helmet.*

When released the mouse will run to the nearest trap and disarm it.

Once the trap is disarmed the mouse will run off, unable to be found.

## FLASK OF FLIBBERTIGIBBET

---

*Item, Rare, 40gp*

*A glass flask containing a dark orange potion that seems to constantly bubble and fizz.*

Whoever consumes this potion will be unable to stop talking for 1 hour. If they have nothing to talk about they will end up talking in gibberish.

## INSTANT ROT

---

*Potion, Rare, 20gp*

*A strange green fungus that smells faintly of burning.*

Putting this on food makes its instantly rancid and inedible.

## POTION OF THE HOPELESS ROMANTIC

---

*Potion, Rare, 90gp*

*A vial of black liquid that smells heavily of hops.*

Whoever drinks this instantly enters a deep sleep that is indistinguishable from death.

They wake up after 1D12 hours.



# WEAPONS

## FLINGING AXE

---

Weapon (Greataxe), Rare, 200gp

A sturdy wooden axe with a shiny blade that looks like it is brand new

When used the Axe throws the user 20ft forward while remaining totally static.

Anyone in the path of the user must make a Dexterity Saving throw (DC 13) or take 3d8 bludgeoning damage.

## BACKSTABBER'S DAGGER

---

Weapons (Dagger), Rare, 100gp

A small dagger with a very crooked blade. Its crimson handle glows with sinister magic

When used on a friendly person or creature, every being within 10ft takes damage equal to that of the stabbed person.



## PACIFIST'S SWORD

---

Weapon (Shortsword), Rare, 200gp

It looks like a generic shortsword that could be brought from any blacksmith

The sword is too blunt to do even superficial damage

A perception check (DC 10) will allow someone to realize the sword is useless

*a sword with a delicious and painful bonus!*

## HONEYCOMB SWORD

---

Weapon (Greatsword), Rare, 500gp

A greatsword, however, the blade seems to be made out of honeycomb and there is a faint buzzing from inside it.

User can take a bonus action to make the bees swarm around the blade for two turns.

The swarm does an extra 1D10 poison damage on a successful hit.

## BOOT BLADE

---

Weapon (Dagger), Rare, 300gp

A normal looking pair of leather boots. However, upon inspection, a small blade can be found hidden in the sole.

Anyone looking for weapons must make a Perception check (DC 15) to spot the hidden blade.

## LOVER'S LASHES

---

Weapon (Whip), Rare, 400gp

A long leather whip with a dark red handle.

Anyone hit with this must succeed on a Constitution Save (DC 13) or become Charmed

## LUIFE

---

Weapon (Dagger), Rare, 300gp

A wooden lute of medium quality, there seems to be a small hole in the headstock that contains a hidden dagger

Anyone inspecting the lute will need to perform a Perception check (DC 15) to spot the hidden blade.

## SICKLE OF THE HORRIFIC HARVEST

---

Weapon (Sickle), Rare, 200gp

*A sickle with a dark black blade that seems to be covered in flour.*

Anyone killed with this weapon turns into a loaf of bread.

## HAMMER OF ARROWS

---

Weapon (Light Hammer), Common, 30gp

*A hastily cobbled together wooden pole, likely stolen from a shovel. It has a lump of wood covered in arrows stuck to the one end.*

Always has disadvantage on attacks. Weapon breaks on a Critical failure

## CACTUS CLUB

---

Weapon (Greatclub), Rare, 300gp

*A Cactus that has a large pole stuck into it.*

Does an extra 2D6 piercing damage on hit.

## SWAP-WHIP

---

Weapon (Whip), Rare, 500gp

*At first glance, it looks like a normal black whip. However, it has a handle on both ends.*

Whenever this whip deals damage, the user and the victim instantly swap places. All of their gear and anything else they are holding at the time is teleported with them.

## SALTED BLADE

---

Weapon (Any Sword), Rare, 300gp

*The blade of this sword seems to be coated in a brittle shell of rough sea salt.*

Does an extra 1D8 damage per hit.

## FISHING CROSSBOW

---

Weapon (Crossbow (light)), Rare, 200gp

*A wooden crossbow with a reel attached to the one side. The reel has a few lengths of rope wrapped around it*

On a successful hit, the user can opt to "reel-in" the victim. The victim must make a Strength saving throw (DC 13).

On failed save the victim is dragged 10ft towards the user.

## FRAGMENTING BOW

---

Weapon (Longbow), Rare, 230gp

*A sturdy longbow, there seems to be a small blade embedded into the wood, right next to where the arrow would rest.*

The user may use an action to grind the arrow against the blade.

The next arrow fired will fragment upon impact. Everyone within 10ft of the target must make a Dexterity saving throw (DC 12) or get hit by the arrow.

## SHARPENED PICK

---

Weapon (Dart), Common, 80gp

*A tortoiseshell pick for a lute or similarly stringed instrument. The one edge has seemingly been ground down to a point.*

Gives an advantage on Performance checks.

## JESTER'S JUSTICE

---

Weapon (Longsword), Legendary, 900gp

*A wooden training sword covered in bells and red and black ribbons.*

On a critical hit, damages the target equal to the user's current health.

## BEAR TRAP ON A PEDESTAL

Weapon (Maul), Uncommon, 610gp

"He who lives by the sword, dies by the sword. He who uses a trap on a bit of rock dies in utter confusion. As do his enemies" - Latrina Varshia

A silvered bear trap mounted on a large ornate pillar, while the stone is heavy, it was not designed to be a weapon and thus is slightly difficult to use

The user may expend an action to set the bear trap on the top of the weapon. The trap will go off next time the weapon is used to make an attack.

All attacks when the trap is primed gain +3 to hit as well doing an extra 2D8 piercing damage.

## SHARP HARP

Weapon (Dagger), Rare, 300gp

A wooden lap harp. Unlike other harps, the frame of this harp is carved into the shape of a woman that has a thin metal blade embedded in it. Even the strings seem to be unusually sharp.

The user may use Performance to make a melee spell attack against a single creature within 5ft. If the user Critically Fails the check, they cut themselves on the sharp strings and take 3D6 slashing damage.

Wielding this harp also gives the user an advantage on Intimidation checks.

## STEAM WARHAMMER

Weapon (Warhammer), Rare, 800gp

A large iron warhammer with a coal burning furnace hidden inside the head. Smoke can often be seen billowing out from the back of it.

When equipped, the user may expend an action to light the furnace inside the hammer, causing steam pressure to slowly build up.

The next time the user makes an attack with the hammer, the pressure is released giving extra power to the swing. However, if the pressure builds up for too long, the hammer may explode.

Turns Waited	To Hit	Damage
1	+4	+3
2	+7	+6
3	+9	+9
4	+12	+12
5	Explosive Failure!	4d10 to everyone in 10ft





# WANDS

## DOUBLET WAND

---

*Wand, Legendary, 90gp*

*A long wooden wand with a wooden star stuck on top of it.*

This wand has 3 charges.

The user may expend a charge to use the wand on an object. When used, the user may switch one letter in the object's name with another letter. The object then changes to reflect this new name.

The wand regains 1d3 charges every sunrise.

## WAND OF MONETARY MAGIC

---

*Wand, Common, 30gp*

*A small wooden wand that has been painted black with two white areas on either end.*

This wand has 3 charges.

The user may use one of the charges to perform a simple magic trick such as pulling a rabbit out of a hat.

It also gives the user advantage on their next Performance check. The wand regains 1D3 charges every sunrise.

## WAND OF COMEDY

---

*Wand, Common, 90gp*

*A small wooden stick that has been badly painted black. Despite being made of wood it always seems to be oddly floppy.*

This wand has 2 charges.

The user may use one of the charges to cast *Hideous Laughter* on any creature within range.

This wand regains a single charge every sunrise.



## WAND OF SPENDING

---

*Wand, Rare, 100gp*

*A long staff with a coin on the end. It looks like it is made of gold, however, a small scratch reveals that it is merely a layer of gold around a wooden pole.*

This wand has 1 charge.

The user may expend one of the charges to summon a shop of their choice. The shop instantly appears in front of the user and remains there for 1 hour.

This wand regains a charge whenever the user spends money at a store that has not been summoned by this wand.

## WAND OF THE PICKY CONDUCTOR

---

*Wand, Common, 90gp*

*A wand in the shape of a conductor's baton. It looks like it has been lovingly maintained*

This wand has 2 charges

The user may expend a charge to play every instrument in the room at once. When the user makes a Performance check the gain +1 for every instrument currently in the room.

To regain a charge, this wand must be played a sublime piece of music. The user can make a Performance check (DC 18) once per day in an attempt to recharge the wand.

## WAND OF WASSAILING

---

*Wand, Common, 80gp*

*A long wooden wand with a soggy piece of bread stuck to the end, it smells heavily of cinnamon and other spices. Anyone brave enough to lick it will find that it tastes of apples.*

This wand has 1 charge.

When the user expends the charge, all trees in 10ft become apple trees and immediately bear fruit. When this fruit is picked the trees revert to their original form.

To regain the charge the user must soak some bread in spiced or mulled wine for a night and use it to replace the bread on the end of the wand.

## WAND OF WOLDS

---

*Wand, Rare, 30gp*

*A long wooden staff that resembles a young oak sapling. It seems to be still growing despite not having a root system*

This wand has 1 charge.

When a charge is expended the 10ft surrounding the user is turned into a medium density forest. Buildings are unaffected by this new forest and people are not harmed by the sprouting trees.

To charge this wand, the user must take it to a forest (not including the one created by this wand) and place it within a tree for 6 hours.

## CANDLE SNUFFING STAFF

---

*Wand, Common, 80gp*

*A short staff with a small dome of wood on the one end. A lot of the wood is scorched as if it has been on fire recently.*

This wand has 1 charge

When the charge is expended all candles and non-magical fires within 50ft are snuffed out.

The wand regains its charge every dawn.

*Remember you are entitled to  
recompense if someone cannot produce  
wassail upon request*

# CLOTHING AND ARMOURING

*i can't guarantee this will work, i'm dedicated to testing, but not that dedicated*

## MEDAL OF THE TASTELESS PATRON

---

*Wonderous Item, Rare, 35gp*

*A small gold medal with a green piece of ribbon attached.*

Everyone within 10ft has a disadvantage on performance checks.

## HELMET OF THE LEPORINE LADY

---

*Wonderous Item, Legendary, 200gp*

*A golden helmet with two gold rabbit ears on the top of it.*

The wearer is able to talk to rabbits. And gain +1 to their AC

Once per day, the user is able to request a small common item and the rabbits will deliver it to them.

## ONE-ARMED GAUNTLET

---

*Wonderous Item, Legendary, 200gp*

*A metal gauntlet that seems to be phasing in and out of existence.*

Makes it seem like the wearer is missing an arm.

However, a DC14 perception check or physical inspection will reveal the truth.

## PUMAYYATON'S ARMOUR PLATES

---

*Armour (Half-Plate), Legendary, 500gp*

*Parts of a suit of armor that look like they were cut off a marble statue and then hollowed out.*

The wearer gains +5 AC if they did not move on their previous turn.

When this effect is active, it looks like the wearer is actually a statue.

## PURITY SEAL

---

*Wonderous Item, Legendary, 500gp*

*A red wax rosette with a small red ribbon hanging off it.*

If the wearer falls to 0 HP or below. The seal destroys itself, casting \*Spare The Dying\* on the wearer in the process.

## WANTED NOTICE OF THE UNKNOWN RANGER

---

*Wonderous Item, Legendary, 400gp*

*It seems to be an old wanted poster stuck in a small glass bottle, there is a length of cord through the cork, allowing it to be worn as a necklace.*

Once per day, the user can prevent anyone within 15ft from being able to say or write the user's name.

## COPYCAT ARMOUR

---

*Armour (Padded), Legendary, 900gp*

*Armour made out of old wool and parchment, badly painted to look like metal.*

The wearer has the same AC as the nearest friendly character within 30ft.

If two characters are the same distance away, the wearer copies the one with the lowest AC.

## ANTI-TERRAIN BOOTS

---

*Wonderous Item, Rare, 100gp*

*A normal looking pair of leather boots, however the soles look terribly worn down.*

While wearing these boots, all terrain counts as dangerous terrain.

A Perception check (DC 10) will allow someone to spot that these boots are dangerous.

## DANCING SHOES

---

*Wonderous Item, Rare, 150gp*

*A pair of finely designed leather shoes. There is a small musical note scratched into the sole.*

These shoes cause the user to dance whenever music is being played.

A strength Saving throw (DC 15) will allow the user to resist the dancing for an hour.

## VISIBILITY CLOAK

---

*Wonderous Item, Rare, 170gp*

*A long cloak in several bright colors. It seems to sparkle and glows in the light.*

If this cloak is worn, the user instantly fails all Stealth checks.

Once per day, the user can make the cloak glow brighter.

Until the user's next turn, anyone trying to target the party must pass a Constitution saving throw (DC 14).

If they fail, they have to attack the wearer of the cloak.

## CONSTANTLY BURNING ARMOUR

---

*Armour (Chain Mail), Legendary, 600gp*

*Heavy iron chain armor that seems to be constantly on fire.*

The wearer gets -10 to Stealth checks, but an advantage on Intimidation checks

## CORACLE COSTUME

---

*Armour (Hide), Rare, 180gp*

*A set of hide armor, the back of which is rounded so it resembles a coracle.*

The wearer can float on water as if they were in a boat.

## HEDGEHOG COSTUME

---

*Armour (Plate), Legendary, 900gp*

*A large suit of plate mail. The back is covered in long metal spikes.*

The wearer may use an action to roll up into a ball or to return to a standing position.

When in a ball, the user can not move and has disadvantage on all attacks but gains +2 to their AC.

## THESPIAN'S GORY GARB

---

*Armour (Any), Common, 80gp*

*Armour that is covered in strangely uniform blood splatters making it look like the wearer has been stabbed at least ten times.*

The user gains an advantage on Persuasion checks when they are trying to avoid combat or solicit pity.

## HOOD OF HOODENING

---

*Wonderous Item, Common, 50gp*

*A very crude sackcloth cloak with a wooden horses head stuck on the one end. Someone wearing this looks almost like a horse.*

When worn the user can try and disguise themselves as a horse. A Perception check (DC 8) will allow someone to see through the disguise.

During a festival or special day, the wearer may visit a store or tavern and engage in Hoodening. The user can make a performance check (DC 18) and if successful the patrons will give the user a small monetary reward.

*Row row row your ROUGE,  
gently down the stream*

## CROWN OF THE KING OF CATS

---

*Wonderous Item, Legendary, 200gp*

*A tin crown, it looks heavily dented and is covered in dirt and fur. It also smells strongly of fish.*

Twice per day, the user may cast "Talk To Animals" to allow them to communicate with cats.

Cats will be more open to doing what the wearer of the crown suggests (though cats will be cats).

## ALCHEMIST'S ABOMINATION

---

*Armour (Full Plate), Legendary, 900gp*

*A massive hulking set of iron armor, with tubes going into the gauntlets. There seem to be several inter-connected tanks on the back.*

This armor doubles as a reagent pouch. Everyone killed by the wearer of this armor is absorbed into it and turned into basic reagents.

## MARBLES ARMOUR

---

*Armour (Any Medium Or Heavy Armour), Rare, 300gp*

*The armor has a load of glass marbles stuck on it. While they do look pretty in the light, they don't seem to be attached very well.*

Whenever the user is knocked back by an attack, one of the marbles breaks off and shatters on the floor, making their original position count as dangerous terrain for a turn.

## CABBAGE COVERING

---

*Armour (Any), Rare, 300gp*

*A set of normal armor that smells faintly of soil*

This armor makes the wearer smell like cabbage. This smell is so potent that it gives the wearer a disadvantage on Stealth and Persuasion checks.

## PROFITABLE PENDANT

---

*Wonderous Item, Rare, 90gp*

*A pendant made out of several coins melted together, some of the coins seem to bear the image of an unfamiliar monarch*

When selling an item the user may roll 1d20.

Roll	Sale Price
0-8	-50%
8-11	-10%
12	0%
13-18	+10%
18-20	+20%

*this does not work on me.  
so don't even try it.*

## BAG OF PERMISSION

---

*Wonderous Item, Rare, 300gp*

*A cloth bag stitched together from many different materials of varying quality. It doesn't seem like it could hold much at all.*

Once per day the user may roll a Wisdom saving throw (DC 16) and reach into the bag.

On a passed save the user produces a permit or badge that gives them access or status relevant to the location or society they are currently in.

On a failed save they produce something that is either wrong or obviously fake.

# SUNDRIES AND CURIOSITIES

## POT OF POTS

---

*Wonderous Item, Common, 10gp*

*A small clay pot that looks like it was made by an apprentice potter on their very first day.*

Every day this pot spawns a duplicate of itself that is slightly lower in quality.

## TEETOTAL'S TIPPLE

---

*Wonderous Item, Common, 35gp*

*A normal looking ale mug.*

Any liquid placed into this mug loses any special effects it has, leaving it as basically water.

## LESS PAINFUL PAINTER'S KIT

---

*Wonderous Item, Legendary, 500gp*

*A series of paints in a fine oak case, it has a little heart carved into the top of each paint pot.*

Once per day, over the course of 1d6 hours, the owner may paint a self-portrait.

All of their status effects are transferred to the painting, leaving them cured.

## FALLING CARPET

---

*Wonderous Item, Common, 90gp*

*An ornate hand-woven rug. It is bright blue with red and gold details.*

When dropped this rug will always fall straight down.

Anything under this rug when it falls has to pass a DC 10 Strength Check or is considered grappled by the rug.



## DAISY THE DELIGHTFUL DOLLY

---

*Wonderous Item, Rare, 50gp*

*A small doll. She has black buttons for eyes as well as a big smile. She is wearing a long green dress.*

One per day the doll can be placed somewhere and told to guard the area.

If someone or something moves past her, she will let out a loud giggle.

## BAG OF BREATHING

---

*Wonderous Item, Rare, 50gp*

*A small opaque woolen bag with a drawstring at the top.*

The bag contains an unlimited supply of air when worn over the head.

However, due to being opaque the user can not see while wearing it.

## DROW-ZING ROD

---

*Wonderous Item, Common, 10gp*

*A small wooden stick in a Y shape.*

When used, points towards the nearest Drow provided there is one within 100 meters.

## BLACKJACK BLACKJACK

---

*Wonderous Item, Common, 15gp*

*A small black club made of solid wood.*

Once per day, the user may hit a deck of cards with the Blackjack.

The next two cards drawn from this deck will total 21.

## NIGHTLIGHT

---

*Wonderous Item, Common, 100gp*

*A dented tin lantern with a black candle inside it. Despite the wick being burnt the wax seems perfect.*

The user can activate the lantern once per day. When activated the 10 feet surrounding the user becomes cloaked in total darkness for 1 hour.

## WETLIGHT

---

*Wonderous Item, Common, 70gp*

*A dented tin lamp with a half burnt candle. The wick seems to be smoldering.*

Once per day the lamp produces five cups of drinking water.

*When getting magical items made, make sure to spell to out each word to prevent mistakes*

## PERSONAL STILL

---

*Wonderous Item, Common, 80gp*

*A tiny barrel complete with leather straps nailed onto it.*

Once per day the still produces one mug of average quality ale.

## MATILDA THE MURKY MILKMAID

---

*Wonderous Item, Rare, 50gp*

*A glove-puppet of a Milk Maid. It looks slightly tattered and seems to move on its own.*

Matilda talks on her own, giving the user a disadvantage on Stealth checks when she is worn.

Once per day the User may roll 1d20. If the result is an even number, Matilda uses Legendary Lore on something of the user's choice.

## BOX OF INFINITE SPIDERS

---

*Wonderous Item, Rare, 100gp*

*A small wooden box that is unsurprisingly full of spiders.*

Once per the day, the user may open the box, causing spiders to pour out and cover everyone and everything within 10ft.

Anyone covered in spiders must make a Constitution save (DC 12) or fall prone.

*it's a box full of spiders, im going to be honest im not totally sure why i have this*

## BOOK OF TERRIBLE POETRY

---

*Wonderous Item, Common, 80gp*

*A leather-bound book, filled with pages of rough parchment. Each page contains what seems to be an attempt at a love poem.*

The user may make a Constitution saving throw (DC 13) if they succeed they are able to read a single poem from the book.

Everyone able to hear the poem must pass a Constitution save (DC 15) or be forced to retreat 35ft.

## ATROCIOUS ADOPTION PAPERS

---

*Wonderous Item, Rare, 50gp*

*An official-looking scroll, designed to authorize an adoption. However, it has yet to be filled in.*

When shown to someone, the user can make a Wisdom Save (DC 18).

If they pass, the papers will shift to show the user as the biological parent of the person they are showing it to.

If they fail the papers will display utter gibberish.

## TELEPORTATION GOURD

---

*Wonderous Item, Common, 40gp*

*A bright yellow gourd, it looks freshly harvested.*

Once per day the user may throw the gourd to any visible location. Once the gourd lands, the user and anything they are carrying is instantly teleported to the gourd.

## STUFFED PARROT

---

*Wonderous Item, Rare, 80gp*

*A formally living parrot that is now stuffed and mounted to a perch.*

Once per day the user may activate the parrot.

It will give basic replies to any question it is asked in a perfect imitation of a voice of the user's choice.

It will do this for 1D6 hours before falling silent once more.

## SHARDS OF THE SHATTERED MIRROR

---

*Wonderous Item, Rare, 90gp*

*A small hand mirror. There is a crack down the middle of the glass, causing half to fall out constantly.*

When the shards are separated, looking into one of them will show what is currently reflected in the other.

If the shards are not reunited in the mirror after two days, all of the glass will crumble to dust.

## FALSUS SOLARIS

---

*Wonderous Item, Legendary, 900gp*

*A small orange orb that seems to be full of liquid fire, when left in place it forms a fake sun. However, it does not seem to warm the area around it, allowing it to be handled without gloves.*

When placed on the ground, the gem will form a fake sun, totally illuminating the room it is placed in. However, any form of inspection will make it clear that this isn't a real sun and merely magical trickery.

This gem has one charge, it can be used to cast "Wall Of Light" at Level 5.

To regain a charge the gem must be left in sunlight for 12 hours.



## WELL DRESSING

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*Wonderous Item, Common, 60gp*

*A small collection of ribbons and golden baubles made to fit over an averagely sized well. The collection is stored in a small wooden box with religious symbols carved into it.*

Once per day the decorations can be put onto a well. Anyone who drinks water from the dressed well will heal 2d6 points.

## TINY DOOR

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*Wonderous Item, Rare, 100gp*

*A small wooden door in an equally small doorframe. It seems the right size for a mouse or something equally as small.*

When the door is placed upon a surface, the user may open the door to reveal a very small hiding place, big enough to fit a Medium sized object.

The space behind the door retains the contents inside it, regardless of where the door is placed. However, if the door is destroyed or disenchanting the hiding place and all objects stored in it are lost.

## TERRIBLE CHEATER'S CARDS

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*Wonderous Item, Rare, 20gp*

*A normal deck of playing cards.*

All the cards pulled from this deck are obvious fakes or not suitable for the game currently being played.

## CAROUSING CUP

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*Wonderous Item, Rare, 35gp*

*A wooden flagon with various symbols carved into it.*

Once per day, this cup can instantly fill every cup in the room with whatever fluid is placed into it.



## GLADRIAL THE GOBLET

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*Wonderous Item, Legendary, 90gp*

*A pewter goblet, the bowl is in the shape of a human head, complete with very detailed facial features.*

This goblet contains the soul of Gladrial, the ale critic. Whenever liquid is poured into this goblet, Gladrial will awaken and joyfully explain every ingredient that went into the drink as well as telling everyone the drink's value.

## STAMP OF RETURNING

---

*Wonderous Item, Common, 50gp*

A large red stamp, dripping in ink. When pressed on to a surface it leaves the image of a crown held aloft by a few goblins.

Once per day the user may stamp an object with this stamp. The object will vanish and instantly appear before the last person to handle the object, aside from the stamp user.

## LIAR'S LYRE

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*Wonderous Item, Rare, 80gp*

*A medium quality Lyre. Some of the parts are painted to look more valuable than they are.*

When this Lyre is being played, everyone in 15ft must make a Constitution Save (DC 13) or be unable, to tell the truth.

## SENTIENT SHEET MUSIC

---

*Wonderous Item, Rare, 200gp*

*Five pages of musical staves. There seems to be music written on it, but the notes seem oddly blurry.*

Once per day the owner can specify a theme or a mood and the notes will form into a perfect piece of music for the situation.

If a musician performs this music they gain an advantage on performance checks for the next 2 hours.

## FLOATING DAGGER

---

*Wonderous Item, Rare, 200gp*

*A golden dagger that is always hovering a few feet off the table.*

Once per day the dagger can be left in a location.

Anyone who passes or looks at the dagger has to make a Constitution check (DC 12).

If they fail, they are compelled to take the dagger, dropping any other weapon they are holding. They can not let go of the dagger for 5 hours.

## DOMESDAY BOOK

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*Wonderous Item, Legendary, 150gp*

*A large book with a leather cover and hundreds of pages. It seems to be covered in dust no matter how often you try and clean it off.*

Once per day the owner may consult the book. It will present them with a complete list of everyone who lives in that settlement as well as their occupation.

The book will not list people who lack a fixed abode.

## WITCH'S LADDER

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*Wonderous Item, Rare, 60gp*

*A small length of twisted and braided hair.*

The user can command the hair to grow or shrink. The hair will slowly change until it reaches the length the user requires (up to a maximum of 20ft).

The hair can also support the weight of several people.

## THE HEAVENLY HEALTHY HAND OF HIRA ASULAT

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*Wonderous Item, Legendary, 300gp*

*A human hand. Despite being removed from a body, the fingers seem to occasionally tap on the table.*

The owner may use this hand to perform "Lay on Hands" or any other spell with a touch component, provided they are within 50ft of the hand.



# ROLL TABLE

Number	Item	Number	Item
1	Dragon's Breath Potion	39	Liar's Lyre
2	Flinging Axe	40	Daisy The Delightful Dolly
3	Doublet Wand	41	Lillath's Lilly
4	Medal Of The Tasteless Patron	42	Hammer Of Arrows
5	Pot Of Pots	43	Copycat Armour
6	Forget Me Now	44	Disarming Mouse
7	Backstabber's Dagger	45	Cactus Club
8	Wand Of Monetary Magic	46	Anti-Terrain Boots
9	Helmet Of The Leporine Lady	47	Drow-zing Rod
10	Teetotal's Tipple	48	Flask Of Flibbertigibbet
11	Morning Glory	49	Swap-Whip
12	Pacifist's Sword	50	Bear Trap on a Pedastal
13	Wand Of Comedy	51	Blackjack Blackjack
14	Less Painful Painter's Kit	52	Instant Rot
15	Bag Of Breathing	53	Salted Blade
16	Poison Of Healing	54	Sharp Harp
17	Honeycomb Sword	55	Floating Dagger
18	Wand Of Spending	56	Potion Of The Hopeless Romantic
19	One-Armed Gauntlet	57	Fishing Crossbow
20	Sentient Sheet Music	58	Coracle Costume
21	Delicious Dust	59	Nightlight
22	Boot Blade	60	Fragmenting Bow
23	Steam Warhammer	61	Constantly Burning Armour
24	Pumayaton's Armour Plates	62	Wetlight
25	Falling Carpet	63	Sharpened Pick
26	Bottled Dream	64	Hedgehog Costume
27	Lover's Lashes	65	Personal Still
28	Candle Snuffing Staff	66	Jester's Justice
29	Flare Bean	67	Thespian's Gory Garb
30	Whaler's Whisky	68	Matilda The Murky Milkmaid
31	Bottled Nightmare	69	Box Of Infinite Spiders
32	Luife	70	Bag Of Permission
33	Wand Of The Picky Conductor	71	Book Of Terrible Poetry
34	Purity Seal	72	Hood Of Hoodening
35	Molten Armour	73	Atrocious Adoption Papers
36	Undead Yeast	74	Crown Of The King OF Cats
37	Sickle Of The Horrific Harvest	75	Teleportation Gourd
37	Wand Of Wassailing	76	Alchemist's Abomination
38	Wanted Notice Of The Unknown Ranger	77	Stuffed Parrot
		77	Marbles Armour

**Number Item**

- 78 Shards Of The Shattered Mirror
- 79 Cabbage Covering
- 80 The Heavenly Healthy Hand Of Hira Asulat
- 81 Domesday Book
- 82 Well Dressing
- 83 Profitable Pendant
- 84 Tiny Door
- 85 Witch's Ladder
- 86 Terrible Cheater's Cards
- 87 Carousing Cup
- 88 Gladrial The Goblet
- 89 Stamp Of Returning
- 90 Dancing Shoes
- 91 Visibility Cloak
- 92 Falsus Solaris
- 93 Wand Of Wolds

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