

DECK OF NOT SO MANY THINGS



Blanca Rodríguez
The Necrodicer Shop

AUTHOR'S NOTE

Every single item in this deck has been created totally at random and they are useful for your Dungeons and Dragons campaigns. They belong to my 2019 Inktober.

Thank you so much for your support! It has been amazing to step up a little bit and create my own homebrew stuff.

I really hope these items are helpful on your campaigns and they add a little bit of a twist on them.

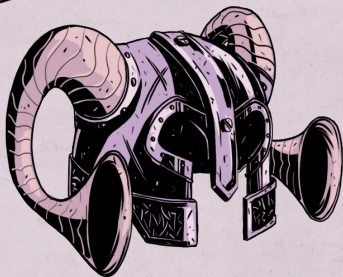
Have fun and stay safe out there!

You can check out my work on:

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HELMET OF ENHANCE HEARING

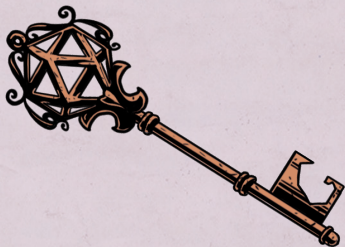


This helmet belonged to legendary alchemist Thomas O'Doodle, a great inventor as deaf as a post. His helmet aided him to hear.

This item gives an extra 1d8 to all Perception check rolls.

This item requires Attunement.

ANCIENT MASTER KEY



A master key capable of opening any treasure chest or door. When it opens a lock, it gets stuck and useless for an entire day or until the master key unlocks it again.

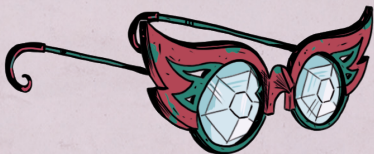
BIOLUMINESCENT STORM STAFF



R

This staff has a bioluminescent fungus and it produces energy with the sun rays it absorbs. The staff has 5 charges per day that deal 1d10 points of Thunder Damage. It needs a day to recharge once the fungus is empty. 5 more charges can be added for each new fungus attached to the staff, but this adds one more day of recharge. It requires Attunement.

GOGGLES FOR THE FINE ART OF STEALING



R

These goggles allow to see the hidden things inside a room, like treasures, items, traps, doors and secret passages. It gives to the wearer an extra 1d10 to all Perception and Investigation check rolls based on sight. It requires Attunement.

GRASSHOPPER'S SANDALS

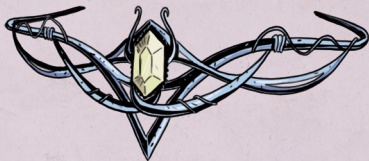


R

This pair of sandals allows to make huge jumps to reach for tree branches, rooftops, mountain ledges, etc. They give advantage on Athletics and Acrobatic check rolls.

This item requires Attunement.

HELM'S HEADBAND



R

A headband belonged by the god Helm capable of giving advantage on Strength check rolls and Strength saving throws. As a Reaction and one per long rest, it gives a temporary +2 on the AC until the end of the turn.

This headband can only be used by Fighters, Clerics and Paladins whom are Lawful (Good, Neutral or Evil). It requires Attunement.

THE CHARLATAN'S CANDIES



One of the Charlatan's candies gives an exceptional glibness and advantage when it comes to persuading someone.

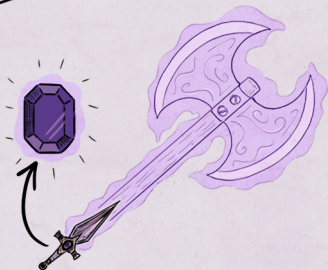
It only works if the character says something gibberish and the greater the nonsense, the more persuasive the adventurer will be.

OLD BILL'S JOKES BOOK



Old Bill was the town jester, a man so funny even the most boring tale was funnier if he said it. His jokes book works as Tasha's Hideous Laughter spell but without needing a Wisdom saving throw. Besides, the joke's target loses one turn.

PHANTASMAL BATTLEAXE STONE



R

This little stone carries the soul of a great warrior. When attacking with a weapon with this stone embedded in it, a phantasmal battleaxe surrounds the weapon like a ghost. It adds an extra 1d8 points of Cold Damage besides the regular damage of the weapon.

This item requires Attunement.

LIVING-WOOD SPEAR



A

A small living-wood chip capable of becoming a long spear. It makes a ranged attack that deals 2d6 points of Piercing Damage. The target has to make a Strength saving throw. On a fail roll, the wood grows and twists until the target is Grappled.

If the attack doesn't hit, the spear explodes onto the ground into a million tiny splinters and deals 1d6 points of Slashing Damage in a 5-foot radius. It requires Attunement.

STRONG PETE'S POWER PILLS



A

A flask with 5 pills used by Strong Pete, a famous fighter who fell from grace when he got defeated by a drunk kobold. He decided to open a gym chain and launch a series of doubtful nutritional products. Roll 1d20:

- + 1-5: the pill is expired and gives a -5 on Strength checks and saving throws.
- + 6-10: the pill doesn't work and nothing happens.
- + 11-17: the pill works and gives a +2 on STR checks and saving throws.
- + 18-20: the pill overworks and gives a +5 on STR checks and saving throws.

The pills effects last until the next long rest. Attunement.

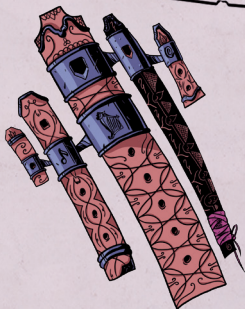
PARADISE BEANS



This three magical beans will grow into new plants when they got soaked. Roll 1d4:

- + 1: the bean transforms into 4 berries capable of restoring 1d4 HP each.
 - + 2: the bean transforms into 3 brand new magic beans.
 - + 3: the bean transforms into a little cactus, it can be used as a hand grenade dealing 1d6 points of Slashing Damage.
 - + 4: reroll the die.
- It requires Attunement.

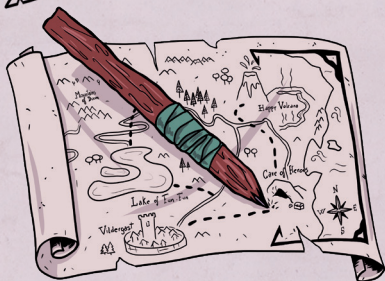
MILIL'S FLUTE OF WONDERS



A magical flute imbued with the power of Milil, god of light and arts. It only can be played by Bards or other characters with artistic background.

The music played by the flute calms the creatures with <4 Intelligence and it provokes the spell Charm on them if the fail a Wisdom saving throw. The spell lasts until the end of it.

THE SHORTCUT PENCIL



A magical pencil used for drawing shortcuts and alternative trails on any map. It cannot draw new roads, bridges or tunnels.

THE CLOAK OF HORRORS



R

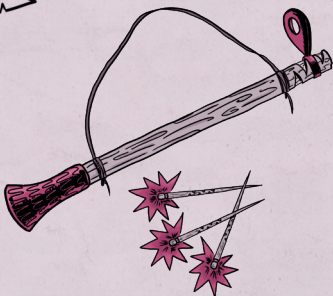
This cloak made with the skin of an Aberration allows the wearer to create an illusion causing the Frightened condition to one creature at choice.

It works as an "Use object" action.

The target has an opportunity to avoid being Frightened and see through the illusion. It has to make a Wisdom saving throw against DC 16. If it succeed, the cloak has no effect in the next 24 hours. If it fails, the creature gets Frightened until the end of the encounter.

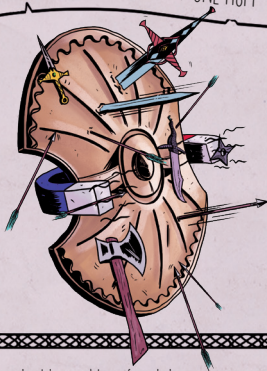
This item requires Attunement.

TRACKING BLOWGUN



This blowgun has 50 charges. Once a creature is targeted by the blowgun, the dart will track the target until it reaches it. The creature will have a chance to dodge the dart by making a Dexterity saving throw. If it fails, the dart makes 4 points of Piercing Damage.

SHIELD OF WONDERFUL MAGNETISM



R

Magnetic shield capable of catching every metallic weapon, even the magical ones, thrown at it. The trapped weapons are fuse with the shield. At the next turn, the shield can spit the weapons out to a target using an Action.

If the shield has any weapons left at the end of the encounter, it spits them out and those weapons are useless.

It needs Attunement and adds a +2 to the AC.

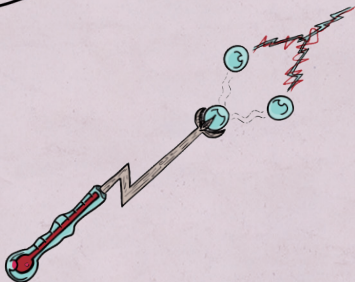
THE SCALE OF INJUSTICE



This weighing scale rewards or punishes with money when an object looted on an adventure is place on it.

Roll 1d6, if the result is pair, the scale takes away the object value in coins; if the result is odd, the scale gives the object value on coins. No matter the result, the item dissapears on thin air so... give it a try!

WAND OF CLIMATE CHANGE



A wand able to change the weather conditions on an encounter. For example, if it's foggy, the wand makes the fog disappear, or if there's difficult terrain because of the mud, the wand can dry it off.
It has only one use per short rest.

SLEEPING HAT FOR NIGHT DIVINATION



This sleeping hat allows to make a ritual of Divination while sleeping. It shows brief scenes of some creature at choice one day in the future.

It can only be used once per long rest.

EFREETI ELIXIR



A flask containing an elixir from an Efreeti, a Fire Elemental who got trapped by a sorcerer as a punishment for its destruction. When an adventurer drinks it, it temporarily gets the Efreeti's powers. With every attack, the elixir adds 1d6 points of Fire Damage. Besides, the adventurer gains Fire Resistance for 3 hours.

BAG WITH STICKY GOO



A bag with living sticky goo in it. It is used to add difficulty to a terrain and to reduce to half the speed of the enemy. The adventurers are not affected by the goo. This item is used as an Action and the goo moves by itself covering the terrain.

TWO-WAYS TENT



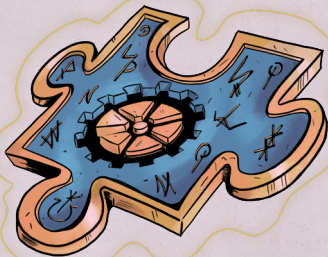
This tent is enchanted with the Teleportation spell. When entering through one door and getting out through the other, the adventurers can travel to a familiar destination chosen by them. If they enter through the exit door and return to the first one, they travel back to the starting point. The link between two places is available for 20 days and afterwards a new link can be settled. The DM has to roll 1d100 to determine the trip success.

FORTUNE COOKIES



A 10-fortune cookies box. Each cookie has a gift inside it. Said gift is to be determined by the DM. It can be money, HP, weapons, magic items, advantage on check rolls, etc.
The box lets one cookie out per day.

MAGICAL PUZZLE PIECE



This puzzle piece can shape itself to fit into any mechanism, puzzle or object that had a missing piece. Once the puzzle piece is placed into the object, this can work properly and the puzzle piece cannot be removed.

HAUTE CUISINE POT



An enchanted pot capable of cooking haute cuisine dishes by simply putting the necessary ingredients in it. Magically, the cauldron will cut, spice, season and boil or fry the ingredient to get magnificent recipes.

CAMERA OBSCURA PENDANT



This gemstone pendant is actually a little camera obscura capable of capture images and save them for 3 days to rewatch them as long as the pendant is somewhere dark such as underneath the clothes. The bearer has to hold the pendant against the target for a couple of seconds and the stone will capture the image. The pendant can only capture one image at a time and after 3 days, the stone will be empty and available to capture another image.

BUG'S CANE



An antique cane with a magic stone embedded into its foot. When hitting the ground, the cane makes it rumble and it calls the insects nearby to come to help the bearer. The cane can be used as a Bonus Action to summon a swarm of flying beetles that deal 4d4 points of Piercing Damage. The cane can only be used once per short rest.

CLAIRVOYANCE COMPASS



A stone-made compass which releases a light to locate a destination as if it were a beacon. It can only be used on long distances -more than 100 miles-, and the light turns off when entering a 1-mile radius.

MASK OF HIDDEN FEELINGS



R

A mask made of liquid metal that fuses with the face and expression of the wearer.

It gives advantage on Intimidation and Deception checks.

This item requires Attunement.

ELEMENTAL LONGBOW



This longbow belonged to one of the first druids to step on this world. An ancient longbow directly forged with the four elements of life and an arcane metal. Any arrow shot by this bow makes an extra 1d4 points of Fire, Cold, Force or Thunder Damage. To determine the type of damage, the DM rolls 1d4:

- | | |
|----------|-------------|
| - 1 Fire | - 3 Force |
| - 2 Cold | - 4 Thunder |

