Ticket to Anywhere

wondrous item, very rare (requires attunement)

The magical train ticket, devoid of any visible details, emanates a shimmering glow and possesses an ethereal texture. It serves as a gateway to unimaginable destinations, transforming with intricate designs and symbols.

This magical ticket has 1d6+2 charges. Whenever you teleport or change dimensions (such as via the blink or plane shift spells), either willingly or unwillingly, you may expend 1 charge as a reaction. The ticket alters your location. You can choose either an alternate location or plane you transport to. This must follow the range limitations of the effect. If an effect teleports you up to 30 feet, you cannot choose to teleport anymore than that, just change the location at which you arrive within that range.

Once you expend the last charge, the ticket turns to ash and is destroyed.

Banishing Bomb

wondrous item, rare

The Banishing Bomb, the revered weapon of Gunpowder Domain Clerics, is a mesmerizing metallic sphere adorned with celestial engravings. Its polished surface glows with ethereal luminescence, resonating with divine energy. This small yet potent weapon serves as a sacred conduit for the cleric's faith, embodying their duty to protect the innocent and cast aside darkness with explosive celestial justice.

As an action, you may detonate this bomb or throw it as an improvised weapon within 30 feet of you and have it d etonate upon connecting with a creature or a surface.

When the bomb is detonated, each creature within a 10-foot radius must make a DC 15 Constitution saving throw. On a failure, a creature takes 3d10 radiant damage and is blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a success, a creature takes half as much damage and is not blinded. Any fiend within range must indeed make a DC 17 Charisma saving throw, being banished to their home plane for 1 hour on a failure.

If you are a Cleric, you can use your Spell Save DC instead of the item's DC.