

### Timmy's Rad Table of Ridiculous Items of Ridiculousness

For the utilization of discerning DnD DMs looking to insert lighthearted and fun flavor to their adventures. Table includes 8 items that can be created or found on a D8 role.

D8	Type	Name	Rarity	Lvl	Stats/Effects
1	Leather Gloves	Draining Personality Mits	Very Rare	1	<ul style="list-style-type: none"><li>• Creature attacking wearer has max hit points reduced by 2</li><li>• If wearer touches target, they must pass a Constitution check; if they fail, they become Poisoned</li><li>• Duration of negative conditions on wearer's attacker is increased by 1 turn</li><li>• Once per day, you may force an NPC to make a Charisma check; if they fail, they have Disadvantage on Charisma checks against all in your party for the remainder of the day</li></ul>
2	Ring	Coiled Luck Bringer	Very Rare	2	<ul style="list-style-type: none"><li>• Grants wearer Bountiful Luck Feat, but only if</li></ul>

					<p>Halfling</p> <ul style="list-style-type: none"> <li>• All melee and ranged attacks have Disadvantage against the wearer</li> <li>• Any attack rolls Crit on 19 as well as 20</li> <li>• Wearer can take the Dodge Action as a Bonus Action</li> <li>• Once per day, when searching, roll a D20, on a 20, wearer finds 1,000 GP.</li> </ul>
3	Leather Boots	Footloose Fancy Flyers	Rare	2	<ul style="list-style-type: none"> <li>• Dexterity score is increased by +1</li> <li>• Movement speed is increased by +5 ft in any direction</li> <li>• Once per turn, wearer may take Disengage action as a Bonus Action</li> <li>• Once per day, the wearer can make Dexterity check; if successful, they may jump up to 20 ft high and up to a distance of 30ft</li> </ul>
4	Leather Eye Patch	Captain Oil Beard's Eye Patch	Uncommon	1	<ul style="list-style-type: none"> <li>• Grants an increase of Charisma by +1</li> </ul>

					<ul style="list-style-type: none"> <li>• Imbues the wearer with the speech of the previous owner, now speaking with pirate cadence, vocabulary, and accent</li> <li>• Charisma checks gain Advantage on all opposite sexes to the wearer</li> <li>• Grants wearer Darkvision in the eye covered by patch</li> </ul>
5	Wine Gourd	Gourd of Endless Liquid Courage	Legendary	3	<ul style="list-style-type: none"> <li>• Once per day, the possessor may drink from the mysterious gourd, adding Inspiration. If possessor already has Inspiration, there is no effect</li> <li>• Strength, Wisdom, Intelligence, and Charisma are all increased by +2; Dexterity and Constitution are decreased by -1</li> <li>• Once per turn, you must make a Constitution check; on a fail,</li> </ul>

					possessor becomes inebriated (functionally Stunned)
6	Ranged Weapon - Bomb	Charming Glitter Bomb of Multiplication	Artefact	3	<ul style="list-style-type: none"> <li>• 3 Bombs (3 uses)</li> <li>• Ranged attack</li> <li>• Successful ranged attack envelopes all targets within a 10 ft radius, centered on target, in a joyful, but disorienting cloud of confetti and glitter; creatures in area of effect must pass a Charisma check or become Charmed</li> <li>• If a 20 for ranged attack was rolled, the attack spawns additional D3 Glitter bombs on any targets within sight</li> <li>• Creatures not Charmed, but still in radius, have Disadvantage on Attack rolls for their next turn</li> </ul>
7	Old, Corroded, Ear Horn	Codger's Horn of Eavesdropping	Uncommon	1	<ul style="list-style-type: none"> <li>• Wearer cannot be Deafened</li> <li>• Grants wearer</li> </ul>

					<p>with uncanny hearing abilities; can hear normal sounds and conversations up to 200 feet away and can hear whispered conversation or soft noises up to 100 ft away</p> <ul style="list-style-type: none"> <li>Wearer is inflicted with Disadvantage on all Attack rolls due to ungainly size of horn</li> </ul>
8	Prosthetic Limb	Chris' Wood Toe	Legendary	4	<ul style="list-style-type: none"> <li>Bonus Action can be taken to use the artificial wood toe as a melee attack (basic club stats) with Bludgeoning damage</li> <li>Wearer's Strength and Constitution are increased by +1</li> <li>Crits on 19-20</li> <li>Due to the unwieldy nature of the wood toe, wearer suffers a decrease in Dexterity by -1</li> <li>While wearing, people (NPCs) you socially interact with must make a Charisma check; a failure</li> </ul>

					means they are Frightened of you for the remainder of the day, due to the ghastly sight of you and your wood toe
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