

MAGIC ITEMS FOR NEW PLAYERS

20 UNIQUE MAGIC ITEMS PERFECT FOR NEW ADVENTURERS AND TIER 1 AND 2 PLAY

by XhangoGames



AUTHOR'S NOTE

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COMMON

AMULET OF EYES

Wondrous Item, common

While wearing this amulet, you can use your action to change your eye color. This effect lasts until you change the color again or take the amulet off.

WAND OF DETECT FISH

Wondrous Item, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a fish is within 60 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

UNCOMMON

AMULET OF THE FROG

Wondrous Item, uncommon (requires attunement)

While wearing this amulet, you gain the following abilities:

- You can cast the spell *jump* on yourself. Once you've cast the spell through the amulet, you can't do so again until the next dawn.
- You can breathe both air and water.
- You can use your bonus action to attempt to pull a creature towards you. Your tongue magically changes into a frog tongue, which you shoot out at a Large, Medium, Small, or Tiny creature within 20 feet of you. That creature must succeed on either a Strength (Athletics) or Dexterity (Acrobatics) check against your Strength (Athletics) check. If they fail, you pull that creature to a space adjacent to you. If that target is Tiny and is pulled towards you, you can force it to make a DC15 Constitution saving throw. If it fails and has 20 or less hit points, you devour it, reducing it to 0 hit points. If it succeeds the saving throw or has more than 20 hit points, it takes 2d10 piercing damage as you bite it. Once you've used this ability, you can't use it again until you've completed a short or long rest.

BELT OF THE TAVERN BRAWLER

Wondrous Item, uncommon

This furred belt has a beer stein shaped belt buckle.

While wearing this belt, you are proficient with improvised weapons. Additionally, attacks you make with objects that bear no resemblance to weapons deal 1d6 damage instead of 1d4 damage.

CANDELABRA OF ALASTAIR JEEVES

Wondrous Item, uncommon (unique)

This five pronged silver candelabra is haunted by the spirit of a haughty butler. If 5 candles are placed in the candelabra and lit, it will function identically to a torch (stays lit for 1 hour, provides bright light in a 20-foot radius and dim light for an additional 20 feet.)

Once the candelabra has 5 lit candles, a creature can spend a minute meditating and performing a seance to summon the spirit of Alastair Jeeves.

Jeeves speaks Common, but his spirit is only visible for the person who summoned him. He will carry the candelabra for you, holding it next to you as you would carry a torch.

Once summoned, Jeeves will remain for one hour or until a candle in the candelabra is snuffed out. Once he disappears, he can't be summoned again until the next dawn. While present, he acts as an Unseen Servant, although he cannot move more than 30 feet away from the person who summoned him or the candelabra.

Jeeves is an ethereal spirit, and can only be affected by other creatures on the ethereal plane. The candelabra, however, is not. Like other magic items, the candelabra is incredibly hardy, but the candles can be extinguished.

While summoned, you may use Jeeves to grant advantage on an Investigation or Insight check. Once he's granted advantage, he can't do so until the next dawn. (You can still consult with him for other matters.)

Personality. Jeeves is a lawful neutral character who strongly believes in decorum. He prides himself in being an excellent valet, another word for a personal assistant (*he will insist he is not a butler*). Jeeves isn't sure why his spirit is tied to the candelabra, but will help (sometimes begrudgingly) the person with the candelabra both out of a sense of duty, and because he has no other option.

(Author's note: Magic items in *Dungeons and Dragons* are generally categorized by rarity, with higher rarity items being more powerful. This means that although the candelabra of Alastair Jeeves is unique and one-of-a-kind, I've categorized it as an uncommon item since its power level is in line with other uncommon magic items.)

CRUSHING GAUNTLETS

Wondrous Item, uncommon

When you successfully grapple a creature, it takes 1d4 bludgeoning damage. If that creature is still grappled at the start of your turn, it takes an additional 1d4 bludgeoning damage.

GOBLIN SHAMAN'S SHAKE SNAKE

Wondrous Item, uncommon (requires attunement)

This rattlesnake skeleton has been painted and has feathers tied to it in a decorative fashion. It can be used as either a spell focus or rudimentary musical instrument (a shaker).

While holding it, you can use the following abilities. Once you use an ability, you can't use it again until the following dawn:

- **Rattle snake:** As a bonus action, you can grant a d6 bardic inspiration die to another creature. If you are a bard, use the bardic inspiration die size determined by your bard level instead.
- **Snake attack:** You can use an action to cast the cantrip *thorn whip*, using the snake skeleton instead of a vine whip. You make this attack with a +6 melee spell attack bonus and the spell does 2d6 piercing damage and 2d6 poison damage instead of its normal damage.
- **Speak snake:** You can use an action to cast the spell *speak with animals* from the skeleton, but you can only talk to snakes.

MORNINGSTAR OF THE BRUTE

Weapon (morningstar), uncommon (requires attunement)

This large morningstar has four sets of brutal and sharp iron spikes around its sides. While you carry it, you can speak and understand the Goblin language. Additionally, when you hit with this weapon, you can treat any 1 rolled on a damage die as a 2 instead.

POTION OF ANIMAL SCENTS

Potion, uncommon

This thick potion is dark brown in color, and has bits of fur and animal hair floating in it. When you drink this potion, you give off a powerful musk, and have advantage on Wisdom (Animal Handling) checks for the next 24 hours. However, your stench is unpleasant to humanoid, and you have disadvantage on Deception and Persuasion checks during this time. If a creature within 30 feet of you would make a Deception or Persuasion check with advantage, they make that roll without advantage if their target can smell you.

SHIFTSIZE SWORD

Weapon (shortsword), uncommon

You have a +1 to attack and damage rolls made with this magic weapon.

As a bonus action, you may change this weapon's size, changing it to be a dagger, shortsword, or longsword. It remains as this kind of weapon until you change its shape again.

These fine swords are usually granted to military officers or court dignitaries. They normally have iron hilts and a few simple gems inset into the pommel.

SNAKE WHIP

Weapon (whip), uncommon

This whip's handle depicts two serpents curving around each other, and the end of the whip is tipped with a snake's head with razor sharp teeth. It deals an extra 1d4 poison damage.

TRICKSTER'S GLOVE

Wondrous Item, uncommon

You can spend your bonus action while wearing the gloves to snap your fingers. When you do, you magically create one of the following mundane items in your hand: bell, dagger, boomerang, shield, pair of manacles, or a flask of oil. The item lasts for 1 hour until it instantly vanishes. Once you've used this ability, you can't use it again until the next dawn.

THUNDERCRACK ARROWS

Weapon (arrow), uncommon

These arrows have an enchanted thunderstone bound to it behind the arrowhead. If you hit a creature with an attack using this arrow, the thunderstone explodes with a booming thunderclap. The hit creature and each other creature within a 15 foot radius must make a DC 14 Constitution saving throw. On a failed save, a creature takes 1d4 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WAND OF THE WOLF

Wand, uncommon (requires attunement by a spellcaster)

This wand has 2 charges. While holding it, you can use an action to expend 1 of its charges to cast the *polymorph* spell from it (save DC 15), although you may only turn the target into a *dire wolf*. (*Basic Rules*, pg. 123)

The wand regains all spent charges daily at dawn.

RARE

BLACKSMITH'S BELOVED

Weapon (warhammer), rare (requires attunement)

You have a +1 to attack and damage rolls with this magic weapon.

As an action, you can cast the spell *heat metal* (Con save DC 13) or *fabricate* from the warhammer. Once you do, the warhammer can't be used to cast a spell this way again until the next dawn.

BULETTE BREASTPLATE

Armor (breastplate), rare (requires attunement)

This grey breastplate has been carved from the tough carapace of a bulette and has been reinforced with additional magical materials.

You have a +1 bonus to AC while wearing this armor. Additionally, while wearing this breastplate, you gain tremorsense out to a range of 30 feet.

You may cast *jump* on yourself while wearing the armor. Once you've done so, you can't cast the spell again with the armor until you've completed a short or long rest.

DUELIST'S BOW

Weapon (shortbow), rare (requires attunement)

You have a +1 to attack and damage rolls with this magic weapon.

This bow has three charges and regains all expended charges daily at dawn. You can use the charges to use the below abilities wielding this weapon:

- **Close combat:** When you take the Attack action, you can spend a charge. If you do, ranged attack rolls made against targets within 5 feet of you aren't made at disadvantage this turn.
- **Tactical retreat:** You can spend a charge as a bonus action to take the Disengage action.
- **Perfect shot:** When you score a critical hit, you can expend a charge to deal an extra 10 damage.

FLAMING FISTS TATTOO

Wondrous Item, rare (requires attunement)

Produced by a special needle, this magic tattoo depicts swirls of flame and smoke.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in your space.

This tattoo has two charges and regains any expended charges daily at dawn. You can spend a charge as a bonus action to make your fists and tattoo glow red hot for one minute. During this time, you gain the following abilities:

- Your tattoo glows, providing dim light for a 30 foot radius.
- Your unarmed strikes do an additional 1d4 fire damage.
- When you score a critical hit with an unarmed strike, you gain temporary hit points equal to the amount of fire damage you dealt.

ROCKEATER ACID

Wondrous Item, rare

This vial of powerful acid only eats away at stone or wood. Each vial contains enough acid to eat through 5 cubic feet of material. The acid is very quiet when it dissolves a substance, letting out a low sizzle and producing a few wisps of smoke. This acid does no damage to human flesh or other inorganic material. The acid only has one use and must be poured out all at once.

As an action, this vial can be thrown up to 20 feet, shattering on impact. If you throw the flask, you make a ranged attack against a creature or object, treating the vial as an improvised weapon. A construct made of stone or wood hit by this acid takes 6d10 acid damage.

SHIELDBREAKER

Weapon (maul), rare (requires attunement)

You have a +1 to attack and damage rolls with this magic weapon.

When you score a critical hit against a creature with this weapon, you can channel destructive force through the maul, dealing an extra 2d6 force damage in addition to the weapon's normal damage. When you do so, attack rolls against the creature you hit are made with advantage until the start of your next turn. Once you've used this ability, you can't use it again until the next dawn.



DESIGN NOTES (FOR SOME SELECTED ITEMS)

COMMON

- **Amulet of Eyes:** Common magic items are important for rewarding players without unbalancing the game by handing out too many combat bonuses. It's nice to have a variety of options for your players and NPC's so that they don't see the same magic items again and again. (So many groups get the cloak of billowing.)
- **Wand of Detect Fish:** This item has very few uses, but some groups may appreciate its silly nature.

UNCOMMON

- **Amulet of the Frog:** This item helps your melee oriented players by letting them engage with enemies out of their reach. This helps alleviate poor positioning and lets players stay engaged in fights, even if they are afraid of taking opportunity attacks from repositioning.
- **Candelabra of Alastair Jeeves:** This item's main uses are to provide light while keeping your hands free and for improving your investigation or insight checks. This gives you light while letting you carry your weapons, helping you be ready for combat or traps while exploring dungeons. Additionally, Jeeves might be able to help offer advice, depending on what you ask. (This advice can be valuable for new groups and provides an opportunity for you to give lore / exposition to your players.)
- **Crushing Gauntlets:** While 1d4 is very little damage, this magic item can be good to give to new players to encourage them to try to grapple, or to get them thinking about other actions in combat other than just attacking.
- **Morningstar of the Brute:** This is a low-powered, but fun magic weapon that you can give Klarg from Lost Mines of Phandelver, if you're so inclined. It's very weak for an attunement item, but that can be useful for giving your players a sense of progression as they discover new items.
- **Wand of the Wolf:** Polymorph is an incredibly strong spell, as you can transform either an ally into a giant beast or an enemy into a CR 0 creature. This wand only allows you to transform creatures into wolves. This acts as a weak disable against larger creatures, or it can help buff an ally with some temporary HP. A weak disabling effect can provide more interesting gameplay decisions than strong disabling effects, since you only want to use a weak disabling effect sometimes, whereas you want to apply strong disables very frequently (resources permitting.) Limiting this to one creature type helps to streamline player decisions (so they don't have to pick what creature to choose), while still allowing for a deep and impactful decision when using this item.

RARE

- **Blacksmith's Beloved:** If you need to create new custom magic items for your players, giving a rare +1 weapon a spell it can cast is a great way to easily design new items. Having them require attunement prevents the players from having a snowball effect of getting too many free spells.
- **Bulette Breastplate:** This item is a little on the strong side for its rarity level. It's great for martial classes by letting them fight even while blinded. This helps to keep them consistent in their damage output, which is how they are supposed to scale against spellcasters (i.e. they aren't stopped by getting blinded.). Additionally, by granting them the spell *jump* they are able to capitalize on their athletic prowess, which lessens the utility gap compared to spellcasters who get the ability to fly.
- **Duelist's Bow:** This item is great for new adventurers who aren't careful with their positioning. By negating the ranged attack penalty for adjacent creatures, it helps players from feeling bad when they get caught unawares. The disengage bonus action helps in the same way.
- **Rockeater Acid:** This item is great for a heist situation or to sneak into a new location. Giving players magic items that can be used outside of combat encourages clever RP and rewards players for thinking outside of the box. For more straightforward players, this still is a useful item as it can hurt constructs. One use rewards like this are great to give players since it gives them something shiny and new without making them too powerful by stacking items.
- **Shieldbreaker:** The critical hit effect for granting advantage is similar to the feat "Crusher" from *Tasha's Cauldron of Everything*.

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