

# 25 MAGIC ITEMS

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by Michael Lippert



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## About

This document contains 25 uncommon items for 5th edition. Some of them have been inspired by great shows like The Adventure Zone:

<http://www.maximumfun.org/shows/adventure-zone>

and Critical Role:

<http://geekandsundry.com/shows/critical-role/>

To give generic +1 weapons and armor some more flavor they have been given a set of small utility effects that can be used once per day.

If you like these items, please consider rating, leaving a comment or reviewing. If you have any questions, suggestions, errata's, or improvements feel free to comment or contact me.

**MICHAEL LIPPERT** [[@friislippert on twitter](#)]

## Art

### Illustrations

All illustrations are from the British Library's online collection.

### Background

The background textures were created by mixing a texture by kjpargeter [[Freepik.com](#)] with a texture by Freepik.com

## Credits

### Text and layout

Michael Lippert

### Playtest

Christian Østergaard Jensen, Morten Jensen, Sebastian Oakley, Uli Weltersbach, Søren Bjørn-Fallesen, Emil Okkels Klein and LP Christiansen.

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## Weapons

### Anaidni's Whip

*Weapon (whip), uncommon*

This big brown bull whip looks well used. You gain a +1 bonus to attack and damage rolls made with this magic whip.

When you make an athletics or acrobatics check to climb or jump you may gain advantage on the roll by using the whip to grab on to something. Once used, this ability can't be used again until the next dawn.

### Forget-me-not

*Weapon (maul), uncommon*

A blue flower is engraved on the head of this heavy iron maul.

You gain a +1 bonus to attack and damage rolls made with this magic maul.

After you hit with the maul you can forego damage and instead make the target forget the last 5 minutes. Wisdom save DC 13 negates. Once used, this ability can't be used again until the next dawn.

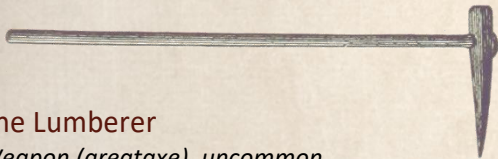
### Hole Puncher

*Weapon (war pick), uncommon*

The head of this pick is always pitch black.

You gain a +1 bonus to attack and damage rolls made with this magic war pick.

As an action you can create a 1 inch diameter hole, 1 foot deep, in any surface, with a single strike. Once used, this ability can't be used again until the next dawn.



### The Lumberer

*Weapon (greataxe), uncommon*

This large woodsman's axe smells of fresh sap.

You gain a +1 bonus to attack and damage rolls made with this magic greataxe.

As an action you can chop down a tree with a single strike. Once used, this ability can't be used again until the next dawn.

### The Machete

*Weapon (Scimitar), uncommon*

When drawn, The Machete makes the sound of weeds being cut.

You gain a +1 bonus to attack and damage rolls made with this magic scimitar.

As an action you can chop down all undergrowth, bushes, crops or fences in a 60 foot radius with a single strike. Once used, this ability can't be used again until the next dawn.



### Mjolin Hammer

*Weapon (light hammer), uncommon*

This hammer seems to be too heavy for its size.

You gain a +1 bonus to attack and damage rolls made with this magic light hammer.

As an action you can strike the hammer on a hard surface or creature. This creates a thunderous roar that can be heard 1d4 miles away. Once used, this ability can't be used again until the next dawn.

### Peeking Bow

*Weapon (longbow), uncommon*

All manner of possible and impossible eyes have been etched into the wood of this longbow.

You gain a +1 bonus to attack and damage rolls made with this magic longbow.

As an action you can close your eyes and shoot an arrow, and see through the tip of the arrow as it flies. Once used, this ability can't be used again until the next dawn.

### The Punctuator

*Weapon (rapier), uncommon*

When drawn a drawn-out whistling can be heard.

You gain a +1 bonus to attack and damage rolls made with this magic rapier.

After you hit with the rapier you can make the target unable to speak for one round. Constitution save DC 13 negates. Once used, this ability can't be used again until the next dawn.



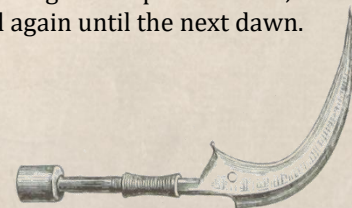
### The Yielder

*Weapon (sickle), uncommon*

This iron sickle smells of honey and ripe fruit.

You gain a +1 bonus to attack and damage rolls made with this magic sickle.

As an action you can harvest all fruit, crops or food from trees, bushes, a field or a larder in a 60 foot radius with a single sweep. Once used, this ability can't be used again until the next dawn.



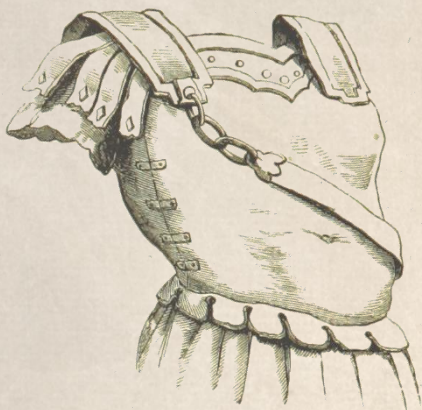
## Armor

### Basic Leather

*Armor (Leather), uncommon*

This worn leather armor smells slightly of ammonia. While wearing this leather armor, you have a +1 bonus to AC. This bonus is in addition to the armor's normal bonus to AC.

When you take acid damage you can use your reaction to gain resistance to acid damage until the end of your next turn. Once used, this ability can't be used again until the next dawn.



### Grounded Chain Mail

*Armor (Chain Mail), uncommon*

Long straps flow from the bottom of this chainmail down to the ground.

While wearing this chain mail armor, you have a +1 bonus to AC. This bonus is in addition to the armor's normal bonus to AC.

When you take lightning damage you can use your reaction to gain resistance to lightning damage until the end of your next turn. Once used, this ability can't be used again until the next dawn.

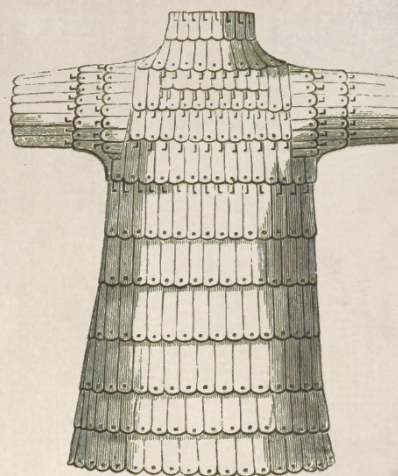
### Muffling Scale Mail

*Armor (Scale Mail), uncommon*

This scale mail seems to absorb sound.

While wearing this scale mail armor, you have a +1 bonus to AC. This bonus is in addition to the armor's normal bonus to AC.

When you take thunder damage you can use your reaction to gain resistance to thunder damage until the end of your next turn. Once used, this ability can't be used again until the next dawn.



### Reflecting Plate

*Armor (Plate), uncommon*

Seemingly always polished to perfection, this plate armor is almost usable as a mirror.

While wearing this Plate armor, you have a +1 bonus to AC. This bonus is in addition to the armor's normal bonus to AC.

When you take radiant damage you can use your reaction to gain resistance to radiant damage until the end of your next turn. Once used, this ability can't be used again until the next dawn.

### Scorched Leather

*Armor (Studded Leather), uncommon*

This burnt studded leather armor smells of ash and burnt hide.

While wearing this studded leather armor, you have a +1 bonus to AC. This bonus is in addition to the armor's normal bonus to AC.

When you take fire damage you can use your reaction to gain resistance to fire damage until the end of your next turn. Once used, this ability can't be used again until the next dawn.

### Shield of Tall Tales

*Armor (Shield), uncommon (requires attunement)*

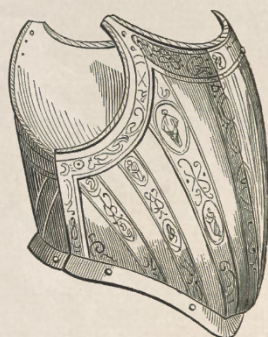
On the front of this magic shield an unarmed halfling bravely fighting three displacer beasts is depicted. Each day at dawn you can tell the shield a story of how you fought a specific monster. To make the shield believe your story you must succeed at a Charisma (Persuasion) check DC 11 if the story is true or a Charisma (Deception) check DC 15 if the story was made up. If you succeed your story gets emblazoned on the shield, and you gain +2 to AC and advantage on Dexterity saves against attacks and abilities from that specific kind of monster, in addition to the shield's normal AC bonus, until the next dawn.

## Stable Half Plate

*Armor (Half Plate), uncommon*

While wearing this half plate armor, you have a +1 bonus to AC. This bonus is in addition to the armor's normal bonus to AC.

When you take force damage you can use your reaction to gain resistance to force damage until the end of your next turn. Once used, this ability can't be used again until the next dawn.



## Still Living Hide

*Armor (Hide), uncommon*

This stitched together beige armor is always warm to the touch.

While wearing this hide armor, you have a +1 bonus to AC. This bonus is in addition to the armor's normal bonus to AC.

When you take necrotic damage you can use your reaction to gain resistance to necrotic damage until the end of your next turn. Once used, this ability can't be used again until the next dawn.

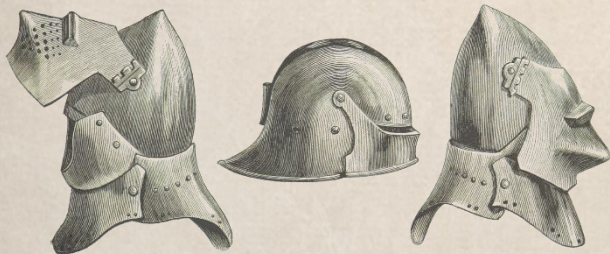
## Sweltering Scale

*Armor (Scale mail), uncommon*

Once donned this scale mail feels sweaty hot.

While wearing this scale mail armor, you have a +1 bonus to AC. This bonus is in addition to the armor's normal bonus to AC.

When you take cold damage you can use your reaction to gain resistance to cold damage until the end of your next turn. Once used, this ability can't be used again until the next dawn.



## Wondrous Items

### Bag of Colding

*Wondrous item, uncommon*

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. Items stored in the bag are stored at 23° Fahrenheit (-5 ° Celsius).

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Plane of Ice. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate and freeze.

Placing a *bag of colding* inside an extradimensional space created by a *Heward's handy haversack*, *portable hole*, *bag of holding* or similar item instantly destroys both items and opens a gate to the Plane of Ice. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Plane of Ice. The gate then closes. The gate is one-way only and can't be reopened.

### Feather Cloak

*Wondrous item, uncommon*

This brown feathered cloak has a hood with a crooked grey beak.

When you wear this cloak you can use your action to pull up the hood and magically assume the shape of a hawk. You stay in this shape for 5 minutes.

Your game statistics are replaced by the statistics of the hawk, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed.

You can't cast spells and transforming breaks your concentration on any spell you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the hawk form is physically capable of doing so. However, you

can't use any of your special senses, such as darkvision.

Your equipment merges into your new form.

Equipment that merges with the form has no effect until you leave the form.

Once used, this ability cannot be used until the next dawn.

### Fork of Alu Kanit

*Wondrous item, uncommon*

As a bonus action you may tap this fork on any object that is not being worn or carried, and eat it. You can eat any object, regardless of the material or size of the object, as long as its weight does not exceed a number of pounds equal to your level.

Once used, this ability can't be used again until the next dawn. At the next dawn you must make a constitution saving throw DC 13. If you are successful, the object you ate magically reappears. If not, the object is forever lost.

### Lion Pelt

*Wondrous item, uncommon*

Worn like a cloak, this massive lion pelt is an impressive boast to wear.

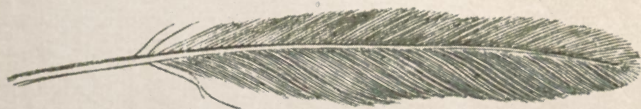
You gain a +1 bonus to saving throws while you wear this pelt. You also have advantage on all Wisdom (Animal Handling) checks made to command or intimidate animals.

### Quill of the Grammaticus

*Wondrous item, uncommon*

This large raven feather seems to move with a will of its own, as soon as it comes near paper.

When you cast a spell you may change a single letter in the name of the spell. You suggest a new spell effect, reflecting the new name, and the new effect is governed by the GM. The new effect should reflect the level of the spell. Once used, this ability cannot be used until the next dawn.



### The Talking Skull

*Wondrous item, uncommon*

In spite of its lack of eyeballs, this old yellowed skull seems to be constantly eyeing you.

As an action you can animate this old skull, lighting up its eyes with a pale blue light. Once animated it must speak with you and answer any questions to the best of its ability.

The skull is well versed in most topics, and may be able to give useful advice and insights, at the GMs discretion.

The skull also has limited insights into the near future. This ability effectively works like casting the *augury* spell, except that the skull delivers the omen of the spell and can only be used once per activation. Each time you animate the skull roll on the table below to see its current mood. It stays animated for 10 minutes, and will keep talking even if you have no further questions.

Once used, this ability can't be used again until the next dawn.

| d6 | Mood       |
|----|------------|
| 1  | Wrathful   |
| 2  | Sullen     |
| 3  | Suspicious |
| 4  | Chatty     |
| 5  | Pleasing   |
| 6  | Overjoyed  |



### Umbrella Magica

*Wondrous item, uncommon*

This worn black umbrella is surprisingly sturdy. While holding this umbrella, you gain a +1 bonus to spell attack rolls. In addition, as a reaction, you may unfold the umbrella to cast the spell feather fall on yourself. Once used, this ability can't be used again until the next dawn.

