

100 Magical Items of Varying Utility

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Roll	Name	Type	Description
1	Accident Rod	Rod	Hitting this rod against a metal object will cause someone within earshot to have an accident, probably fatal. After being struck, the rod will continue to softly vibrate and may not be used again for d12 hours
2	Aging Elixir	Potion	Age 1d10 years
3	Amulet of Freedom	Amulet	Stuffed Eagle Head, Negates all movement impairing effects for 1 round, including grapples and over-encumbrance, 50 charges
4	Ancient Spade	Shovel	This shovel can dig through any natural substance as if it were mere dirt. It's magical properties cannot be used as a weapon
5	Arrival Pot	Pot	A 1 foot tall ceramic pot that will make a loud announcement when something moves too close to it. Usually used to announce visitors to a household.
6	Arrow Magnet	Amulet	When an arrow is fired in the vicinity of this amulet's wearer, it will strike the amulet wearer
7	Bear Urine Extract	Potion	Morph into a bear for d20 minutes, transformation potentially fatal
8	Bell Stone	Rock	When struck, this rock will ring with the sound of a large bell
9	Blessed Lotion	Lotion	AC +2 for one day, +4 vs Undead
10	Blink Draught	Potion	Teleport to a location within line of sight and no more than 30' away
11	Blistering Rod	Rod	Hitting this rod against a metal object will cause it to become very hot, possibly molten. If a creature wearing mundane armor is struck by this rod he will take 6 dmg and his armor will be destroyed. After being struck, the rod will continue to softly vibrate and may not be used again for d12 hours
12	Brightstone	Gem	This gem normally looks like quartz, but if left out in the sun for one day turns yellow like a topaz. Smacking it against something creates a blinding light and drains it of color.
13	Canine's Drink	Potion	When fed to a dog it gains 2d6+2 temp HP and deals 2d6 dmg for 1 day
14	Caretaker's Harp	Harp	Full sized harp. Reduces severity of travel encounters, but must be played constantly to have any effect
15	Cats' Cube	Box	2 item slots, appears empty if opened improperly
16	Climbing Tonic	Potion	Climbing skill set to 20 and fall damage reduced to 0 for 1 day
17	Color Bomb	Potion	Smash on the ground to release a large amount of swirling, colorful smoke. Anyone who sees the smoke is mesmerized by it for d4 rounds
18	Compulsive Whip	Whip	Any person whipped by this whip must follow the commands of its wielder for the next 5 minutes, so long as the victim is in the wielder's line of sight. The victim takes 2 damage with each whipping
19	Confiding Pillow	Pillow	Will whisper secrets it its owner during the night
20	Crab Crown	Crown	Provides +2 AC when worn, but attracts the attention of crabs, who will come from nearby and cling to the wearer
21	Dagger of Lizard Control	Dagger	Functions as a normal dagger, but wielder may issue basic commands to small lizards
22	Dental Fife	Fife	Playing this fife also cleans the user's teeth
23	Destroying Rod	Rod	Hitting this rod against a metal object, the nearest artificial structure will take massive damage, possibly destroying it entirely. After being struck, the rod will continue to softly vibrate and may not be used again for d12 hours
24	Device of Hatfulness	Device	Activating this device will cause all enemies present to prefer to target the device holder
25	Direction Staff	Staff	This walking stick ensures that whoever holds it instinctively knows which direction North lies

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26	Drawing Rod	Rod	Hitting this rod against a metal object will compel any mortal or beast who hears the sounding of the rod to come to the area. After being struck, the rod will continue to softly vibrate and may not be used again for d12 hours
27	Druid's Flute	Flute	Can mimic the call of six animals: Wolf, Wild Boar, Bear, Alligator, Eagle and Moose
28	Elusive Lantern	Lantern	The light from this lantern can only be seen by its carrier
29	Emergency Blade	Dagger	Once per day, when the owner of this dagger is attacked, the dagger will leap to its owner's hand and slice the attacker for 3 DMG, interrupting the attack entirely
30	Energetic Goblet	Goblet	Drinking the entire contents of this goblet will afford +1 to the drinker's next roll. May be refilled as a full action
31	Everburning Candle	Candle	This candle will never burn out, so it will always produce light
32	Extinguishing Tonic	Potion	Pour on ground to extinguish all fire, magical or otherwise, in a 50' radius
33	Far-Flung Violin	Violin	When played, this violin can be clearly heard for several miles in all directions, but sounds as if it were merely across the room
34	Faucet Cloth	Damp Rag	Can be wrung out infinitely to produce foul tasting water
35	Firestone	Gem	This gem normally looks like quartz, but if allowed to absorb heat will change in color to resemble a bright orange garnet. When smashed against something, it is drained of color and will light that thing on fire.
36	Flaming Trumpet	Trumpet	When played, 1 in 6 chance to start a small fire in target area up to 15' away
37	Gilded Throwing Knife	Knife	For every killing blow this knife lands, whoever has it on their person gains +1 to Dexterity. Resets at sunrise
38	Glowing Dart	Dart	Thrown. When it strikes a surface it glows with green light, illuminating a 10 foot area. may be collected and re-used
39	God Chime	Small item	Ringling this chime casts detect magic on the user
40	Gold Trimmed Scarf	Mantle	Wearing this scarf gives the character +5 to his max hit points.
41	Helpless Bandage	Bandage	A person bandaged with this item will be unable to do anything for themselves and will rely on others for everything. They will not remove the bandage until the wound is healed.
42	Ice Pipe	Smoking Pipe	When smoking this pipe, any smoke exhaled will be of sub zero temperature. It will deal d4 dmg to a living target.
43	Ill-Fated Necklace	Necklace	The wearer of this necklace has a general feeling that he is safe. The opposite is, in fact, the case. Any time something bad happens to the group, the wearer of this necklace bears the brunt of the misfortune
44	Ill-Fated Vest	Vest	The wearer of this vest will suffer critical failures on a natural d20 roll of 1-5
45	Imitative Deck Of Cards	Deck of Cards	Placing this deck of cards next to a mundane deck of cards will "attune" the Imitative deck to the mundane one. Whenever the mundane deck is shuffled, the imitative deck will match the new order of the mundane one. Used for cheating at cards.
46	Imitative Rope	Rope	50' of rope which can be controlled by simple hand gestures from its owner
47	Infernal Chain Mail	Chainmail	Reduces fire damage by d20 every time it is taken
48	Ink Quartz	Rock	Functions as an ink pot. To activate, press a long object tip first against the stone and the tip will be immediately covered in ink
49	Insect's Brooch	Jewelry	Biting and stinging insects have a 75% chance to ignore you
50	Iron Ring	Ring	Any item held in the hand wearing this ring will function as an iron dagger

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51	Judge Coin	Coin	If this coin is flipped to determine a dispute between two people, both parties will be forever bound by the outcome
52	Just Cauldron	Cauldron	A living creature who is boiled alive in this cauldron will either expire normally or will emerge unharmed. This is a test of that person's guilt where a specific crime is concerned
53	Lake Paper	Paper	Whatever is written on this paper will only become visible if submerged in a lake or other large body of water
54	Lightning Beads	Bead	When thrown, a lightning bolt will erupt from the bead, hitting the closest object for d20 dmg
55	Lock Lotion	Potion	Rub into a non-magical lock to unlock
56	Looting Mask	Mask	Increases the value of any loot found, as well as the number of coins. Anyone found to possess it is immediately accused of a crime
57	Mortal Ladle	Ladle	Drinking the blood of a slain foe from this ladle will restore 4 HP
58	Muddled Mirror	Hand Mirror	This mirror is sentient and will attempt to show glimpses of anything its owner commands it to show, but it is easily flustered and is usually incapable of showing what it is commanded to. Only through severe beration and ridicule will it be able to muster the energy to show what it was commanded to show
59	Murmuring Mixture	Potion	May use own voice as source of limited telekinesis for 1 day (1 lb of force)
60	Noble Blouse	Blouse	The wearer of this blouse will, to all appearances, be of high birth and will be afforded the respect a noblewoman deserves. This includes the negative attention of rebels, dissenters, thieves, and other petty nobles demanding to know what house the wearer belongs to.
61	Notched Dagger	Dagger	If thrown, this dagger will never miss its target, dealing d4 damage and ignoring all armor
62	Octopoid Tunic	Chestpiece	When the wearer of this tunic submerges himself under water he transforms into an octopus
63	Odious Kite	Kite	If this kite is flown, the area (and people) beneath is will be blighted with pustual growths
64	Onion Hoe	Hoe	Wherever this hoe strikes soil, a buried onion will be revealed. Creates the onion from an equivalent mass of dirt.
65	Perpetual Rotating Disaster	Top	If this top is set spinning it will never stop on its own. As long as it spins, everyone nearby will be much more likely to suffer an accident of some sort [Critical failures on a d20 roll of 1-10]
66	Poison Fork	Fork	Any food eaten with this fork will be laden with poison
67	Poisonous Door	Door	This normal looking wooden door will poison anyone who attempt to open it without a key
68	Potion of Brief Invisibility	Potion	d2+1 rounds of invisibility
69	Potion of Sanity	Potion	Removes one instance of insanity or causes insanity if no insanity is present
70	Potion of the Angry Priest	Potion	Cleric may prepare +1 spell. Lasts 1 day
71	Rain Jug	Jug	This jug is 12 inches tall. However much liquid the jug is filled with will rain down across an area several miles wide over the next 12 hours. E.g. if it has 4 inches of water in it, the area will receive 4 inches of rain, which would probably cause some flooding.
72	Recording Club	Club	The names of all those killed by this club are magically inscribed into its surface, as is the name of the one who wielded it at the time of the killing
73	Religious Net	Net	This net will only ensnare those who do not follow a god, all others may disentangle themselves
74	Riveting Rod	Rod	Hitting this rod against a metal object will cause anyone who hears the sounding of the rod to freeze in place for 2 rounds. After being struck, the rod will continue to softly vibrate and may not be used again for d12 hours
75	Runed Arrow	Arrow	If it hits, target's AC is reduced to 12 for duration of battle. Either way, arrow is destroyed

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76	Sand Crown	Crown	When used (worn), this seemingly golden crown turns to sand and falls to the ground where it reforms into a crown. Any gold, silver, or copper item it is placed near will also gain this property. A coin would only turn to sand when it was being used (spent), etc.
77	Sarcastic Basket	Basket	This basket will make sarcastic remarks whenever it feels like it
78	Screamers' Potion	Potion	Voice acts as a minor action ranged weapon of d6 dmg for 1 day
79	Shadowless Salve	Lotion	Shadow disappears for d4 days
80	Shell Paste	Lotion	Grow an exoskeleton for 1 hour, increasing AC by +1
81	Shield Kettle	Kettle	Drinking tea made with this kettle will grant the drinker +1 AC. The tea must be made with wormrose essence and the kettle will make 6 servings.
82	Shielding Orb	Orb	Floats around user's head and completely blocks mundane ranged attacks which would have hit. Must decide before damage is rolled. Does not affect area attacks. Destroyed after 3 uses, but may be repaired by a blacksmith if taken in after only 2 uses
83	Shrimp Hatchet	Hatchet	A 1 inch long hatchet that packs the same punch as a hatchet of standard size
84	Signal Jewels	Gem	A pair of gems that can appear to be Amber, Emerald, or Ruby. Whoever holds one jewel can at any time change the color of the other jewel.
85	Sky Vest	Clothing	This vest will change color, predicting the weather for the next few hours
86	Sleeping Powder	Powder	Allows user to fall asleep under any circumstances, but only if they wish to. 10 doses
87	Soup Armor	Chestpiece	Any blood spilled from its wearer will not be blood at all, but delicious soup. It still hurts...
88	Squalid Pouch	Pouch	Filled with an infinite amount of filth and ichor
89	Stink Juice	Potion	Smash on ground to cause a major distraction
90	Terror Rod	Rod	Hitting this rod against a metal object will cause anyone who hears the sounding of the rod to either flee or cower in terror for 1 round. After being struck, the rod will continue to softly vibrate and may not be used again for d12 hours
91	Titans' Elixir	Potion	Restores d6+1 HP plus d6+1 Temporary HP
92	Tool Drum	Drum	This drum can be used in place of any basic tool. If it is played for an appropriate length of time the task requiring the tool will complete itself. The more difficult the task, the longer the drum must be played, starting at 1 minute. The player of the drum must have the ability to complete the task if he had the appropriate tool.
93	Trail Lute	Lute	If this lute is played by a skilled musician, he (and only he) will see a glowing trail appear, which leads to the subject of his song. If he stops playing the trail will vanish
94	Transgender Tincture	Potion	Change sex for 1d4 months
95	Treacherous Rope	Rope	Appears to be normal rope, but if used for climbing it will inevitably uncoil
96	Troll Leather Armor	Armor	As chainmail, unencumbering
97	Waterstone	Gem	This gem normally looks like quartz, but if allowed to absorb water will change color to resemble a deep blue sapphire. When clasped against one's chest, it is drained of color and will restore 3 HP. It must absorb 3 Liters of water for to charge, and can only be used once a day.
98	Whore Bracelet	Bracelet	This bracelet marks its wearer out as a prostitute, but also increases Charisma by +2
99	Worm Amulets	Amulet	A pair of amulets which must be worn by two separate people. If one of the wearers is killed, he will instead be spared and the other wearer of the amulet will die in his place
100	Yellow Shield	Shield	Shield +2, Emblazoned with the yellow sign, unknown curse [Once per session PC must succeed wisdom check or GM controls their character for one round]