

Human Gun - It shoots replica humans of whatever bit is loaded in to it.

Teleportation Orbs - These are two hand held, indestructible orbs that allow the user to instantly teleport between them. The orbs need to recharge between uses. The time is recharged based on the distance traveled. Just don't let them touch. The orbs cannot touch.

Deck of many things.

Chekhov's Gun - This gun has 9 bullets in the magazine. You can use them to shoot things or you can shoot it into the air and the smoke will take the shape of something that is relevant to your current situation that will help you.

Remote Control - A magical television remote that allows the user to utilize any remote functions you might see on a traditional television remote and apply them to a target. Whether that be turning up the volume or muting a party member or pausing time. The enemy has to make a Constitution saving roll higher than 13 or they fall victim to the command for one minute. In order to use the remote, another party member must have it and he must—in traditional dad fashion—ask, “Hey, can you pass me the remote,” even if it's directly in front of you.

Pair of Brass Knuckles “Thoughts and Prayers” - Separately, they're minor items. Together, they power up. “Thoughts” is a +1 Brass Knuckles of Radiance (+1d6 radiant damage), “Prayers” is a +1 Brass Knuckles of Psychic Scream (+1d6 psychic damage). Together, they both become +2, and do an additional +3d6 lightning damage. Maybe an additional hidden power that requires the user to be arrogant and get a mage armor spell out of it?

The All or Nothing Coin - Flip a coin and it's either a 1 or a 20.

The Kellogg K nife - This is a 1d4 blade that gains 1d4 more damage for every week (episode) that the wielder does not masturbate, determined by a Wisdom saving throw.

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