D30 Minor Magical Items

Fairly Useless, Kinda Useful and Minorly Cursed

Thanks for all the fish!

Several years ago, the era of 3.5E, when the Wizards of the Coast™ message board was incredibly active, one of the threads was titled 1000 Minor Magical items. I found it so hilarious, that I used those items and modified most of them in some way to make these D30 lists. This is the final result of years of editing and playtesting. I'd like to thank all those weird and wonderful people who contributed to that message board back in the day!

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Minorly Cursed Magical Items

1. Book of Constant Melting - appears to hold 10,000 pages but whose text disappears after the 100th page.
2. Miser's Bag - a bag of holding that only holds fine silverware all made from mithril (owner must make a DC40 will save to remove anything from of it)
3. Cushion of Awakening. Anyone touching this pillow cannot fall asleep by any means. Elven trance works, however. Useable for practical jokes or anything your heart desires.
4. Pants of Pain - A cursed pair of pants that, when the wearer zips them up, always manages to get their..."personal items" caught in the fly.
5. Boots of Reminding - causes the wearer's feet to kick himself in the butt whenever he's forgetting something important.
6. Coin Purse of Generosity - Only holds money up to 1 ton, automatically throws half of the contents to any beggar the wearer passes by.
7. Petulant Pendant of Ambush - A pendant that tells you when you have been ambushed and should get up your lazy butt and stand up and fight in a petulant tone of voice.
8. Cursed Deck of Poker Face- Everyone who holds at least one of these cards looks like they are taking a dump. Forces -10 competency check on intimidate and bluff checks.
9. Insulting Doll - Doll of 6 Random Insulting Phrases: Cursed Item. Appears to be a Doll of 6 Random Phrases, but whenever you attempt to speak you say one of six random insults in the language of the person you are speaking to (or if speaking to multiple persons, a common language or a language the majority know) regardless of whether you could speak the language normally or not. Insults include: "You smell like an Orc's backside", "I enjoyed sleeping with your significant other", "I will gladly befoul the temples of your God"

and three others that are the DM's choice. You can resist this with a Will save (DC 23).

10. Compass of Magical Frustration - A compass that always points to the nearest item that has any magic in it at all (including itself).
11. Permanent Flambé - For those times when it's just *classy* to be eating a flaming meal (causes 1d6 fire damage per bite)
12. Wine Bottle of Antidrinking - Wine bottle that changes anything put into it into a very nasty tasting, but harmless, tea.
13. Earwig of Senseless Babel - Looks just like the earwig of Babel but instead of giving you the ability to understand any language, it makes all language gibberish.(intelligence DC 20 to figure out the reason you can't understand language)
14. Boots of Sloth - Wearer's speed decreases by 20 feet.
15. Feather of Weight - A small feather that, when attached to anything, makes the item weigh 30 lbs more. Looks and identifies as Feather of weightlessness.
16. Map of Confusion - A map of the world with a little dot on it that reads "You are not here."
17. Crystal Ball of Contempt - A Magic 8 ball that gives sarcastic answers.
18. Boots of Dancing - Forces wearer to dance for 1d10 hours and cannot be taken off until that time is over.
19. Displacement chest - Normal looking chest that, when touched causes the person touching it to disappear and reappear inside the locked chest. (DC 35 to open the lock) Person reappears outside chest once someone else touches it. Works on dead people too.
20. Ring of Swarming Luck - Allows for a Reroll of one roll per day, but, whenever used, summons a swarm of flies that generally harass the user for 1d4 minutes 1d6 hours after the ring is used.
21. Wand of Summon Holes - Wand appears to be a wand of Heal, but summons a Hole beneath the user of the wand. The user falls into the hole and winds up prone, 30 feet away with no damage.
22. Fire stick of Wetness - Turns any firewood into a sodden mess that is completely unlightable. Looks just like a regular tindertwig.
23. Ring of Wetness - Causes a small, cartoon-like cloud to follow the wearer around and rain on him/her.
24. Boots of Discomfort - Look like a normal pair of boots but cause the wearer to get blisters in only 1d4 hours.

25. Flask of Bunny Ears - Looks like a normal flask but any liquid that is drank out of it causes the drinker to grow pink fuzzy bunny ears that remain for 1d6 days. Gives a +2 to listen checks, but looks incredibly silly.
26. Candle of Neverburn - A normal looking candle that will not stay lit.
27. Mug of Crap - Looks like a normal mug but causes whoever drinks out of it to get a bad case of the runs.
28. Bowl of Gruel - Looks like a normal bowl, but causes whatever food is placed inside of it to become a nourishing but completely tasteless gruel that a dog wouldn't touch.
29. Mirror of Twistiness - A fancy looking mirror that, when looked upon, gives back an image of ugliness.
30. Spoon of Lard - Silver spoon that, when eaten with, causes the eater to gain 1d10 lbs instantly.

Fairly Useless Magical Items

1. Comb of Fashion - A Comb that combs and styles your hair for you.
2. Cheaters Deck - A deck of cards that always gives one person the best hand.
3. Dice of Randomness - A pair of six sided dice that can show any number from 1 to 1000.
4. Magical Shears of Sharpness - +5 Pruning shears.
5. The Growing Pot - A pot that aids the growth of any plant put in it.
6. Biting Coffer - A coffer with a little animated stone dragon in it that bites the fingers of anyone but its owner.
7. Crystal of Dream Remembering - A small crystal used to record and relive dreams.
8. Dartboard of Returning - A dartboard with returning darts.
9. Halfling Repellant.
10. Naeril's Bell - A bell that, when rung while in a boat on the ocean, calls dolphins and whales to the surface.
11. Animate Town - A little town full of carefully carved figurines that move and interact with each other.
12. The Artists Bolts - Arrows and crossbow bolts that turn into paint the moment before impact.
13. Gloves of Dishwashing - A pair of gloves that wash dishes for you.
14. Waldo's Tapestry - A large, elaborate tapestry that shows random scenes of crowds of people, including the adventurer Waldo. This tapestry cleans itself, never requires dusting and change scenes whenever Waldo's face is touched.
15. Knife of the Perfect Filet - A knife that will automatically cut a perfect filet every time.
16. Everlasting Spice rack - a spice rack that always refills its spices.
17. The Perfect Flipper - a spatula that will always perfectly flip anything.
18. Heroic Mantle - It always changes style to complement any cape you're wearing. Whenever you're not doing anything in particular, it causes your cape (if any) and hair (if any) to blow heroically and dramatically.
19. Glove of Bird Friendliness - A magical glove that calls birds down to feed out of your hand.
20. Cape of Theme Music: Plays heroic/dramatic/cheesy music at all times. Gives +4 to intimidate and Diplomacy checks but a -20 on hide and move silently.

21. The Miniature Minstrel - a tiny band of figurines that play music which is magically amplified.
22. Dragon of Flies bane - A tiny dragon figurine that flies around and eats flies out of the air.
23. Feather-lovers Dream Bag - Magic pouch filled with an unending supply of hot pink feathers.
24. Bell of Reverberation - A bell that, when rung, makes every other bell or chime within a 2 mile radius ring.
25. Saint Nick's Sack - a red bag of tricks that produces little toys when the owner places his/her hand inside.
26. Sarcastic Mirror of Fashion Sense - A mirror that tells you when your clothes don't match in a highly annoying and condescending tone.
27. Soap Weasel - A small weasel carved from soap that when placed on a naked wet body scurries all over, lathering said body.
28. Perfect Earrings - Earrings that appear differently to every person that sees them but always look pleasing.
29. The Lazy Man's Cutlery - Cutlery that cuts and feeds your food to you
30. Wandering Mole - This fine ooze-like creature, when placed on someone's face, attaches itself there, appearing to be a rather large mole. From time to time the mole will relocate to another part of the face.

Somewhat Useful Magical Items

1. Mercueran's Wine Bottle - A mini-bar sized wine bottle that holds a full bottle of wine.
2. Firestone - A small ruby that kindles an instant campfire on command.
3. Goblet of Purity - A goblet that renders any liquid drinkable sucks dirt out of mud and poison out of beverages.
4. Globe of Advice - A real magic 8 ball.
5. Feather of Weightlessness: A small feather that can be attached to anything to make it up to 30 lbs lighter.
6. Little Black Book - a 100 page book that actually holds 10,000 pages, any of which can be called upon command.
7. Suit of Disguise - A suit of clothing that changes into any type of clothing you want.
8. Sunless Wrist Dial - A watch sized sundial that magically works sans sun.
9. Kettle of Never-ending Hot Water - A teakettle that holds an unending supply of hot water but is itself, never hot.
10. Pot/Pan of Cooking - A pot or pan that heat on command.
11. Quill of Writing - Quill that never runs out of ink.
12. Mercueran's Money Pouch - Special belt pouch of holding that rejects anything but money.
13. Compass of Direction - A compass that has 2 needles, one always points to the nearest source of drinkable water and one that points to the nearest place of civilization.
14. Bag of Cleansing - Any object dropped into the bag is automatically cleaned of all filth, poison, etc.
15. Pillow of Good Health - Anyone who rests on this pillow for 8 hours or the elven trance equivalent is healed to full Hit Points.
16. Ring of Dwarven Constitution - A character wearing this simple bands gets a +20 on any constitution against becoming drunk.
17. Books of Communication - Set of two books that, when written in, write the same in the other book magically.
18. Bowl of Cooking - A bowl that stirs its ingredients together and brings them to a perfect temperature.
19. Bowl of Prestidigitation - A bowl that makes any food put into it taste like anything the eater requests.

20. Boots of Performance - boots that give the wearer a +20 on perform checks.
21. Compass of Magical Presence - A compass that always points to the nearest item that has any magic in it at all (not including itself)
22. Lucien's Handkerchief - A handkerchief that stays clean at all times.
23. Boots of Comfort - Pair of boots that never hurt the wearer's feet no matter how long he/she is walking/wearing them.
24. Pearl of Illumination - A small pearl that, when attached to any book or document, will make the pages glow faintly so they can be read in complete darkness.
25. Handkerchief of Cleanliness- Can be rubbed on any object to remove unsightly stains, as seen by the user. Also always smells pleasantly of lilacs, to a degree that women enjoy it, but men's masculinity isn't threatened by using it
26. Boccob's Hidden Book - a book with 250 pages that, on command, vanishes into an extra dimensional space and replaces itself as something inconspicuous upon yourself (a belt buckle, for example). Upon reciting a second command word, the item disappears, and Boccob's Hidden Book returns to your hands.
27. Half weight Backpack - A backpack that reduces the weight of anything in it by 1/2. It won't hold more than a regular backpack, it just seems lighter.
28. Earwig of Babel - While this bug is in your ear, all speech you hear is in Common or any other language you desire
29. Shrinking Bag. This is a large sack that will shrink itself and its contents down to the size of a small dice bag. Weight, however, stays the same.
30. Folding Bed. This is a king sized canopy bed that can fold down to the size and weight of a medium sized book.