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1000

Magical Things to Wear

for any fantasy RPG campaign

By Aaron Canton

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Grinning Skull Design Studios presents:

Grim's Amazing D100 Tables

100 Magical Things to wear

For any fantasy RPG Campaign

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Foreword



If you're running a fantasy campaign, sooner or later you'll need to provide your players with access to magical clothes and pieces of armour. Just in case you haven't thought of specific wearable items to help or hinder your characters yet, 100 are listed below.

About the Author



Aaron Canton is a writer currently living in Singapore. His writing includes science fiction and fantasy stories, essays on mythology, and RPG supplements.

He does work-for-hire in addition to working on his own projects and is currently accepting commissions. A complete list of his published works is available at <https://aaroncanton.wordpress.com/writing/>, and he can be contacted at dkg800@aol.com.

Choose or Roll D100



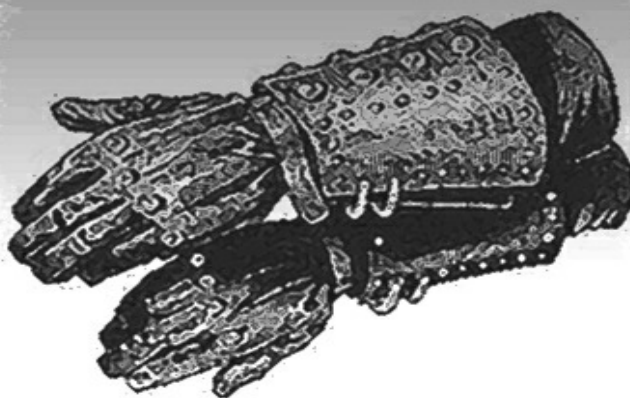
01-10: FOOTWEAR

01. **Sprinter's Soles:** two boots which double the wearer's movement speed
02. **Boots of Quiet:** two boots which prevent the wearer from making noises as they step
03. **Boots of the Ethereal:** two boots which prevent the wearer from leaving footprints as they walk
04. **Jamor's Moccasins:** two moccasins so sensitive that they allow the wearer to feel the tread of people sneaking up on him.
05. **Aiherral's Winged Shoes:** two shoes which allow the wearer to step into empty space as if on solid ground.
06. **Jester's Boots:** two boots which halve the wearer's dexterity and force him to trip more often.
07. **Cursed Shoes of the Aviary:** two boots which transform the wearer's feet into talons.
08. **Walking Sandals:** two sandals that move a wearer's feet to force him to walk to a specific location.
09. **Scouting Sandals:** two sandals that can walk on their own for a short distance ahead of their user. Useful for setting off traps early and otherwise scouting ahead.
10. **Feet of the Stallion:** four horseshoes that increase the speed of a pack animal who wears them.

Choose or Roll D100

11-20: GLOVES AND OTHER HAND COVERINGS

11. **Gloves of the Rapsallion:** two gloves which increase the wearer's ability to pick locks.
12. **Salamander's Bounty:** two gloves which perfectly heat the wearer's hands, preventing any stiffness or numbness that could be caused by cold conditions.
13. **Tiger's Grip:** two gloves which double the wearer's gripping strength.
14. **Perce's Betrayal:** two gloves which set in place overnight and prevent the wearer from moving his fingers until the gloves are somehow removed.
15. **Jackal Gloves:** two fingerless gloves which turn the wearer's fingernails into long, durable claws.
16. **Unerring Mitt:** one large mitt which attracts any objects thrown at the wearer so they bounce harmlessly off the mitt instead.
17. **Cursed Gauntlet of the Double Grave:** a single spiked gauntlet that, whenever used to damage an opponent in battle, will drive a spike into its wearer and inflict the same amount of damage on him.
18. **Grappler's Gift:** two gauntlets with ten fingers each. The next five times the wearer is struck in each hand, the damage is redirected to one of the excess fingers and the users' hands are not hurt.
19. **Magician's Aid:** two gloves with autonomous fingers that can perform the somatic components of any spell, enabling the wearer to cast spells even when his own fingers have been broken or bound.
20. **Assassin's Helper:** two gloves which intelligently shift the wearer's grip on his weapons, enabling him to do double damage as long as he has a few seconds to set up the attack.



Choose or Roll D100



21-30: HELMETS AND HATS

21. **Helmet of the Wise:** one helmet which doubles the intelligence of the wearer.
22. **Lancer's Helmet:** one helmet which provides double protection against blows to the wearer's head.
23. **Azeron's Ioun Stone:** one ioun stone which hovers above the wearer's head and halves the casting time of his spells.
24. **Bard's Cap:** one hat which increases the wearer's charisma by fifty percent.
25. **Minotaur's Doom:** one helmet with prongs sticking out of its top. The prongs are poisonous and have a fifty percent chance of paralyzing anyone who touches them.
26. **Helmet of the Peacock:** one helmet with a multi-coloured plume sticking out of its top. When the wearer speaks a magic word, the plume glows and all approaching enemies have a chance of being hypnotized by it.
27. **Wig of Shadows:** one wig of human hair which allows the wearer to shape-shift into the form of a powerful warrior--the same warrior whose hair was used to make the wig.
28. **Skin Skullcap:** one skullcap made of dyed human skin which doubles the number of spells the wearer can cast. This skullcap may only be worn by evil people.
29. **Evalrein's Curse:** one helmet which prevents the wearer from sleeping and which cannot be removed except by powerful magic or the death of the wearer.
30. **Helm of the World:** one helmet which allows the wearer to astrally project and see images from wherever his quest is next taking him. For instance, he could see the entrance to the next dungeon he will enter.

Choose or Roll D100

31-40: BELTS AND GIRDLES

31. **Frayed Rope:** one seemingly-normal rope which magically charms strangers to wear it as a cheap, effective belt. Once it is worn, magically invades the wearer's dreams and coerces him to hang himself.
32. **Vampire's Blight:** one belt with a shiny buckle that has a rune inscribed on the back. The wearer can touch the ruin to magically summon a mighty burst of sunlight.
33. **Envy of the Rajah:** one belt studded with many fine gems. Whoever wears this belt will find himself pursued relentlessly by a powerful djinni that was tasked by a long-dead rajah with recovering it.
34. **Sacrifice:** one spike-studded belt. The wearer may purposefully injure himself upon the belt in order to deal twice that amount of damage to any enemy within eyesight.
35. **Snakeskin Girdle:** one belt made of snakeskin which the wearer can use to turn himself into a gigantic snake once per day.
36. **Girdle of Animal Intellect:** one belt which grants human-level intelligence to any animal that wears it. Often used by rangers to help them interrogate or otherwise work with local wildlife.
37. **Acid Belt of Fools:** one belt cursed with a mild acid spell that gradually eats away at the wearer's pants.
38. **Girdle of Minotaur Summoning:** one belt of Minotaur skin which the wearer can use to summon a Minotaur. However, if the Minotaur notices the wearer has a Minotaur-skin belt, it will become hostile.
39. **Metal Belt:** one belt of iron, suitable for golems and other constructs. It doubles the hardness of the wearer's outer shell.
40. **Belistar's Girdle of the Woods:** one belt of intertwined grasses which makes the wearer knowledgeable about botany in his immediate area, including knowing which plants are suitable for food and medicine.



Choose or Roll D100



41-50: BODY ARMOUR

41. **The Paper Chain:** one piece of paper cut into the shape of a suit of armour and magically enchanted to protect the wearer as well as chain mail would. If it gets wet it will dissolve.
42. **Living Protection:** one suit of plate mail armour which can heal itself from rust, chinks, and other damage, but which drains the vitality and health of the wearer to do so.
43. **Keltan's Chain mail:** one suit of chain mail armour that renders the wearer completely impervious to arrow fire.
44. **Rusted Shards:** one suit of leather armour covered with enchanted blood-red metal shards. The shards rust any weapon which makes contact with them.
45. **Elephant's Pride:** one suit of elephant hide armour. The wearer can speak a magic word once per day to draw upon an elephant's strength and become twice as strong.
46. **The Folly of Xannet D'Arcadia:** one suit of splint armour which renders the wearer almost completely invulnerable to harm but cannot ever be removed without magically divining the long-lost removal spell.
47. **Elemental Armour:** one suit of plate mail that renders the wearer completely immune to any fire or ice attacks.
48. **Armour of the Veteran Ranger:** one suit of hide armour which provides the wearer with the muscle memory and instincts of a range who spent fifty years honing his abilities.
49. **Vicott's Decoys:** six suits of chain mail armour. When one is struck it transfers the blow to another suit being worn at the same time; the other suit takes the damage. This only works if at least two suits are in use at once.
50. **Fiend's Armour:** one suit of hide armour made of the scales and skin of a greater demon. The wearer is virtually immune to physical and elemental attacks, but the demon's soul will continually attempt to corrupt him.

Choose or Roll D100

51-60: SHIRTS, JACKETS, TUNICS, AND ROBES

51. **Tunic of the Spy:** One tunic which can take the appearance, according to the wishes of the wearer, of any shirt, jacket, or other non-armor piece of clothing which goes on the torso.
52. **Mage's Robe of Rapid-fire Invocation:** One set of robes which allows the user to cast multiple spells in immediate succession without needing time to recover.
53. **Ruby Tunic:** One tunic which contains a single large ruby in the collar. The wearer can use the ruby to charm one person who looks at it per day.
54. **Blessed Shirt:** One shirt which has been blessed by powerful clerics and which allows the wearer to regenerative a small amount of health every few minutes.
55. **Jacket of Concealment:** One jacket which has magical pockets that can store an unlimited number of items.
56. **Robe of the Lightning Mage:** One set of robes which gives the wearer complete immunity to lightning and other electrical attacks.
57. **Grand General's Uniform:** One set of formal clothes which once belonged to a famously brave general and which protects the wearer from all fear-based attacks.
58. **Deril's Doom:** One tunic which charms all wandering monsters in the to attack the wearer and which cannot be removed except by powerful magic.
59. **The Early Bird:** One bathrobe which allows the wearer to sleep for only an hour per night and yet be as rested as if he had slept for eight hours.
60. **Shirt of Absorption:** One shirt which can steal an ability or proficiency from one wearer and transfer it to the next person who puts the shirt on.



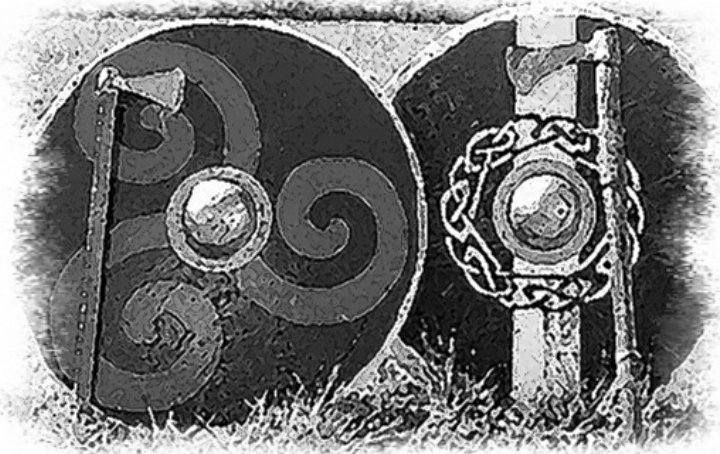
Choose or Roll D100

61-70: RINGS

61. **Ruby Ring:** One ring which the wearer can use to shoot a jet of fire at an enemy.
62. **Blackguard's Ring:** One ring with a tiny spike that the wearer can use to paralyze enemies by shaking their hand and pricking them with the spike.
63. **Alchemist's Ring:** One ring with symbols of magical elements. The wearer can press each symbol to create enough of the corresponding element to use in a spell. Each sigil may be pressed 3 times before vanishing.
64. **Traitor's Gift:** One ring which crushes the wearer's finger and fatally poisons him once his finger is destroyed. Made by a warlord to 'reward' those who betrayed their masters for him..
65. **Jenella's Tribute:** One ring which allows the wearer to detach his hand so it operates remotely for up to five minutes. The hand is controlled with mental commands.
66. **Crushing Force:** One ring which, when the wearer begins to throttle or choke an opponent, drastically amplifies the user's strength so as to ensure the opponent is strangled or has his neck broken.
67. **Rings of Sound and Fury:** Two rings, one of which the wearer can use to summon a lightning bolt, and the other which the wearer can use to summon a sonic boom.
68. **Grifter's Glee:** One ring which entralls a wearer into being willing to pay any price to obtain it. The ring then vanishes one hour after being sold and returns to the salesman.
69. **Duke's Insignia:** One set of twelve rings, each of which allows the wearer to bypass several magical wards securing an ancient castle high in the mountains.
70. **Miner's Delight:** One ring which vibrates when near precious metals, even if the metals are hidden by rock or other substances.



Choose or Roll D100



71-80: SHIELDS

71. **Shield of the Bear:** One small shield with the picture of a bear on it. The bearer can charm any bears within sight of the shield into obeying him.
72. **The Barrier:** One large shield with a rune on the inside. When triggered, the rune gives the bearer complete invulnerability to attacks for six hours, but also paralyzes the user for just as long.
73. **Lightning Disk:** One small shield which can be flung at an enemy. If it hits an enemy, it will explode in a blast of lightning and then respawn in the bearer's hand.
74. **Frost Giant's Bane:** One large shield which grants the bearer immunity to cold.
75. **The Thrasher:** One large shield with spikes protruding from its surface. If the bearer bashes an enemy with the shield and the spikes puncture the enemy's skin, the enemy will suffer double damage.
76. **Marr's Malaise:** One small shield which renders the bearer immune to all elemental attacks, but also afflicts the bearer with exhaustion and forces him to rest twice as often as normal.
77. **The Gate:** One large shield which, once per day, can open a portal to a desert wasteland. The portal can absorb an unlimited number of attacks without breaking, but only lasts for sixty seconds.
78. **Hero's Guide:** One small shield which renders the bearer immune to fear effects.
79. **The Reflector:** One large shield with a reflective surface. It can reflect magical attacks back at the attacker, but will shatter if struck by too many physical attacks.
80. **Detritch's Vile Beast:** One large gem-studded shield which wraps around the bearer and then transforms the bearer into a wolf-like mindless metal beast. Magical commands can force the beast to act, or free the bearer.

Choose or Roll D100

81-90: CLOAKS



81. **Ranger's Cloak:** One cloak which increases the wearer's resistance to weather effects (such as intense cold or rain) by twenty percent.
82. **Natsu's Cloak:** One pitch-black cloak which the wearer can wrap around himself to turn himself invisible. This power does not work in sunlight, but does work in artificial light.
83. **Cloak of the Ancient:** One withered cloak which grants the wearer vast knowledge but also severely reduces his strength and stamina. This cloak may only be removed with powerful magic.
84. **Elf's Bane:** One cloak which doubles the wearer's resistance to missile attacks such as arrows.
85. **Bromo's Blessing:** One light cloak formerly possessed by a famous paladin. The wearer may heal one individual per day, restoring up to half of that individual's total health.
86. **Gilded Guilt:** One cloak with gold patterns on the surface. As soon as it is put on, the cloak becomes so heavy that the wearer can only move at half speed. This cloak may only be removed with powerful magic.
87. **Bird Spirit:** One cloak which allows the wearer to shape shift into a griffon, roc, or eagle.
88. **Beastmaster's Friend:** One horse-sized cloak. When placed on a pack animal, it protects that animal from all weather conditions, and from all magic that does not directly strike it (such as a fireball that lands nearby).
89. **Companion's Cloak:** One dog-sized cloak. When placed on a dog (or similar animal), that dog triples in size for one hour. All of the dogs' attacks are doubled in strength for that hour.
90. **Dryad's Trick:** One cloak of leaves. The cloak doubles the wearer's resistance to all physical attacks, but if the wearer keeps it on overnight, the cloak will transform into a tree and trap the wearer inside forever.

Choose or Roll D100



91-100: MISCELLANEOUS

91. **Telescoping Eye:** One pair of eyeglasses which increase the wearer's eyesight, enabling him to read a book at a distance of fifty yards.
92. **Butterfly Brooch:** One brooch which, when stroked, can summon a large swarm of butterflies. The butterflies cannot attack but can completely hide the wearer from sight for fifteen seconds.
93. **Winner's Choice:** Two armbands. When both are worn, the wearer's arms are 150% as strong as usual. When only one is worn, that arm is 300% as strong as usual, but the wearer's other arm is only 50% as strong.
94. **Ink of Finality:** One pot of tattoo ink that can be tattooed onto an individual's back. If the tattoo is in the shape of an animal, the individual will become that animal forever; otherwise the ink has no effect.
95. **Deadly Chompers:** One set of false teeth that will fuse to the wearer's jaw and then gradually transform the wearer into a powerful skeleton warrior. This transformation may only be reversed with powerful magic.
96. **Saddle Monster:** One cursed saddle. When set on a horse, the horse will be immediately possessed by a demon soldier and will attack all non-evil beings in sight.
97. **Muzzle of Nightmares:** One muzzle. When placed on a canine's face, it reshapes the canine's mouth to have sharp, poisonous fangs.
98. **A Better Carrier:** Two small tubes of the type used for carrier pigeons. Anything put into one tube will immediately appear in the other, as long as both tubes are attached to birds of some sort.
99. **Wizard's Bane;** One monocle. When the wearer sees a spell through the monocle, he will know exactly how to cast it. This applies to spells being cast 'live' as well as older spells such as runes or enchanted objects.
100. **Stick of the Wanderer:** One walking stick. When held, it prevents the bearer from feeling any exhaustion for as long as he walks. Once the bearer stops walking or drops the stick, all his cumulative exhaustion is felt again. This can be lethal if the bearer has walked for more than a few days; if the bearer has the misfortune to do so, he has no choice but to walk forever and never let go of the stick.

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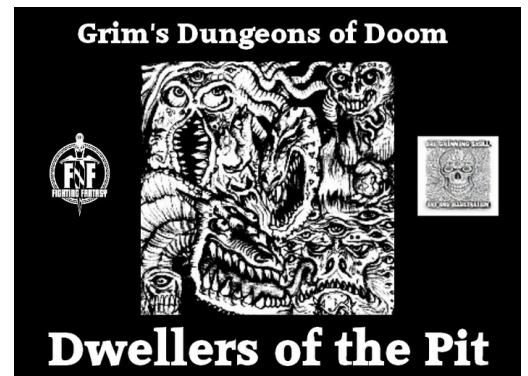
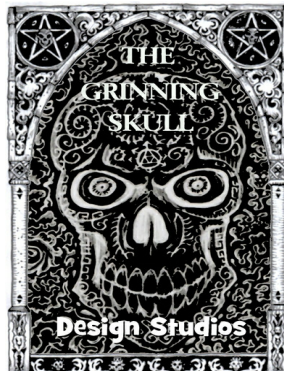
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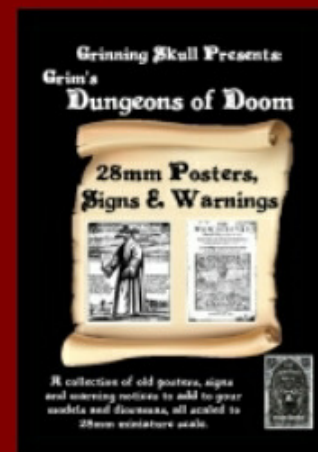
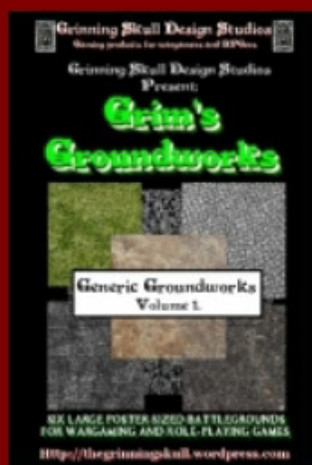
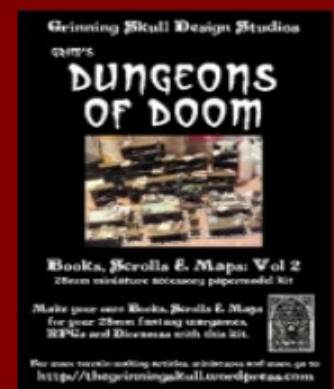
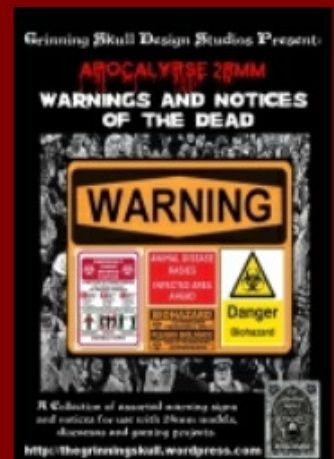
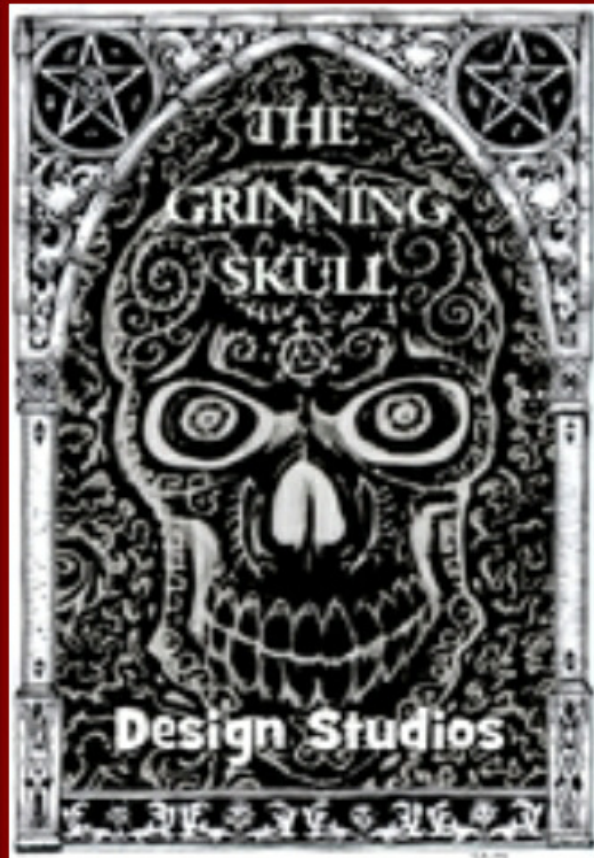
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