

MAGIC ITEM DESCRIPTIONS

The following table offer ideas for magic item descriptions that can be used in any fantasy RPG.

01-02	Malvom, the renowned magic artificer, crafted this item himself making it one of only a few to have received his personal attention.	29-30	During his imprisonment, Malvom the Wise was forced to create this item. When it was finished, Malvom gave it to his young apprentice who escaped and used it to lead the Kingdom to victory against Malvom's captors.
03-04	The material used to craft this item came from the fabled Dezdark mine. This property makes it react strangely in direct sunlight.	31-32	During the height of the War of Seven Kingdoms, the Knights of Norbon experimented with a variety of magical weapons and armor. This item made it through initial trials; but after Drom Keep fell, the entire project was abandoned. This item may have undiscovered quirks.
05-06	The blood stains from Klagmuk, the troll that was slain to grant this item power, are still visible on this item.	33-34	The method Slaviar Plyform used to create this item came to him by accident. It is his only claim to fame among arcane scholars.
07-08	The King's Legion commissioned this item during the third epoch. Consequently, its power can only be accessed by those that uphold their ideals; honor, justice, and victory.	35-36	Nomis, a lowly village priest, created this item to help protect his mountain community from evil raiders.
09-10	This item briefly passed through the Shadow World and came back imbued with magical properties.	37-38	The god Omiga gave three gifts to his champion. This item was one of them. His champion was to use them to topple a warlord favored by the god Trixt. Before the campion could face the warlord, Trixt learned of these boons and was able to swap them with replicas while the champion slept. Trixt hid the originals. Explorers have been searching for them ever since.
11-12	The principle component of this item was gathered from a fallen star.	39-40	By all estimations, this item should have twice as much magical energy. It's unclear what is reducing its performance.
13-14	This item, along with a few other magical items, were stolen from The Great Wizard Galmos's collection. He still wants them back.	41-42	As an odd side-effect, when this item is not in use, it becomes slightly transparent.
15-16	This item was infused with the spirit of a dire wolf. It growls softly when it feels threatened.	43-44	The Queen of Vasteel owned this item for a time. She gave it to her cousin as a wedding gift. Her cousin reported the item stolen shortly after the festivities, but it was later discovered that her cousin sold it to cover gambling debts. As you might imagine, the queen was not pleased.
17-18	This item along with five others were crafted from the remains of an iron construct that rampaged the Northern villages during the War of Mages. The powerful magic that fueled the beast can be felt pulsing like a heartbeat inside.	45-46	A sinister cult tried to make copies of this item. Ultimately, they gave up as each attempt decreased their membership by one soul.
19-20	This item received a blessing from the Grand Inquisitor and it seems to behave more powerfully in the hands of believers.	47-48	This item spent 120 years at the bottom of Mirror Lake where it was imbued with power.
21-22	The magic in this item is weak. It will lose its power within the next few months.	49-50	Tandar Morberry is credited with having discovered the method to create this item, but it was his daughter, Myra Morberry, that was able to replicate his experimental work and craft this item.
23-24	A rare supernatural storm transformed this item into the artifact that it is today.		
25-26	This item ended up as a decoration in the feast hall of an obscure Eastern principedom. It was a thief that discovered it had magical properties.		
27-28	High Prince Bordar ordered this item, along with ten others, to be created to defend his family from a rumored assassination. Only three were finished before the High Prince's untimely death. The three pieces were lost in the subsequent succession war.		

- 51-52 In order to craft this item, the makers had to infuse the materials with the spirit of their greatest warrior. The warrior gave himself willingly in order to preserve his people.
- 53-54 Tabner, the arcane craftsman, spent his life creating magical instruments for the most prestigious wizards and scholars in the kingdom. He made this item along with six others for the housemasters at the Vasteel Atheneum. It was said that each one matched the original owner's personality.
- 55-56 The small glyphs etched into this item are not from any language known amongst the scholars.
- 57-58 Gromol crafted this item in the Direwood Forest during the Second Epoch. It seems to be compelled to return.
- 59-60 The markings of N.L. Sithers, one of the finest magical item crafting houses in the kingdom, are etched into this item.
- 61-62 As a junior artificer, Maxium Zorpall was regularly reprimanded for making 'improvements' to his master's designs. Signs of his juvenile meddling is visible in most of his creations. Some of these quirks can be quite surprising when discovered.
- 63-64 The markings on this item are unreadable, but the workmanship is clearly that of a master craftsman.
- 65-66 Some arcane scholars that are hurting for money peddle their talents in the streets. The telltale signs of a struggling craftsman are visible in this item.
- 67-68 This item was not crafted by a creature from our world. The previous owner exhausted her life searching for its origins.
- 69-70 No common man can access the magical abilities of this item. The power bestowed is incredibly selective. Only those that exhibit some unknown aptitude of character can access the magic.
- 71-72 The creation date for this item is set three years in the future. Curiously, as the day approaches, scuffs and blemishes slowly fade away.
- 73-74 A handful of mildly powerful components make up this item. It's their unique and closely guarded combination that give it so much efficiency.
- 75-76 Changes in temperature seem to dramatically affect the efficiency of this item. There is no telling what manifestations might occur in the right climate.
- 77-78 This item spent 20 years in a troll's lair. It still carries a faint pungent odor.
- 79-80 A number of magical shops carry mass produced versions of this item. You can customize the color, but that is about as interesting as this magic item gets.
- 81-82 Expert forgers have crafted many pretend versions of this item. Some of their works have become magical masterpieces in their own right.
- 83-84 this item slowly draws its power from the memories of the owner. Use it too long and it will drain your every last memory. You won't even remember your own mother.
- 85-86 this item once belonged to Andreas Bochini, a world renowned singer and cantor. While it was in his ownership, it developed a beautiful tenor voice and often sang harmony for its master.
- 87-88 This item exists partially in this plane and partially in another plane. When its power is strongest it is almost entirely in this plane.
- 89-90 The weight of this item changes slightly depending on how much magical energy it is drawing.
- 91-92 This item gained power from a process using blue bog beetles and black dragon bile. While this can produce incredible magical items, it leaves a slightly sticky residue on the surface of the item that can never be removed.
- 93-94 This item was crafted in Gastheria, the Frost City. Common to magical items from that part of the world, it remains cool to the touch regardless of the environment it is in.
- 95-96 This item materialized at the entrance of King Natan's tent before the Battle of Morg on the banks of the South Fork. He used it during the bloodiest fighting of the war. With its help, he led his people to victory and drove out the orc invasion from the Southern region of Vasteel.
- 97-98 Items like this, that are infused with the spirits of animals, sometimes exhibit odd animal like behaviors.
- 99-00 This item is the handiwork of Don Gilmo, a magic artificer who worked for the noble upper crust of Vasteel. This particular variety of magic was intended to stroke the ego of the wealthy. It whispers compliments and encouragements to its owner. It whispers compliments and encouragements to its owner.

MAGIC ITEM MECHANICS

The following tables offer ideas for magic item mechanics that can be used in D&D 5e.

MAGIC ITEMS

- 1 If you are {using} this {item}, you can call on its luck (no action required) to reroll one attack roll or skill check you dislike. You must use the second roll. This property can't be used again until the next dawn.
- 2 While using this item, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects.
- 3 You can speak this item's command word to cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again puts out the light.
- 4 You have advantage on Sleight of Hand Skill Checks while displaying this item in your target's line of sight.
- 5 While using this item, You know one cantrip of your choice from the Wizard spell list. Intelligence is your spellcasting ability for it.
- 6 While using this item, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the item causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.
- 7 This item has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the item pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.
- 8 If you move at least 30' on your turn, you can cast invisibility on yourself. This item has two charges before this power is exhausted; it refreshes each day at dawn. In addition, whenever you make a successful Dexterity Saving Throw, you can cast invisibility on yourself regardless of the number of charges you have remaining.
- 9 While using this item, you can speak and understand any language of your choice for 1 hour.
- 10 While using this item, choose a skill. Add your proficiency bonus to any checks using that skill. If you already add your proficiency bonus to that skill, add it again. Checks made with any other skill have a -1 modifier. This effect lasts for one hour.
- 11 Once per day while using this item, you can speak its command word. Upon doing so, you see as if you were 100 feet in the air above your current position. This effect ends if you try to move, speak the command word again, take damage, or if 1 minute elapses.
- 12 This item has 3 charges. You can expend one of the charges to use Dash as a Bonus Action. Additionally, A line of fire erupts behind you beginning at your start position and following your path of movement. The fire last for 1 minute on any surface, and has the potential to set fire to flammable objects (at the discretion of the DM). This item regains 1d3 expended charges daily at dawn.
- 13 You can change the color of this item by speaking its command word.
- 14 You can speak a command word to create an illusory copy of this item. The copy is tangible, but it cannot inflict damage or offer protection. The copy disappears when its command word is spoken, a new copy is created, or the illusion is damaged.
- 15 As an action, you can speak a command word and a flash of light will burst from this item. All creatures within 20ft must make a DC 15 Constitution saving throw. On a failure, the creature is Blinded. At the end of each of its turns, the creature can make a Constitution saving throw. On a success, the condition ends. After creating a flash, this item must spend 8 hours in the sun before it can be used again in this way.
- 16 While using this item, you don't suffer from the effects of exhaustion.
- 17 Once per day you can use this item to detect edible food within 1 square mile of your current location.
- 18 Once per day you can use this item to make a creature believe they are four times stronger, smarter, and faster than they actually are (This effect does not actually give the creature any added ability).
- 19 A magical force prevents this item from being submerged in water.
- 20 Once per day you can use this item to make a creature believe that everyone they see has red glowing eyes.

WEAPONS

- 1 When you attack an object with this magic weapon and hit, maximize your weapon damage dice against the target.
- 2 When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 4d6 damage of the weapon's type.
- 3 This weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using it, it deals an extra 1d8 damage. Immediately after the attack, the weapon flies back to your hand.
- 4 When you draw this weapon, you can extinguish all non-magical flames within 60 feet of you. This property can be used no more than once per hour. You have advantage on attack rolls against any creature made of flame or that uses flames as a primary source of power.
- 5 This weapon deal 1d6 lightning damage to any creature that tries using it other than you.
- 6 You can use an action to cause thick, black poison to coat this weapon. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The weapon can't be used this way again until the next dawn.
- 7 When an attack with this weapon hits a tiny, small, or medium you can use a bonus action to knock it prone. Only use this ability once every hour.
- 8 When you hit an enemy whose alignment is Chaotic, you deal an extra 2d6 psychic damage.
- 9 You may make an additional attack action with this weapon on your turn.
- 10 This weapon has 2 charges, which renew at dawn. You can use an action and expend a charge to make one attack against each creature within your reach.
- 11 When you hit with this weapon, If you roll a 1 on any of your damage dice, you may re-roll all of your damage dice. You must keep the second result.
- 12 When you hit while wielding this weapon, you can choose to reduce your hit points by any number from 1 to your maximum number of hit points and add it to your damage roll. If this would cause your hit points to drop to 0, you die and cannot be revived.

- 13 Any creature that you hit cannot regain hit points caused by this weapon.
- 14 This weapon can cut through stone as easy as butter. Deal maximum critical damage to any creature made of stone.
- 15 When a melee weapon attack hits you while wielding this weapon, you can use your reaction to reduce the damage by 1d10 + your Strength modifier.
- 16 While wielding this weapon, you gain advantage on attack rolls against targets wearing heavy armor or carrying a shield.
- 17 When you speak a command word, this weapon becomes invisible. Speaking the command word again reverses the effect. You have advantage on your first attack roll after this item becomes invisible. After making an attack, it is no longer invisible and cannot become invisible again for 1d6 hours.
- 18 This weapon has 3 charges. As an action, You may select a target within 30ft that is the same size as you and expend a charge to create a massive shockwave. The target is immediately knocked prone by the shockwave. This item regains 1d3 expended charges daily at dawn.
- 19 Nothing can stain, tarnish, dim, break, or soil this weapon. Additionally, if you speak the command word, a soft glow begins to emanate from it creating dim light in a 5-foot radius.
- 20 You can use your action to activate this weapon. Doing so causes it to hover around you. If a creature within 5' makes a melee attack against you, this weapon will attack that creature as if you were wielding it. Once it has attacked, it cannot do so again until the start of your next turn.

Weapon Bonuses

You can increase the rarity of magical weapons by adding an attack and damage modifier.

- | | |
|-------|---|
| 01-05 | No Bonus |
| 06-10 | You have a +1 bonus to attack and damage rolls made with this weapon. |
| 11-18 | You have a +2 bonus to attack and damage rolls made with this weapon. |
| 19-20 | You have a +3 bonus to attack and damage rolls made with this weapon. |

ARMOR

- 1 You have resistance to a damage type of the DMs choosing while wearing this armor.
- 2 You have immunity to a damage type of the DMs choosing while wearing this armor.
- 3 While you're wearing this armor, any critical hit against you becomes a normal hit.
- 4 If an effect would cause you to move against your will along the ground, you can use your reaction to cancel the movement.
- 5 You have resistance to non-magical damage while wearing this armor.
- 6 While wearing this armor you make no sound, regardless of what you are holding, the surface you are moving across, or how loud you shout.
- 7 While wearing this armor, you can breathe underwater, and you have a swimming speed of 60 feet.
- 8 This armor has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.
- 9 When you fall while wearing this armor, you descend 60 feet per round and take no damage from falling.
- 10 While wearing this armor, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.
- 11 While wearing this armor, you can call upon its protection once per day as a bonus action. Upon doing so, gain 12 temporary hit points.
- 12 While wearing this armor, add 3 to your initiative modifier.
- 13 You cannot become grappled while wearing this armor.
- 14 A small magical pocket has been designed into this armor. The pocket allows you to hide one simple weapon inside it. You can use an action to say the command word that opens the pocket and retrieve the weapon. The only way that someone can discover the pocket without the command word is by using the Detect Magic spell.

- 15 While wearing this armor, your long rest only takes 4 hours of resting.
- 16 While wearing this armor, your carrying capacity is doubled.
- 17 As long as you are wearing this armor, your hit point maximum increases by 1 times your character level. If you lose or remove this armor, immediately subtract these hit points. If this would cause you to fall below 0, you fall unconscious and must perform Death Saving Throws.
- 18 While wearing this armor, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.
- 19 While you are wearing this armor, you gain a +2 bonus to all saving throws.
- 20 While you are wearing this armor, if you move at least 10 feet in a straight line, you can make one melee weapon attack or to shove a creature. You either gain a +4 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).

Armor Bonuses

You can increase the rarity of magical armor by adding a bonus to the player's AC.

- | | |
|-------|---|
| 01-05 | No Bonus |
| 06-10 | You have a +1 bonus to AC while wearing this armor. |
| 11-18 | You have a +2 bonus to AC while wearing this armor. |
| 19-20 | You have a +3 bonus to AC while wearing this armor. |

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