

*A Small Treasury of
Magical Items*

Pink Dice Bag Publishing

Dedication and Appreciation

My first thanks goes to my dear knight who helped motivate me to actually complete this project as well as reword (and reword and reword) almost a dozen entries.

My second thanks goes out to, as always, my Mutti for encouraging me to start and keep writing to begin with.

Credits

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Introduction

One of my favorite parts of any game (tabletop or video) has always been the interesting items. I have no idea why but I've always had a fascination with well, cool stuff. It was this fascination lead me to create this small collection of interesting items which will hopefully add flavor to any game.

As with most of my publications I have tried very hard to make all of the items presented here system neutral. As such, none will have concrete stats attached to them and will be open to interpretation by the GM. Many items do not have

With that in mind please enjoy this PDF and have fun working some new items into your games.

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Belt of Locking

Appearance: A braided, black, belt with the image of a padlock etched onto the buckle.

Main Effect: Once closed this belt locks into place and is unable to be opened by anyone other than the user.

Secondary Effect: This belt cannot be cut, pierced or ripped by ordinary means.

Negative Effects/Restriction: None

Extras: None

Lore: A versatile item, these belts are made with adventurers in mind. While they are certainly useful for holding up pants they can also be used to link items together or even strapped around a chest to keep it secured. Their only known maker is a leatherworker named Fell Dran who refuses to give up the secret to their manufacture.

Boots of Goats Grip

Appearance: These boots are made from a fine, dark, leather and have a roughly textured tread.

Main Effect: The wearer of these boots will find themselves wonderfully steady on their feet. As such they will not be able to fall or slip regardless of the terrain or circumstances.

Secondary Effect: The wearer of these boots will also not be able to be knocked down or pushed back from a standing position.

Negative Effects/Restriction: For a few hours after removing the boots the wearer will find themselves unsteady and a bit clumsy.

Extras: None

Lore: A favorite of dwarves, mountaineers and adventurers of all sorts these boots are made in small quantities by a group of leatherworkers in their workshop tucked away high in the mountains. Usually these boots cost more than a fair amount but the crafters have been known to part with a pair or two in exchange for rare and well preserved hides.

Candles of Clear Thought

Appearance: Twisted, light blue, taper candles.

Main Effect: Allows anyone in a five foot radius to concentrate regardless of any and all distractions including (but not limited to): noise, pain, bright lights, and general chaos.

Secondary Effect: None

Negative Effects/Restriction: Burn duration of 4 hours

Extras: None

Lore: These candles are very popular among clerics whenever a new wave of acolytes join their temples. Even teenagers devoting themselves to religious study are still teenagers after all.

Charmers Collar

Appearance: A stunning collar woven with gold threads and decorated with pearls.

Main Effect: Any beast that has this collar placed around its neck will immediately become friendly towards the person who placed it there.

Secondary Effect: If worn continuously for more than a month the beast and the user will begin to form an empathetic bond with each other.

Negative Effects/Restriction: If the user abuses or otherwise mistreats the beast wearing the collar the magic will be irrevocably broken.

Extras: Set of Four

Lore: Famous adventurer Thena Monk created a set of four of these collars to allow her to bring back and subsequently display many of the fantastic beasts that she encountered in her travels.

Circlet of Woodland Tongues

Appearance: A silver circlet with vines engraved all the way around and a cut emerald set into the center.

Main Effect: Allows the wearer to communicate with all beasts (magical or not).

Secondary Effect: Allows the wearer to empathically communicate with all living plant matter.

Negative Effects/Restriction: The wearer cannot speak any human (or humanoid) language while using the circlet.

Extras: None.

Lore: Once upon a time this circlet was given as a gift from a group of woodland fae to a ranger who had risked her life time and time again to protect their forest. Since her death it has changed hands a few times but it has never stayed with any one owner for long.

The Cloak of Snowfall

Appearance: This cloak is made from a light blue silk, lined with a white fur and trimmed with generous silver embroidery.

Main Effect: Allows the wearer to pass through snowstorms unimpeded no matter how bad the storm.

Secondary Effect: Allows the user to walk over snow as though it were a solid ground.

Negative Effects/Restriction: None

Extras: If an individual who is very skilled in hunting, tanning or the taxonomy of monsters takes a good look at the lining of the cloak they will discover that it is made from yeti fur.

Lore: Crafted by a big game hunter who specialized in tracking prey across the frozen wastes, this cloak is a tremendous boon to anyone who finds themselves facing the cold and snow.

Cloth of Purification

Appearance: An unremarkable square of linen.

Main Effect: Any liquid that passes through this cloth is purified removing any poisons, diseases, and contagions that were present.

Secondary Effect: None

Negative Effects/Restriction: Makes the taste of whatever passes through it a little weaker.

Extras: None

Lore: King Hagen was what some might call paranoid. He was so worried about his drink being poisoned that he employed not one but a small team of tasters. Eventually he began to worry that even that would not be enough to protect him from potential poisoners. So he offered a reward to anyone who could come up with a permanent solution to his problem. After many failed ideas a wizard's apprentice approached the king and offered him this simple square of cloth. The King was delighted and not only offered the apprentice the reward but a position in the court.

Decanter of True Rest

Appearance: This decanter is made of beautifully clear crystal and the stopper is in the shape of a heart.

Main Effect: Any liquid that is left to sit in the decanter for more than 24 hours will cause those to drink it to enter a state of peacefulness and relaxation for up to 6 hours.

Secondary Effect: Any liquid left in the decanter will also become sweeter and more pleasant to drink.

Negative Effects/Restriction: If anyone drinks from the decanter more than once in an 8 hour period they run a 25% chance of becoming addicted.

Extras: None

Lore: These pieces most often bought by those who deal with tremendously stressful situations on a regular basis and need something extra powerful to help them unwind.

The Dunnyl Cutlass

Appearance: This blade is engraved with strange runes from a forgotten language that glow softly in the hands of its chosen wielder.

Main Effect: Allows the wielder to shapeshift into a being of light once a day.

Secondary Effect: Allows the wielder to read emotions.

Negative Effects/Restriction: Gives the wielder constant dreams about a distant past.

Extras: The blade seems to gravitate towards those with otherwise modest destinies.

Lore: The Dunnyl Cutlass was created by a group of powerful sorcerers from a now forgotten race. It was intended to be a way for the wielder to transform into a higher being of pure magic in order to defend the people should the need arise. Unfortunately it didn't quite work and only allowed the wielder to transform into a being of light. Not much more is known about it.

Eye of Spring

Appearance: This bright green gem is about the size of a fist.

Main Effect: Creates a bubble of Spring like conditions in a 30 foot radius. Snow melts, flowers bloom and a warm breeze passes through the bubble. The ambient weather is not effected, however for all spells and effects cast inside the bubble it is considered to be favorable weather.

Secondary Effect: None

Negative Effects/Restriction: May only be activated once per week. The effect lasts 1d4 hours.

Extras: If the gem is not recognized as magical it will be appraised as a peridot worth approximately 10,000 gold.

Lore: Many dream of controlling the forces of nature but only a precious few are able to achieve it. It's unknown how exactly the Eye of Spring came to be but it has been highly coveted and often stolen for over a hundred years.

The Finding Stone

Appearance: A smooth, grey, stone about the size of an average person's palm.

Main Effect: Every morning the user may choose an object, person or place that they wish to locate. On making their choice they then may whisper this to the stone. Once the stone has been informed of what the user is seeking it will glow blue when they user moves in a direction that will lead them to it.

Secondary Effect: None

Negative Effects/Restriction: The stone is unable to account for obstacles and will always attempt to lead the user in the most direct route.

Extras: None

Lore: Like many objects The Finding Stone was created to solve a problem. A combination of a few too many blows to the head and advancing years had caused the memory of a retired prize fighter to begin to falter. Concerned, his children banded together to commission the creation of an item that would help him retain both his independence and his pride. They later had a second stone commissioned upon realizing that it would be very easy for the first to become lost.

Foreseeing Oil

Appearance: This small vial of smoky liquid features an open eye etched into the glass.

Main Effect: When applied to the eyes this oil allows the user to see multiple potential consequences of one action.

Secondary Effect: None

Negative Effects/Restriction: Can only be used on a full moon. 4 uses per vial.

Extras: None

Lore: The recipe for Foreseeing Oil has been a closely guarded secret held by a group of oracles for hundreds of years. Anyone who braves the journey to one of their isolated temples will be rewarded with the opportunity to purchase a vial or two of the stuff.

Friends Forever Bracelets

Appearance: These colorful bracelets are woven with intricate patterns.

Main Effect: Any two people wearing these bracelets will know the emotional and psychical state of each other.

Secondary Effect: None

Negative Effects/Restriction: Can only be used by people on extremely friendly terms.

Extras: None

Lore: No one is exactly sure who was responsible for making the first pair of these. The method of their creation is, however, often passed around mages schools and is considered a fine project for any up and coming spell caster.

Gloves of Fire Resistance

Appearance: These gloves are remarkably long, extending up to the elbow on most people and appear to be covered in singe and scorch marks.

Main Effect: Fire and heat cannot penetrate these gloves. While wearing these gloves the user can safely handle burning objects and even stick their hand into fire unperturbed.

Secondary Effect: None

Negative Effects/Restriction: The gloves do have their limits. If the user exposes the gloves to high temperatures for more than an hour they will begin to lose their effectiveness.

Extras: None

Lore: Sets of these gloves are highly prized by blacksmiths and alchemists for their ability to aid in delicate work. They are only available as custom sets however and are known to cost a pretty penny.

Gwynn's Gauntlets

Appearance: A nondescript pair of steel gauntlets.

Main Effect: Anyone who sees or interacts with the wearer of these gauntlets treats the wearer as they would a member of their own kind.

Secondary Effect: The gauntlets magically shape themselves to fit any non-humanoid who attempts to put them on.

Negative Effects/Restriction: Can only be used by non-humanoids.

Extras: Anyone attempting to describe these gauntlets will find themselves lacking the proper words to do so.

Lore: There was once a minotaur named Gwynn who found himself traveling with a largely human group of adventurers. Now, Gwynn didn't mind being the only minotaur in the group any more than anyone else would mind being the tallest. What Gwynn did mind, however was the trouble that they encountered in small towns and villages unused to seeing beastmen such as himself. Being turned down for rooms at inns and being looked at like you might go on a rampage at any moment gets old fast. Luckily for Gwynn one of the other members of the party, a mage, took note of his plight and crafted him this wonderful pair of gauntlets.

Horn of the Unicorn

Appearance: This finely carved sounding horn features depictions of unicorns rushing forth from a dense forest.

Main Effect: When a character blows the horn it summons a unicorn that will serve the caller for 24 hours. It will accept no other riders and will disappear after the time is up.

Secondary Effect: None

Negative Effects/Restriction: The user must be of good heart and honest intention.

Extras: If anyone not fitting the restrictions blows on the horn a very flat and unpleasant noise will result.

Lore: It is said that this horn was a boon originally won by a small group of heroes who saved a group of unicorns from becoming the prisoners of a wicked king. No one has been able to determine exactly how the horn was crafted or by what hands but it has featured prominently in several well-known ballads and is seen as a symbol of good fortune in some circles.

Jenny's Boots

Appearance: These red leather boots are finely crafted and feature a row of reflective glass beads stitched across the top.

Main Effect: When worn a user may tap their heels together once to designate a return point. From then on the user may tap the heels of the boots together three times to have the boots guide them back to the designated point.

Secondary Effect: The boots magically shape themselves to fit any wearer with humanoid feet.

Negative Effects/Restriction: Can only be used by humanoids.

Extras: None

Lore: Legend has it that these boots were crafted by a sorceress to help her forgetful niece find her way home no matter how far she wandered.

Jesters Pillow of Warning

Appearance: A red and blue pillow with bells sewn to all four corners.

Main Effect: When a hostile person approaches the user the bells begin to ring, however only the user can hear them.

Secondary Effect: None

Negative Effects/Restriction: This item can only be used by performers and must be used while sleeping.

Extras: None.

Lore: This unusual pillow has no certain origin but some stories say that it was created by a bard who was none too popular with the local tavern owners after a few too many scathing jokes and needed to protect himself at night.

Lens of the Specter

Appearance: This item looks similar to a jeweler's loupe save for the green tint to the glass and the small skull etched onto the handle.

Main Effect: When looking through this lens the user will be able to see into the spirit world and the beyond. Any spirits, ghosts, or other unseen beings in the area will become visible to the user through the lens.

Secondary Effect: None

Negative Effects/Restriction: Through frequent use the user of this lens may find themselves a target for the attentions of those that they have been viewing.

Extras: This lens can only be destroyed by someone who is not among the living.

Lore: This lens was originally created by a cleric turned ghost hunter to help her locate her quarry. Several reproductions have been made since but none have quite been able to match the accuracy of the original.

The Lovers Lute

Appearance: Stained a rich red and covered in delicately gilded scroll work this lute is absolutely lovely.

Main Effect: Gives the lutenist the ability to turn their thoughts and feelings about another person into unbelievably beautiful music.

Secondary Effect: The sound from this lute fills any room that it is played in but does not seem any louder than an ordinary lute.

Negative Effects/Restriction: User must be able to play some kind of string instrument (though not necessarily well).

Extras: Only those with strong, romantic, feelings toward another find themselves inclined to use this instrument. Those without such feelings are not prohibited from using it however.

Lore: This lute was crafted by a shy but very passionate bard who used it to express his deep feelings to his love. He was extremely successful and after his wedding he passed the lute on to another young bard in a similar situation. From there the lute has changed hands nearly a dozen times and it has become tradition for the lute to be given to another after the wedding of its current owner.

Miracle Youth Cream

Appearance: A jar containing cream with a silvery sheen to it. The label on the jar proclaims unmatched regenerative powers and promises a more youthful appearance or your money back!

Main Effect: By rubbing this cream over their face the wearer will appear 2d6 years younger for 24 hours.

Secondary Effect: None

Negative Effects/Restriction: After the cream wears off the user will appear visibly tired and run down for an additional 24 hours no matter how well rested they may be.

Extras: None

Lore: Several years ago stalls started popping up in market places far and wide selling this "miracle in a jar". The stands would only be open for a few days at a time, just long enough to sell out, before packing up and disappearing only to return up to a year later and do the same thing. No one is quite sure where these mysterious merchants or their product is coming from but many would kill to get a steady supply of the stuff.

Mirrors of Reied

Appearance: A silver hand mirror with beautiful nymphs and vines circling its edge.

Main Effect: Allows the user to engage in two way communication with another mirror of the same type for 10 min a day.

Secondary Effect: None

Negative Effects/Restriction: Can only be used by women.

Extras: Set of 12

Lore: A set of 12, the mirrors of Reied were created by the daughters of a human king in order to keep in contact with each other and their female cousins as they each married off and spread across the world. The mirrors stayed within the family for a long while but eventually several of them made their way to the outside world.

Mr. Brave Bear

Appearance: This stuffed bear has his very own plush shield and sword accessories.

Main Effect: When cuddled this bear removes and protects from all fear effects.

Secondary Effect: If held while sleeping Mr. Brave Bear also safeguards against all nightmares both magical and mundane.

Negative Effects/Restriction: None

Extras: Mr. Brave Bear is made from a remarkably soft and cuddly material.

Lore: No matter how old, big or strong we may be everyone has moments were they become afraid. That's were Mr. Brave Bear comes in. He doesn't care who it is or what they are scared of, he's ready to defend!

Mug of the Drunkard

Appearance: This appears to be an ordinary wooden mug a bit worse for the wear.

Main Effect: Any liquid placed in this mug immediately becomes alcoholic. It can turn into either rum (1-40%), cider (41-70%), or wine (71-100%). The quality can either be good (1-40%), fair (41-70%), or excellent (71-100%)

Secondary Effect: None

Negative Effects/Restriction: None, other than the usual effects of consumption of alcohol.

Extras: Some say that if the mug is passed among friends the liquid inside grows in quality.

Lore: Like many items of this sort no one is exactly sure who the first person to create a Mug of the Drunkard was. However, one thing is sure and that is that there have been a great many happy people since.

Never-Ending Porridge Pot

Appearance: A plain black pot with a tightly fitting lid.

Main Effect: As the name suggests this pot supplies a never-ending amount of porridge. To activate it simply remove the lid and say "I would like some porridge please."

Secondary Effect: None

Negative Effects/Restriction: Once the lid is removed the pot will continue producing porridge until someone says "I would like some porridge please" backwards.

Extras: None

Lore: The story goes that a young girl once convinced a witch to give her a something that would be able to feed her entire village no matter how bad their situation became. The girl did not take into account, however, the nature of both witches and magic and before anyone figured out how to stop it her entire village was overflowing with porridge.

The Nomads Seal

Appearance: This pendant is made of carved carnelian with a river and horseshoe on the front. It hangs from a fine white gold chain.

Main Effect: Greatly improves diplomatic skill

Secondary Effect: Once a week the wearer can cast a spell that surrounds their entire group in an aura of cheer and good will making it nigh but impossible to act in anger against them.

Negative Effects/Restriction: Wearer must have decent diplomatic skill to use.

Extras: None

Lore: This necklace was once the station of office for the chief trader of a nomadic tribe of horsemen. At some point it fell into the hands of outsiders.

Orb of Swift Steps

Appearance: An orb about the size of a walnut that gives off a faint blue glow.

Main Effect: Allows the user to better hide while moving much more quietly and quickly for 20 min before disappearing.

Secondary Effect: None

Negative Effects/Restriction: Single Use

Extras: Activation word required for use.

Lore: These orbs are sometimes created by ninja clans to aid them in their activities. Each has a secret word that activates it which can only be discovered via scrying, contacting the maker, or by having it told to you.

Ring of Alchemical Prowess

Appearance: This ring is a solid gold band inscribed with mysterious ruins on the inside.

Main Effect: Boosts the wearer's alchemical ability allowing them to create potions at twice the strength that they normally would.

Secondary Effect: Allows the wearer to research and understand alchemical theory much more clearly than before.

Negative Effects/Restriction: Weak willed users find themselves becoming obsessed with discovering new formulas.

Extras: None.

Lore: Long ago, when a powerful alchemist was nearing the end of her life she sought to preserve her lifetime knowledge and passion. She tried simply writing her work down as a series of books but found them to be somehow lacking. Finally, after a series of experiments she was able to create an echo of her own spirit and bind it to a simple ring. She passed away not long after, leaving the ring to a dear friend and fellow alchemist who in turn used it to assist in the training of his apprentices.

Rings of Brotherhood

Appearance: These rings appear to be made of steel and are in the shape of two hands clasping.

Main Effect: These rings allow two to four men to share any damage taken by each wearer evenly among them.

Secondary Effect: Wearers also share any healing effects evenly.

Negative Effects/Restriction: Can only be used by men who truly have each other's best interests at heart.

Extras: Set of four

Lore: Legend holds that once there were four knights who were so close that they vowed to carry all of their burdens and blessings as one. They commissioned four rings to help them to this end and wore them for the rest of their lives.

The Sezrian Amulet

Appearance: A pretty but unassuming amulet of polished jet surrounded by a braided silver trim.

Main Effect: The wearer of this amulet is able to see the true intentions of anyone that they interact with via a short series of visions.

Secondary Effect: If the wearer has any existing powers or conditions that grant them any kind of visions they will find the power to be amplified.

Negative Effects/Restriction: The wearer must exert a tremendous amount of willpower if they wish to deceive another regarding their own intentions.

Extras: None

Lore: This amulet was created for the leader of an ancient council of philosophers. In an effort to provide the best possible assistance to those who sought their advice they commissioned the creation of an item that would allow them to discern the true nature and wishes of those who came before them.

Tricky Coin

Appearance: A shining golden coin featuring a grinning gnome on one side and a gnome blowing a raspberry on the other.

Main Effect: This coin may be used to change the outcome of an event. As a free action a character may choose to flip the coin in an attempt to change their luck. A player may choose to use this item before finding out the result of a dice roll, they then may re-roll and flip a coin. If the coin lands on heads they take the higher of the two rolls, tails they take the lower.

Secondary Effect: None

Negative Effects/Restriction: This is a single use item.

Extras: Once used the coin disappears in a puff of glitter and smoke. It is debated whether or not the coins are destroyed in this process or simply move on to another user.

Lore: It is widely thought that the first person to make one of these coins was a gnome with rather unpredictable luck and a strange sense of humor. Since then a small number of these coins have been made, all able to adequately fulfill their intended purposes. However, a rumor persists that the original coin still exists and is not only more powerful than the copies but may even have taken on some kind of life of its own.

The Wicked Manuscripts of Cassa

Appearance: This libram is bound in carved wood plates depicting an image of a hand over a burning castle.

Main Effect: Whenever it is opened, all other magic items worn by the reader cease functioning until the curse is reversed.

Secondary Effect: None

Negative Effects/Restriction: None

Extras: Very magnetic, often the first thing found

Lore: Long ago an evil wizard named Imara Cassa created this book as a trap for any who would intrude into her sanctum. The book contains a curse that creates an anti-magic field that centers on the user. The field may be dispelled only through remove curse or mage's disjunction.

Thank you for reading, creating and enjoying!

If you have any questions, comments, or concerns feel free to contact me at thepinkdicebag@gmail.com or www.thepinkdicebag.tumblr.com

Happy Gaming!