

## Bagel Printer

*Legendary Artifact, Unique*

Once per day, print something out of the book as a bonus action. Roll a D4. On a roll of 1, use the **Random Item** list. On a roll of 2, use the **first effect that pops into the DM's head**. On a roll of 3, use the **Hairy Bagel** list. On a roll of 4, roll a D20. On a roll of 15 or higher, roll on the **Random Magic Item** list. Otherwise, there is a paper jam. Treat it as a roll of 2, but the Bagel Printer can be used again that day.

### Random Item

Roll 1d00.

1. A copper coin
2. A cherry pie
3. Bedroll
4. A lute with snapped strings (club)
5. 10 feet of rope (Whip)
6. A napkin
7. A dead badger
8. A bottle of beer (dagger, breaks after 1 hit)
9. A table leg (club)
10. An iron ring
11. A cup of hot tea
12. A Deck of Many Things
13. An entire table and 1d4 chairs (1d4 greatclubs, each breaks in 3 hits. Table breaks in 5 hits.)
14. An apple (+1 HP)
15. Needle + Thread
16. An empty quiver
17. Necronomicon
18. Necrobombicon (Basically the Necronomicon, but it makes bombs appear everywhere instead of zombies)
19. A fur hat
20. A silver coin
21. Handful of Caltrops
22. Fishing Hook (dart)
23. Burnt Sausage (club, breaks after 1 hit)

24. Vial of holy water
25. Piece of chalk
26. Empty bucket (Adds +1 To AC if put on head)
27. Old spyglass
28. Ink pen
29. A bar of soap
30. A stone bust of an unknown noble (mace, heavy)
31. A small silver mirror
32. A small bell
33. Shovel (club)
34. Scroll of Blur
35. Strange picture of unknown origin
36. Book on Dragons
37. Empty potion vial
38. Scissors (dagger)
39. Set of rusty manacles (DC15)
40. A black hood
41. 1/2 Lbs of raisins
42. A fake moustache
43. Bone medallion
44. A wolf pelt (45gp)
45. 50 feet of rope
46. A brick (club)
47. Dull animal tooth
48. A horse saddle
49. Fancy Hat
50. A chair (greatclub)
51. Clay pipe
52. Healer's Kit
53. A painting of a fox
54. An oar (greatclub)
55. Abacus
56. Vial of perfume
57. A stale loaf of bread (club, breaks in 2 hits)
58. 5 pitons

59. Handful of Ball Bearings
60. A strange picture of a cat wearing a jester's outfit
61. A gold coin
62. Heavy oaken road sign (maul)
63. Deerskin gloves
64. Crude map of area
65. A small, empty sheet of paper
66. A rubbery sphere
67. Cooking pot (club)
68. A pair of old socks
69. Torch
70. A bronze key
71. Common clothes
72. Rusty heirloom rapier (rapier)
73. Bud of garlic
74. Waterskin
75. A Goblin hand
76. Half a cheese wheel
77. Purse (10g)
78. Pickaxe (war pick)
79. Vial of Raven Oil
80. Iron belt buckle
81. Antitoxin
82. Silver Circlet (70g)
83. Scroll of Alter Self
84. A T-bone steak (club)
85. Gem (100g)
86. Hide armor
87. Fine robe
88. Ivory Scroll Case
89. Net
90. A small spoon
91. A huge sharp metal splinter (greatsword)
92. A Tacocat hat
93. Vial of Acid (30 ft, 2d6 damage)

- 94. Book on farm animals
- 95. Tiny music box (500gp)
- 96. Palisade pole (lance w/o 'special')
- 97. Dice set
- 98. A bucket containing 1d6 Figurines of Wondrous Power
- 99. Potion of Healing (2d4+2)
- 100. A bagel

### Hairy Bagel

Roll 1d4. Then roll 1d8.

On a roll of 1, use this list.

d8	Creature
1	Shark
2	Rhino
3	Badger
4	Unicorn
5	Turtle
6	Gray Ooze
7	Parrot
8	Pug

On a roll of 2, use this list.

d8	Creature
1	Goblin

2	Hobgoblin
3	Troll
4	Pixie
5	Faerie
6	Sprite
7	Imp
8	Pug

On a roll of 3, use this list.

<b>d8</b>	<b>Creature</b>
1	Hellhound
2	Zombie
3	Skeleton
4	Minotaur
5	Mimic
6	Pseudodragon
7	Demon
8	Pug

On a roll of 4, use this list.

<b>d8</b>	<b>Creature</b>
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1	Swarm of Squirrels
2	Displacer Beast
3	Gelatinous Cube
4	Bulette
5	Shambling Mound
6	Basilisk
7	Animated Armor
8	Pug

### Random Magic Item

Roll 1d100. Italicized stuff is secret info that the players don't know unless they use Identify or similar magic. Italicized and bolded stuff is stuff the players don't know even after using Identify or similar magic.

1. Toy Boat - A small, wooden rowboat carved to intricate detail. Becomes a full-sized boat when wet. Shrinks when dry..
2. Wand of the Wild - A wand with infinite uses. When used, roll on the wild magic table.
3. Infini-Teapot - Contains infinite lukewarm peppermint tea. Evaporates in 5 minutes.
4. An eraser that erases wounds (1d8). Three charges. Roll 1d20 on use. First charge, disappears on a 1. 2nd charge, 10 or less. 3rd charge, anything (nat 20 = back to full charges)
5. Tubbers - If you spin around 3 times while holding it to your nose, it becomes a real brown bear. Reverts to stuffed form after 5 damage. Roll D20. 5 or less, bear attacks anything moving.
6. Kazoo of Intimidation - When played, gives +2 intimidation.
7. JERRY - A metal ball, 3 cm. in diameter. When contracting blood, becomes a +1d4 Rapier.

8. Arrow of Nine Lives - Seeks target if user meows (+5). If they would already hit, meow to hit a second target.
9. Ratty Sack - A sack of endless rats. Thrown rats deal 1d4 bludgeoning damage.
10. True-shot - Arrow with a glowing tip. Deals half damage, user and target switch places.
11. Ring of Solidarity - When worn, AC goes to 20. They cannot move, and cannot take off the ring, so someone else must do it for them.
12. Black Bear - Torch that, when lit, sheds darkness in a 20 ft. radius and dim light for another 20.
13. Holy Pouch - Small leather pouch with a holy symbol. Anything put in falls out 5 minutes later.
14. Ink of Direction - Ink pot that, when spilled on parchment, will show it's user's greatest desire within 30 ft. 15 uses.
15. Reader's Ring - A small bronze ring with an inscription. When the inscription is read, everyone who heard it loses all the bones in their hands for an hour.
16. Tony - A spear with the name "Tony" engraved in the shaft. Talking spear. When hit by Tony and he talks, the injured target makes a DC 15 wisdom saving throw. On a failure, they are terrified of Tony unless he soothes them.
17. Shovel of Sympathy - A shovel with feelings. On use, roll d20. On a 15 or higher, it will become animated and act on those feelings.
18. Sailor's Soul - A vial containing a sailor's soul. It will inhabit the user for 1d4 hours, then return to its vial. If the vial is broken, it dies. The inhabited person knows how to sail, has +1 intelligence, and smells like fish. 24 hour recharge. The inhabited person can only say YO HO MATIES!
19. Devil's Dice - Inscription: Roll and run. Summons 1d6 imps when rolled. Consumes dice.
20. Coin of Maybe - If caught with the heads facing up, the holder gets +1 to strength while holding it. Will not work again for 24 hours after letting go. If the coin comes into contact with saliva, the salivator goes limp and cannot move until the saliva is cleaned off.
21. Putting Glove - Wearer gains +5 on checks made to put-pocket (backwards pick-pocketing).
22. The Watcher's Eye - A glass eye with a counterpart mirror. When the inscription is read, what the eye sees is shown in the mirror. Roll a d20 on use. The eye is asleep on a roll of 15 or less.
23. Drodos Drum - A sentient drum that complains loudly when it is played. Every time it is hit, roll a d20. On an 18 or higher, it releases a scream that deafens whoever hears it for 1d6 hours.
24. Thorik's Thumb - A well-preserved dwarf thumb on a gold chain. Wearer is immune to alcohol. If both thumbs are worn, the wearer is immune to poison.
25. Thorik's Other Thumb - A badly preserved dwarf thumb on a gold chain. Smells terrible. The wearer can add 1 to any roll once a day. With both thumbs, becomes twice a day.
26. Wand of Freezing - A hollow metal tube with strange markings, inscribed "With my freeze ray, I will stop the world!". Must be heated in order to function. Stops time for everyone but the holder,

giving them 1d4 rounds to act freely. Destroyed after 2 uses. **Enemies get to make a DC 15 dex check. On A success, the time is halved for them.**

27. Strange Key - Heavy, ornate stone key with unreadable markings. Doesn't fit in any locks, but can be used as a one-handed weapon. Deals 1d10 bludgeoning damage.
28. Amber-Encased Spider Amulet - Some poor spider got trapped in amber and made into a necklace. Poor guy. Staring at this amulet for too long turns it into a goblin. 50% chance the goblin will become your loyal servant.
29. Brawler's Shield - Beautiful ornate shield painted purple. If the holder is melee attacked and the attacker misses, the shield jumps off the arm of the wielder and grabs the attacker, restraining them. Each turn, the shield and the restrained have a strength contest. (Shield has +0 strength)
30. Raga's Dice o' Chaos - A pair of six-sided dice that seem to be made of pure ruby. May be rolled once an hour, on a 2, the user is blinded for an hour and the dice disappear. On a 12, the user rolls twice on the Wild Magic table and chooses a roll. On the third roll, writing appears in midair saying "You have exceeded the limits, mortal, last warning". On a fourth roll, the user takes 1d6-5 damage. On a fifth, 2d6. On a sixth, the user dies.
31. Six Fingered Gloves - These gloves have room for an extra finger. Whatever goes in the extra finger of one glove comes out the other. You often spot a Spaniard staring at you from a distance, but you can never seem to approach him.
32. Invisibility Napkin - A 6x6 inch napkin that renders anything wrapped in it invisible.
33. Perfectly Ordinary Rock - It's a perfectly ordinary rock, what am I supposed to tell you? When thrown, creates a zone of magical darkness in a 15 foot radius sphere for 10 minutes. When balanced on one's head, grants protection from evil as long as it remains balanced.
34. Toy Dinosaur - A painted wooden toy of a giant reptile. The dinosaur talks to you in your dreams and tells you to betray your friends suddenly. After all, it is inevitable. If the user does anything to betray their friends, they get hit with a spike through the chest for 2d6 piercing damage.
35. Karlin's Little Brother's Box - A box that contains a new trinket each day. **It literally only gives you a set of bone pipes. Act surprised, as if you are confused why you keep rolling the same number.**
36. Karlin's Box - Contains a new trinket each day. d% table page 160-161 in the Player's Handbook
37. Mummified Goblin Hand - Why do you even have this? If you put a ring on any finger other than the ring finger, it becomes a Crawling Hand under your control. If you put a ring on it's ring finger, it slaps you for 1d4+1 damage and dissolves into dust with the ring.
38. Bracelet of DOOM! - A bracelet that seems to shrink as it nears someone's arm, but is still wearable. Once worn, the wearer feels vaguely uneasy, but otherwise suffers no ill effects. Cannot be removed by any means.
39. Knight's Armor - Chain mail that gives a +1 bonus when worn at night.
40. SpitTube - A blowgun that does not use darts. It instead fires magic balls of spit that deal 1 piercing damage. On a crit, the target turns to spit. They can only be reformed by spitting in the puddle. Once it has been used for the crit, it becomes a +1 blowgun.



41. The Singing Axe - A battleaxe that constantly sings in an unearthly voice. Only knows one song. *Feel free to bust out the speakers and play it on loop as long as the axe is being used.* Has +2 to hit and deals  $1d8+2$  damage with one hand or  $1d10+3$  damage with both hands.
42. The Cloak of Levi- Floatiness - A red cloak with a large popped collar. It can cast levitation on you once per day, if you ask nicely. *Please must be used, as well as beating a DC 15 persuasion check.* Will wipe away any tears.
43. Tank Top - A shirt without sleeves, who made this? Grants +2 to AC, can be worn under armor.
44. Male Romper - Renders only the parts it covers invisible. Human sized. Disappears if the wearer hits on or flirts with someone else.
45. Sinister - A silver ring with a black stone. Grants +2 to hit on any weapon attacks made with the left hand and advantage on incoming attacks from the left side. Must be worn on the left hand.
46. The Disco Phial - A phial that, when opened, lets loose music that causes anyone within earshot to start dancing. Any creature dancing has the effect of difficult terrain, as well as disadvantage on acrobatics, intimidation, and persuasion checks.
47. A Very Silly Hat - A hat that, when worn, gives +2 to persuasion checks.
48. Dexter - A plain bronze ring. Gives +1 to damage rolls made with the right hand and +1 to saving throws coming from your right side. Must be worn on the right hand.
49. Death's Knee Brace - An armored piece of knee covering that increases your speed by the challenge rating of the last thing you killed.
50. Medal of Honour - An iron cross with a pin on the back for fastening to clothing. Grants +1 to charisma but stabs you for  $1d6$  piercing damage if you do anything dishonourable.
51. Double Edged Sword - Longsword with dark, smoking runes in the handle. Before you strike with this sword, you may choose to make a leeching strike. You declare a number up to 20, then immediately take that much damage. If your strike hits, it deals the amount of damage done to yourself on top of the damage by the sword. This ability can only be used once per day.
52. Headband of Courage - A long strip of red cloth, meant for wear along the forehead. It imparts a feeling of strength and courage on the wearer. Gives +2 to strength and immunity to fear. During combat, it will fall over the eyes of the wearer after every 4 rounds, effectively blinding them until they spend a turn to fix it.
53. Thorny Dagger - A dagger that does leeching damage. On a hit, you may choose to use a  $d6$ ,  $d8$ ,  $d10$ , or  $d12$  of piercing damage instead of a  $d4$ . When you do so, roll a die of the same number and deal that much damage to yourself.
54. The Ring of Fate - A golden ring set with an emerald. The wearer's feet grow to abnormal size, destroying any footwear currently worn. This increases their speed by 5 ft. Sorry, guess I mispronounced the name...

55. Sapphire Egg - A heavy sapphire in the shape of an egg. Occasionally makes a tapping noise. Does not actually contain anything. Add 10% to any money they collect from dungeons or quests.
56. Quivering Arrow Holder - A vibrating quiver that provides endless arrows. If the user fires 3 shots in a row, the quiver gets scared and stops producing arrows until the user takes another action. Arrows disappear after 5 minutes.
57. Chicken Feather - Exactly what it sounds like. I dunno, man, it might be useful.
58. Fork of Truth - A fork with one bent prong. Holder must tell the truth. Does 2d4 piercing damage. Finesse.
59. Horn of the Sea - A beautiful instrument made from a buffalo horn. Calls a single seagull every time it is used. If a DC 13 persuasion check is passed, the seagull dive-bombs anyone trying to harm the user. If there are none, it chooses someone at random. If nobody is around, it crashes into the ground and dies. It deals 1d4 bludgeoning damage. On a natural 20, 5 seagulls will appear and pester enemies until the seagulls or enemies are dead. Seagulls die if hit with anything.
60. Roll of Parchment - A tightly rolled scroll of parchment sealed with wax. There is an insignia on the front. It appears to be some kind of bird. If the scroll is opened, the scroll unrolled, and an attempt is made to read it, the reader must make a DC 20 intelligence saving throw. On a success, the scroll reseals itself. On a failure, the reader is compelled to read the scroll, and will resist any action taken to prevent this. Reading the scroll takes a few minutes. The reader cannot understand a single word of the fowl tongue, except one: chicken. Once finished reading, the reader takes 1 piercing damage and signs their name at the bottom of the scroll in their own blood. The scroll then vanishes in a puff of flame. To everyone else, nothing further happens. To the reader, a chicken appears and sits on their head. It resists all attempts to move it, and is unaffected by all material objects except chicken feathers. **While the chicken is on someone's head, they may reroll any 1 they roll (first is automatic).** It will leave if offered a chicken feather, if anyone casts remove curse on them, or if they roll a 20.
61. Hyperactive Drift Globe - A tiny, light emitting pebble. It whizzes through the air of anyone who says the word "On". If the word "Off" is spoken, it drops to the ground. Roll a d20. On a 1, it breaks. It casts bright light for 20 ft. and dim light for another 20 ft. Anyone with the globe above their head has disadvantage on stealth and intimidation.
62. Rope of Nope - A coil of strong rope. If arranged in a circle, creates an impassable barrier. Nothing but snakes can get in or out. I mean nothing, as in no sound, light, or even air. You will suffocate in 6 hours minus 1 hour for every 2 people inside past the first. Get warned as you run out of air. Keyword "nope" will deactivate the rope.
63. Onyx Panther Figurine - It has the name "Gwen" engraved on the bottom. When summoned by name, a wolf comes to your aid out of the shadow dimension. If the wolf is killed, the figurine shatters. The wolf can pass back into the shadow dimension at will if asked to. It regains half its hit points after 4 hours in the shadow realm, and all hit points in 8 hours.
64. Skull Necklace - A necklace made of some animal's skull. While worn, a living being becomes undead, and an undead becomes living. Undead are evil and are not fully under the player's control. They also don't like having people try to put necklaces on them.

65. Clue by 4 - A board that does 1d4 bludgeoning damage. When you hit someone with the board, you gain knowledge relevant to your current situation.
66. The Flail of Fail - Crits on rolls of 1.
67. Just Add Water Water - A small vial of very fine, tiny crystals. When they come into contact with water, they create 1 liter of water. That means each crystal. They are as fine as sand, and there are a lot of them.
68. Chain of Command - The chain I go and beat ya with 'till ya understand who's in ruttin' command here! Deals 1d8 bludgeoning damage. On a hit, the user has the effect of the command spell. Hit party must make a DC 15 int. saving throw to resist this effect.
69. Transfusion Bottle - A clear glass bottle with a cork. Seems very strong. Does 1d4 bludgeoning damage. On a hit, the target instantly consumes whatever was in the bottle and has the effects of it. Includes alcohol, poison, potions, etc. On a 1, it breaks.
70. Lightsaber - A sabre (rapier) that is as light as a feather. +2 to hit.
71. Ring of Fire Detection - Detects fire on touch. Yup, that's fire. When the ring touches liquid, if it's less than a liter, it starts to boil. Otherwise, it just heats up, boiling after prolonged exposure.
72. The Good Boy - A simple collar. Whatever puts it on something knows the location of what it was put on.
73. Ring of Invisibility - A ring that becomes invisible when worn. While worn, add 1d4 to sneak attack damage.
74. Attractive Shiny Armor - Chainmail armor that gives +2 to AC. Very shiny. Very attractive. A hit with the ladies. Any projectile that flies within a 10 ft. radius redirects and hits them.
75. Sword of Greed - A +2 longsword. Whenever you try to draw another weapon, your hand goes to grab this one instead. If you try to draw this sword, your hand goes to draw another weapon instead. This sword just wants to be loved.
76. Finicky Trident - A silver +2 trident. Screams in pain when thrown.
77. Pouch of Endless Glod - A small leather pouch that jingles. Probably a typo or something. If somebody reaches in, they feel something that feels like a coin.. If they take it out, it turns out to actually be an imp named Glod. The imp will immediately try to return to his own plane. The holder may make a DC 15 dex. check. If successful, the imp will offer to answer 1 question in return for his freedom. He will answer truthfully and to the best of his knowledge (but imps are evil and tricky, so he'll be as unhelpful and literal-minded as he can get away with), after which he will return to his native plane. If he is bothered too often in a day, he will summon a fiend to fight the party (DM's choice of fiend). After answering 3 questions, or being summoned 12 times, he'll figure out how the pouch works and take it with him.
78. Soft Rope - 50 ft. of rope that is smooth to the touch and comfortable to be tied up with. Knot ties with this rope only last 2d4 minutes.

79. Bag o' Sand - A small pouch full of sand. Seems heavy for its size. Fits well in pockets. When it comes into contact with water, it becomes stone. Bigger on the inside, but full of sand. Course, rough, and gets everywhere.
80. The Water Skin of Water - The skin looks almost human. Any substance put in turns to water.
81. Glasses of Hindsight - Gives +10 to perception checks made when recalling events that occurred over 24 hours ago. Hey guys... we totally missed that hidden door in the dungeon yesterday. And Tim forgot to collect his arrows.
82. Jayun's Hat - A knitted hat that gives the wearer advantage on intimidation rolls and +1 cunning... uh I mean intelligence
83. The Longsword of Trying is What Counts - +0 longsword. When it hits something, it just passes through them, doing psychic damage.
84. Vera - A bow that fires two shots at once. The second arrow does not have your proficiency modifier.
85. Star Shield - A circular shield with a star on it. Can be thrown (20/60), using strength as your ability modifier. Roll a d20. On a 10 or higher, it bounces back to your hand. Does 1d6 bludgeoning damage.
86. Stormy Helm - A glimmering white helmet with a black visor. Hard to see out of. +3 AC. Ranged attacks have -5.
87. Returning Hand Axe - This magical weapon has an enchantment to ensure you never lose it. When thrown, the user gets pulled after it until it lands.
88. Weighty Tome - An extremely boring book. Can be used to deal 1d12 bludgeoning damage or read over 4 long rests during which normal resting bonuses are halved. Upon completion, gain proficiency in one of the following: arcana, history, investigation, nature, or religion. May be read once per character.
89. Delicacy Ring - A gold ring with an intricate butterfly design. How pretty. A butterfly will always be flying around the wearer. If it is killed, another appears. Wearer gains +2 charisma.
90. Boots of Punting - A pair of leather boots with reinforced, pointed toes. Wearer has an irresistible urge to punt anything in the size category tiny or smaller. The wearer can make a punting attack (uses strength, +2 to hit) for 1d6 piercing and 1d6 bludgeoning damage. Tiny characters are sent 10 ft. away from the wearer on hit.
91. Unlucky Amulet - A piece of bright orange painted wood on a string, meant to be worn around the neck. When hit with a spell, roll a d20. On a 13, the spell fails. On a 1 it has double effect, and on a 20, the amulet bursts into flames, dealing 1d6 fire damage to the wearer. **Works on both friendly and hostile spells.**
92. Helm of Courage - A beautiful +1 AC Helmet. Encourages the player heartily. Good shot! Nice hit! We'll get 'em next time!
93. Rubber Duck - A duck made of a rubbery substance. Gives advantage on dexterity saves. Helps them duck faster.

94. Wand of Drowsing - A forked stick. Vibrates slightly when held. When waved three times (takes an action) all living things in 20 ft. fall asleep for 1d6 rounds. DC 15 wisdom check halves the effect. Duration rolled separately for each target. *The user is also affected.*
95. Badger Familiar - A pet badger that does nothing in battle. 5 hp. Seems to find a lot of things. Is a particularly good finder.
96. River Bracelet - A beautiful, water-patterned iron cuff. Allows the user to make a psychic attack on an enemy within sight. Use spellcasting modifier, or wisdom if they have none. On a hit, does 1d10 psychic damage. *I can kill you with my mind.*
97. Cloak of the High Ground - A simple, hooded robe. Gives advantage on attacks made from above the target and a tendency to speak in absolutes.
98. Lucky Penny - A simple copper piece. Anyone who holds this makes their alignment good. Anyone who had the penny but no longer does tells everyone they have an evil alignment and a PhD in horribleness, but any evil act is done with reluctance. They are still good at heart.
99. Hole Wheat Bagel - A bagel made of hole wheat. Not for eating. Anything put through the hole comes out 5 minutes later. *If the bagel is destroyed, it vaporizes anything in a 20 ft. radius.*
100. Reroll thrice.