Yangzhoui's Guide to Magical Items

Contents

Preface

Hello and welcome to my guide to magical items. This guide is in a early state and will continue to grow over time. This guide is meant to give GMs more possibilities with and insight on magical items. The reason I decided to create this guide is the lack of magical items and tools to modify them in the official GMs guide.

Exact item count

- 55 unique magical items (69 if you include variants)
- 11 magical prefix/suffix's (19 if you include variants)
- 12 magical recipes
- 1 type of jolly beans (1d100 different magical effects)
- 4 non-magical items
- 1 new flora/fauna species
- 2 revamped items

Important note

This guide is uploaded to DMs Guild and will be updated there whenever a new version with content is available. However if you would like to see the newest things first I work in Google Docs and Spreadsheet. With the following link you will be able to see me working in real time and see all new things i create before the make it into the PDF version. Google Drive Folder

Personal introduction

Well met! My name is Tycho a DnD Player and GM from the Netherlands. I have recently set a hold on being DM in connection with my chronical illness. I have a illness that causes me to be dealing with permanent fatigue. As much as i liked being a DM, the work was just to much to keep up so i switched to DnD player only. Altho i stopped Dming i still want to continue creating content since i love that part of the DM's life. So that's why i decided to create this guide to magical items. I do this as a hobby so I work on it if I have inspiration and energy to do so. The frequency of updates will probably be really infrequent knowing myself. Sometimes i'll be working on it daily while on other times I might not do anything for a month. Oh and an important side note I do have dyslexia so forgive the grammar mistakes.

Looking for art/artist

As this is a free guide I can not afford to pay lots of money to get a good artist to draw some nice art for the guide. The Guide would look a lot better with art and that is why I want to give a shout out to artist out there who might be reading this. What I can offer in return is your name in the credits and a small % of the royalties gained trough people donating. DM's guild provides the option to assign others as contributers to the guide and give them a share of the royalties.

Currently one of my friends is creating the first art for the guide and once that is ready it will be added to the guide. It still has to be digitalized.

Credits

Special thanks to all the people who helped me creating this guide by either bringing ideas for new items, fine tune this guide or donated (payed what they wanted on DM's guild).

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Tools: GM Binder, Google Drive.
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Product information

This project is free and will never be a paid digital product. Might it be good enough for a real hardcover I might consider it but even than the PDF will stay free. If you really want to support me and this guide I do accept donations in the form of paying what you want for this guide on the DM's Guild. Most items in this PDF are original ideas. Some items are inspired by films, movies and books. In addition to those there are some extra variations on official items.

Roadmap to version 1.0

Almost there!

> Writing "Creating your own magical item from scratch" section

> At least 80 different unique magical items (Current count: 55)

> At least a few pieces of art

> At least 20 different magical effects (Current count: 11)

PART 1

Magical Items

Insert nice art here

Chapter 1: Magical items reworked

The official GM's guide has a quite big section on magical items. Even so I personally found it lacking on some subjects including pricing & creating magical items as well as the rarity system. This guide will not change any of the stats given by the official guide but instead give a more detailed guide line on these subjects. That said most information in this chapter will be guide lines rather then set values.

Rarities and Power levels

First things first. The rarity system used by the GM's guide needs thrown off the table. While the idea of setting a rarity to magical items is a good one, it is just not providing the information you need. Since in one world a magical item, for instance a bag of holding, will be a rare and very valuable item. While in another world it can be a quite common item often used by traders. This is all depending on the kind of world you are running as a DM.

This said we will now get rid of the original rarity system and replace it with an power level system. How to determine the rarity and price of a magical item will be explained later in this chapter.

The power level system is meant to give a general idea of the power and capabilities of the magical item. It is set on a scale of 10 in which 0 are often useless but fun items and 10 or higher are items that can decide the fate of a world. The power levels are divided, and can be described, as followed.

Weak (0-1) items can still be of good use but often give minor effect.

Mediocre (2-3) items often give the players a good benefit without giving them any big advantage.

Strong (4-5) items usually give a mayor boost to low level characters but often (but not always) become less useful as the player progresses.

Very Strong (6-7) items are often artifacts with great power wich stay useful throughout the whole campaign.

Epic (8-9) items are artifacts that contain extreme powers often heavily impacting roleplay scenarios or combat encounters.

Legendary (10+) items are often unique insanely powerful artifacts crafted by either the worlds best craftsman/wizards or created by higher beings like gods or the lords of hell.

The system also serves as a guideline for the kind of player/party you would want to give the magical item to.

Deciding the rarity and price of magical items in your world

Each world is unique and that means that the rarity of magical items is also unique. Before we can decide the rarity and price of specific magical items we need to know two things. First is the rarity of magical items in general. Second is the gold flow within the world. For all following information we will take the gold flow as taken in the official GM's guide. This means that all prices will be comparable to all other prices stated by the official rule books.

How to decide the rarity in your world

First you will need to know how rare you want them to be. You can ask yourself the following questions to help deciding.

- Is it even possible for player races to create magical items?
- If so how hard it is to create a magical item?
- Are magical items buyable in stores?
- If so how rare is it to find a merchant selling a magical item?
- Are magical items part of the daily life of the rich?
- Are magical items part of the daily life of the common folk?

If you have answered these question for yourself you can make a rough indication of how rare a magical item would be in your world. To make things a bit more easy this guide give a scale of 1 to 5 on which each number represents a certain rarity. For each of them it will provide a guideline on how often to give your players a magical item and how to price them. Below the detailed description there is a table on general pricing of magical items in each world. Most worlds are between grade "2. Rare" and grade "4. Common".

1. Extremely rare

Worlds like these have very few magical item. Most people will live without ever seeing a magical item. They are commonly told in fairy tales but most common folk will not believe such items still exist. Magical items in this world are often powerful items with a power level of 6 or higher. They are extremely expensive if there is even someone willing to sell the 1 item they got. Making the price of the cheapest item start at a price of 5000 gold if you are lucky. Giving a magical item to a player should be an event of its own in a world like these. Examples are as reward for saving a whole kingdom or defeating a very powerful boss.

Power level	Average cost	Comparable items
0	2.500+ gp	Old Masterpiece painting
1	2.500+ gp	Old Masterpiece painting
2	5.000+ gp	Diamond
3	5.000+ gp	Diamond
4	5.000+ gp	Diamond
5	5.000+ gp	Diamond
6	15.000+ gp	Fortified Tower, Outpost or Fort
7	125.000+ gp	2 Small Castles
8	500.000+ gp	Palace or Large castle
9	1.250.000+ gp	-
10+	3.000.000+ gp	-

2. Rare

Existence of magical items is known but most common will live their life not seeing one or not knowing they have encountered one. Adventurers often come across a few magical items but only strong adventurers ever acquire one. Magical items in this world are often of good use and are usually items of a power lvl of 3 or higher. They are expensive and it is hard to find a merchant that has them for sale. Prices start at about 500 gold for the cheapest items but quickly become more expensive as the power of the item grows. Throughout the campaign it's advised let the players come across magical items so every now and then but make it a hard task to actually acquire them. Making them fight a difficult foe, giving at as a reward for saving city or encountering a special merchant that sells them are good ways to make the items available to player.

Power level	Average cost	Comparable items
0	500+ gp	Topaz
1	500+ gp	Topaz
2	500+ gp	Topaz
3	500+ gp	Topaz
4	1.000+ gp	Emerald
5	2.000+ gp	Old Masterpiece painting
6	5.000+ gp	Diamond
7	10.000+ gp	Richly juweld gold crown
8	50.000+ gp	Keep or small castle
9	125.000+ gp	2 Small Castles
10+	500.000+ gp	Palace or Large castle

3. Uncommon

Magical items are common knowledge and most people have seen at least one item in their lifetime. Most common folk won't acquire such an item but most rich, nobles and adventurers do acquire one or more magical items in their lifetime. The items in a world like this have a wide range of uses and power but are at least in some way useful. Usually items of power lvl 1 and higher are found. The cheapest items may go as low 50 gold but most will be a few hundred gold or more. Large cities will usually have a magical shop but most bought magical items come from traveling merchants. Good ways to let your players acquire magical items would be treasure from a dungeon, a difficult quest reward or dropped from a powerful foe.

Power level	Average cost	Comparable items
0	5+ gp	A chest or leatherworker's tools
1	50+ gp	A longbow or Tinker's tools
2	150+ gp	A Jade or Pearl
3	300+ gp	Silk robe with gp embroidery
4	750+ gp	Half plate armour
5	1.250+ gp	Plate armour or a Emerald
6	2.000+ gp	Old Masterpiece painting
7	5.000+ gp	Diamond
8	15.000+ gp	Fortified Tower, Outpost or Fort
9	50.000+ gp	Keep or small castle
10+	150.000+ gp	3 Small Castles

4. Common

Magical items are quite common goods. There is a wide variety of magical items including cheap items with minor effect. Most common folk do not own any magical item but could acquire the cheapest magical items if they would save up for them. For the rich, nobles and adventurers magical items are part of their daily life and usually own multiple magical items through their lifetime. All kinds of magical items exist in worlds like this, including useless items that are just for giggles. Simple magical items are often created in bigger numbers greatly reducing their cost and may go as low as 1 gold for magical snacks. More advanced magical items still remain relatively expensive. Most cities will have one or multiple magical shops and smaller towns occasionally receive traders that have magical items. Minor magical items should be easily accessible to players and bigger magical items could be gathered from quest rewards, boss loot and treasure looting.

Power level	Average cost	Comparable items
0	1+ gp	Spear or Bedroll
1	10+ gp	Shortsword or leather armour
2	50+ gp	A longbow or Tinker's tools
3	150+ gp	A Jade or Pearl
4	250+ gp	Silk robe with gp embroidery
5	750+ gp	Half plate armour
6	1.250+ gp	Plate armour or a Emerald
7	3.000+ gp	Old Masterpiece painting
8	7.500+ gp	Juweld golden crown
9	15.000+ gp	Fortified Tower, Outpost or Fort
10+	50.000+ gp	Keep or small castle

5. Very common

Magical items are part of almost everyone's daily life. Common folks usually own minor items and more wealthy people almost always own multiple useful magical items. In these worlds the flow of magic is often very rich and the effort required to create a magical item is low. Magical items are abundant and are cheap for this reason. The prices are slightly above non magical items on average. The more complex magical items are usually within the price range of a few hundred gold. Magical items should be treated as common goods and be easily available to players. Most towns have a small magical shop and larger cities have multiple or even a big walmart style shop for magical items.

Power level	Average cost	Comparable items
0	2+ sp	A bottle of Wine
1	2+ gp	Dagger
2	15+ gp	Warhammer
3	80+ gp	Poison vial
4	250+ gp	Silk robe with gp embroidery
5	450+ gp	Topaz
6	1.000+ gp	Emerald
7	2.000+ gp	Old Masterpiece painting
8	4.000+ gp	Diamond
9	10.000+ gp	Richly juweld gold crown
10+	20.000+ gp	Noble estate with manor

Pricing an individual magic item

As all magical items are unique it can be sometimes hard to decide the price for one specific item. The previous tables gave a rough overview of how much an item of a certain power level would at least cost. To get a price tag for your specific item more then only the power of the item comes in play. Factors to keep in mind besides power are material cost and craftsman cost.

To take as example a simple longsword that's made out of steel will be a lot cheaper than a golden ceremonial dagger. While they could both bare the same magical effect the dagger would be way more expensive than the longsword. The prices given in the tables are the guideline for the lowest price you could get an item of that power level for. Costs of materials can be found in the official GM's guide.

Getting the price of an item right stays a bit of a hassle but hopefully with the information provided it will be somewhat easier. In most cases it is better to (accidently) make it too expensive than make it too cheap.

Crafting magical items in game

There is a rough guideline in the DM's Guide on how to handle crafting magical items in game. The system works but is rough and could use some polishing. Since it's often hard to price tag a magical item finding out how long it will take to craft is often hard as well. This section should give a good guideline to determine the material price and crafting duration of magical items.

The formulas that this guide gives keep close to the 25 gold a day progress of the DM's guide but offer more factors to take in consideration while crafting the magical item. Giving penalties to non proficient crafters while rewarding players who specialize in the crafts.

Crafting a new magical item

Most magical items that will be crafted will be new items the crafter has not crafted before. This often costs more since more material is wasted in the process. There are several major factors that might play a role in crafting a magical item. Those factors are as followed:

- Is the crafter a magical user or not?
- Does the crafter enchant an existing item or create an whole new item?
- Does the crafter have proficiency with the crafting tools related to the item?
- How strong is the magical item the crafted wishes to craft?
- Does the magical item need any expensive gems or similar to function?

This might seem like a lot to take in account when determining the price and duration. If you know all the answers on these questions that all you will have to do is follow the steps shown below and you will get both the price to craft it as well as the time it takes.

For those who don't like or are bad at calculations I made a google sheet that will do the math for you (or at least i am making that right now).

And for the real lazy people or those who don't care that much, after the normal formula there is an easier but less in depth calculation.

Full Price and Crafting Calculation

All multiplications made on the base crafting price stack forming a final crafting cost for step 6.

Step 1 (Base Crafting Cost)

Find the rough power of the magical item (power level) and find its price range in Rarities and Power levels and then multiply it by 0.6. This is the base crafting cost.

Step 2 (Magical User Adjustment)

Is the crafter a magical user?
  If yes continue to step 3.
  If no then multiply the the base crafting cost by 1.5 for hiring a magical user to provide the necessary magic. (This can also be done by another party member that is an magical user.)

Step 3 (Valuable Cost)

Does the magical item include any notable valuable materials? If so note them as valuable cost but dont add them to the total just yet.

Step 4 (Original Item Cost)

Does the crafter use an existing item to enchant?
  If yes then note the cost of the original item and continue to step 5.1.
  If no then multiply the base crafting cost by 1.2 and continue to step 5.2

Step 5.1 (Proficiency Adjustment)

Is the crafter proficient with the required tools to make or adjust the crafted item.
  If no multiply the base crafting cost, valuable cost and original item cost all by 1.5.
  If yes then make no change.
  If expertise multiply the base crafting cost and original material cost by 0.8
  If multiple professions are applicable the crafter may apply its highest proficiency.
  Continue to step 6.

Step 5.2 (Proficiency Adjustment)

Is the crafter proficient with the required tools to make or adjust the crafted item.
  If no multiply the base crafting cost and valuable cost by 2.
  If yes then make no change.
  If expertise multiply the base crafting cost by 0.6.
  If multiple professions are applicable the crafter may apply its highest proficiency.
  Continue to step 6.

Step 6 (The Calculation)

Now apply the following: Add the final crafting cost, valuable cost (if any) and original item cost (if any). This will give you the total price to craft the magical item.
  Now for the time it takes to craft the item take the **final crafting cost** and divide it by three (rounded up). This is the total amount of hours needed to craft the item.

For the technical people under us here the full formula:

xa = Base Crafting Cost
xb = Valuable Cost
xc = Original Item Cost
a = Magical User Adjustment
b = Proficiency Adjustment
y = Total Gold Cost
z = Hours of Work
$(xa \cdot a \cdot b) + (xb \cdot b) + (xc \cdot b) = y$
$(xa \cdot a \cdot b) / 3 = z$

A normal day of work exists of 8 hours and when spending downtime on crafting the item a maximum of 8 hours can be spend working on the item each day. Optionally you can take the total price it takes to craft the item and divide that by the amount of days needed to craft the item to know how much you have to spend each day.

Simplified Price and Crafting Calculation

And for those how like to keep it simple this one's for you!

Step 1 (Base Crafting Cost)

Determine the price of your magical item.

Step 2 (Magical User Adjustment)

Is the user a magical user?
  If yes then continue to step 3.
  If no multiply the price by 1.5.

Step 3 (Proficiency Adjustment and Calculation)

This step will give the total gold cost.
  Determine if the user has proficiency in the craft.
  If no multiply the cost by 1.5.
  If yes make no change.
  If expertise multiply the cost by 0.7.
  If multiple professions are applicable the crafter may apply its highest proficiency.

Step 4 (Hour Calculation)

Take the total price and divide it by 3. Now you have the amount of hours it takes to craft the item.

And again for the formula lovers:

x = Base Crafting Cost
a = Magical User Adjustment
b = Proficiency Adjustment
y = Total Gold Cost
z = Hours of Work
$(x \cdot a \cdot b) = y$
$(y / 3) = z$

Remember no more than 8 hours a day of working on your magical items!

DM tip: If you feel like it should take less or more time to craft the magical item feel free to fudge the total crafting time. It's your campaign after all.
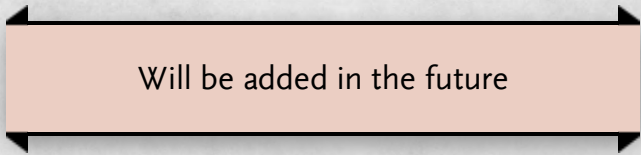
CRAFTING A MAGICAL ITEM THAT THE USER CRAFTED BEFORE
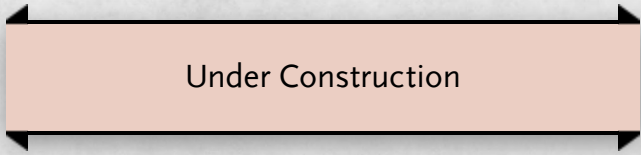
Crafting magical items the crafter has already crafted before or a an item very similar to an item crafted before, is a lot easier to craft. The calculations for these kind of items is simple. Multiply the final crafting cost and crafting time both by 0.7. Examples of magical items that might be crafted multiple times are magical ammunition or a bag of holding.

MAGIC ITEMS ROLL/LOOT TABLES

Will be added in the future

CREATING YOUR OWN MAGICAL ITEM FROM SCRATCH

Under Construction

Chapter 2 : Unique Magical Items

Welcome to the section with unique magical items. Most items on this list are original ideas. There are a few items on the list that are inspired off other thing along with some variants on existing magical items. The items effects range from simple stat changes to complicated or game changing mechanics. Feel free to modify items to your own liking. It's your campaign after all.

The items are divided into power categories. Within the power level categories the items are sorted in alphabetical order. All power levels are decided on personal experience and insight and are by no means a rule. The categories can be best described as followed.

Weak (0-1) items can still be of good use but often give minor effect.

Mediocre (2-3) items often give the players a good benefit without giving them any big advantage.

Strong (4-5) items usually give a mayor boost to low level characters but often (but not always) become less useful as the player progresses.

Very Strong (6-7) items are often artifacts with great power wich stay useful throughout the whole campaign.

Epic (8-9) items are artifacts that contain extreme powers often heavily impacting roleplay scenarios or combat encounters.

Legendary (10+) items are often unique insanely powerful artifacts crafted by either the worlds best craftsman/wizards or created by higher beings like gods or the lords of hell.

Weak magical items

Bag of Fresh Food
Type: Bag
Power level: 1
Description: A magical bag that can create all sort of food.
Usage: This bag has enough food for 10 Medium sized humanoids each day and regens at dawn. It can be any food you want as long as it's not magical and is worth 5 silver or less each meal.

Bracelet of Weather Forecast
Type: Bracelet
Power level: 0
Description: This wooden bracelet is inlaid with 4 small gemstones (quartz) which show the upcoming weather.
Usage: Each gem on the bracelet shows the weather on a certain time in the future. From right to left the gems indicate the weather forecast in 1, 4, 12 and 24 hours. The gems change colour depending on the upcoming weather.

Colour	Weather type
Yellow	Clear sky
Grey	Clouded
Blue	Rain
Dark Blue	Storm
Light Blue	Snow or Hail Storm
White	Snow
Red	Extreme Hazard

Dress/Suit of Success
Type: Clothing (Formal)
Power level: 1
Description: This dress/suit boosts the confidence of the wearer making it easier to persuade or deceive people.
Usage: While wearing this outfit the user has advantage on Charisma (Deception & Persuasion) checks.

Flask of Endless Drinking
Type: Flask
Power level: 1
Description: A flask with infinite amount of water altho its content can only be used for drinking.
Usage: This flask has infinite amount of water in it, and weights 5 lb, but the water will only come out if you drink directly out of the flask or pour it in a cup. The water can be any temperature you want. The water can be poured into a cup before drinking but will disappear if anything other than drinking is done with it. (You could make tea with it)

Jolly Beans
For more information on jolly beans refer to

Type: Food
Power level: 0
Description: Jolly Beans are jelly beans with a minor (usually temporary) magical effect when consumed. They are indistinguishable from normal jelly beans. They are however magical, meaning a detect magic spell will reveal jolly beans.
Usage: When the Jolly Bean is consumed roll a d100 (or let your player roll). Some effects will be directly visible, others might take time. In the case of the latest don't tell your player what is going to happen until it actually happens.

Pen of Endless Ink

Type: Fountain Pen
Power level: 0
Description: A fountain pen that has an unlimited ink supply
Usage: This fountain pen can never run out of ink but there is no ink cartridge and the only way to get ink of of the pen is by writing with it.

Variant: Quill of Endless Ink

Power level: 0
Changes: A quill instead of a fountain pen.

Pocket Furniture

Type: Furniture
Power level: 1
Description: Magical furniture that can folded to fit into the users pocket. Often found or sold in sets of 3 or 5.
Usage: The user can speak its command word while holding or touching the furniture to either fold or unfold the furniture. In folded state the furniture appears as a wooden 1 inch cube. Depending on the command word spoken the cube can unfold into different kind of furniture. The posible command words are as followed. "Chair" unfold the cube into a standard wooden table chair (20" wide, 16" deep, 34" high). "Table" unfolds the cube into a standard wooden dining table (5ft long, 3ft wide, 29" high). "Bench" unfolds the cube into a wooden park bench (55" wide, 23" deep, 33" high). The chair fits one medium creature on it. The table has enough space to fit 4 chairs (2 sets of chairs facing each other) and could be turned over to create a 5 feet wide half cover. The bench has ample space to hold 2 medium creatures on it.

Variant: Comfy Pocket Furniture

Changes: Al furniture is made out of premium wood and all sitting ware is clothed and designed more comfortable. In addition the command word "bench" is replaced by "sofa" to better represent the furniture type.

Ring of Many Outfits

Type: Ring
Power level: 1
Description: The wearer of the ring has the ability to change its clothes to many different outfits.
Usage: The user must be naked, put on the ring and speak its command word to awaken the magical outfits within the ring. Once an outfit is present, armour or accessories can be don without the outfit disappearing. The clothes will always fit nicely on the user unless the user wants otherwise. The clothes are always on the users body and will disappear if the user (or someone else) takes them off. The ring is unable to create any form of armour. If the ring is removed any outfit created by the ring is removed as well and the user will most likely be almost to completely naked. The ring can take the form of any outfit with a worth 50 gold or less including possible accessories. The user can speak the command word at any time to change its outfit or remove it. Clothes created by the ring are indistinguishable from normal clothes and can be torn as well. If torn, speaking the command word repairs the clothes back to its original state.

Variant: Ring of All Outfits

Power level: 5
Changes: The outfit created by the ring can go up to a worth of 1.500 gold and can including non-magical armour. Armour created this way will give the same advantages and disadvantages as their normal counterpart.

Wand of Fireworks

Type: Wand
Power level: 1
Description: A wand able to fire an array of different kinds of fireworks.
Usage: Has 15 Charges. Regens 2d6+3 charges at dawn. Can expand charges to fire different kinds of firework. Firing the wand takes an action. Expend 1 charge for a small Basic Firework (spell attack, 1d6 fire damage) Expend 3 charges for 3 small bolts of Fireworks (spell attack, 3d4-2 fire damage) Expand 5 charges for 1 big explosion (10 feet cube, 30 feet range, Con saving throw, 2d6 fire damage, half on successful save) Expend 5 charges for fireworks spray (5 feet cone, Dex saving throw, 2d6 fire damage, half on successful save)

Variant: Staff of Fireworks

Type: Staff

Mediocre magical items

Adaptable Footwear

Type: Shoes
Power level: 2
Description: These shoes can take form in any footwear making them ideal for long journeys through multiple different terrains.
Usage: When the command word is spoken the shoes transform into the desired non-magical footwear. This includes but is not limited to: Normal shoes, Fancy shoes, Hiking shoes, Flippers, Ski's, Ice Skates, Slippers and Socks.

Coin of Made Luck

Type: Coin (Any)
Power level: 2
Description: When this coin is flipped it will always land on the same side up as it was flipped with.
Usage: If you flip the coin starting with heads up the coin will land on heads. If you flip the coin starting with tails up it will land with tails up.

Deluminator

Type: Lighter
Power level: 2
Description: (Totally not stolen from a certain magical universe) Light or extinguish small flames or light sources from distance.
Usage: With a flick of the lighter this lighter can light or extinguish any small flames (no bigger than a torch) or light source (if your world has electricity, no larger light source than a street light) within 60 feet. The lighter can only light or extinguish one source at a time and can be used as a bonus action or reaction.

Earring of Translation

Type: Earring
Power level: 2
Description: An earring that makes the wearer understand any language
Usage: While wearing this earring the user can understand, but not speak, any non exotic language it hears.

Variant: Earring of True Translation

Power level: 4
Changes: While wearing this earring the user can understand, but not speak, any language it hears.

Flail of Extension

Type: Flail
Power level: 3
Description: A magical flail that has the ability to extend chains to increase its reach.
Usage: This +1 magical weapon is a flail that has gained the following properties: Reach.

Gloves of Attraction

Type: Gloves
Power level: 2
Description: With these gloves the user is able to grab anything within 30 feet to its hand(s).
Usage: While wearing these gloves the user gains the ability to attract small objects to its hands. While the users hand(s) is(are) empty it can use its bonus action to let an object that is holdable with his or her hand(s), weights no more than 20 lb and is within 30 feet fly towards and into the users hand(s).

Gloves of Punching

Type: Gloves
Power level: 2
Description: These gloves increase the punching power of the wielder
Usage: While wearing these gloves the users unarmed strikes become a 1d4.

Variant: Gloves of Powerful Punches

Power level: 3
Changes: Unarmed strikes become a 1d6.

Gloves of Wall Climbing

Type: Gloves
Power level: 2
Description: These gloves greatly improve grip on surfaces
Usage: Have advantage on rolls for climbing or holding on to surfaces.

Gloves of Weapon Proficiency

Type: Gloves
Power level: 3
Description: Gloves that makes it possible to wield any weapon with ease.
Usage: While wearing these gloves the wielder is considered proficient with any weapon it wields.

Necklace of Identification

Type: Jewelry (Necklace with a gem)
Power level: 3
Description: A cursed necklace that contains the spirit of an old wizard Gnome who is obsessed with magical items.
Usage: Curse of the Identification: The necklace is possessed by a wizard gnome obsessed with Identification. The player affected by the curse will refuse to part with the necklace and will do everything to stay with it. The gnome will wake up and appear in a ghost like form if the word identification or identify is said by anyone in the close surroundings of the necklace. He will not go back into the stone until it has identified an an item. If there are no items to identify the gnome will quickly grow angry and finally jump back into the necklace dealing 1d4-1 psychic damage to everyone within 15 feet. If the gnome did not identify an item it will not come out until at least 4 hours have past. If the gnome is allowed to identify an item it did not identify before it will release a smoothing wave healing everyone for 2d4-1 hp. The gnome refuses to identify the same item twice.

Portable Workshop

Type: Workshop
Power level: 2
Description: This small case can expand into a full workshop with all tools included.
Usage: When the command word is spoken this small case (in Inches 8 x 4 x 4, in cm 20 x 10 x 10) expands into a small workshop with all tools included needed to participate the craft. The command word can be spoken once again to change the workshop back to its case form.
These cases are tied to one specific craft and can only transform into the workshop for that specific craft. The portable workshops come in all artisan crafts.
The size of the workshop depend on the type of craft. A blacksmiths portable workshop for instance will be fully equipped forge and anvil and will therefore take more space then a painters workshop.
All workshops include all required tools but do not include any material for the craft. Coal will be included for smiths for instance but no metal is provided.

Quick Loading Crossbow

Type: Crossbow (any)
Power level: 3
Description: A crossbow which draws back the string on its own after firing.
Usage: These crossbows have have no "loading" property.

Seeking Ammunition

Type: Ammo (any type)
Power level: 3
Description: These pieces of ammunition chases its targets up to the the normal range of your weapon.
Usage: Upon using a piece of seeking ammunition do not roll to hit but instead roll immediately for damage. Using this ammunition does not require any additional actions or concentration and can also be used to cast spells that require ammunition. In the latest case if the spell requires a roll to hit you may ignore this and immediately roll for damage or apply the effect. Seeking ammo targets the same way as magic missile meaning that you will need to be able to see your target and it needs to be in range. Determine the range by taking the normal range of you weapon. The long range of your weapon is rendered non existing while using this ammo. Once the ammunition hits its target it become non magical ammunition.

Variant: Advances Seeking Ammunition

Rarity: 6
Usage: The same as original but instead of using your weapons normal range as max range use the long range of you weapon instead.

Shield of Shared pain

Type: Shield (requires Attunement)
Power level: 2
Description: A shield the transfers damage from an ally to the user.
Usage: The user can speak its command word to choose a willing creature within 100 feet. As long as this target remains within range half of the damage the target would take is transferred to the user instead.

Sleeping bag of Good Rest

Type: Sleeping bag
Power level: 3
Description: Spending the night sleeping in this sleeping bag will provide the user with some extra energy.
Usage: After spending a long rest sleeping within this sleeping bag the user gains two 1d6's "good sleep" inspiration. These inspiration dice can be used the same way as bardic inspiration dice and fade if not used before the start of the next long rest.

Stone of Detect Magic

Type: Stone (Marble)
Power level: 3
Description: This stone will glow softly if there is any magic present within 5 feet
Usage: If there is any source that emits magic (including but not limited to Magical items, magically enchanted items, furniture, etc; active spells as illusions or barriers and similar) this stone will emit dim light in a 5 feet radius. The command words exclude and include can be spoken when holding the stone to exclude all sources currently within 5 feet or reinclude the sources again.

Whip of Binding

Type: Whip
Power level: 3
Description: This whip drains the movement capabilities of the targets it hit.
Usage: This +1 magical whip binds any target it hits, reducing its movements speed to half for its next turn.

Whistle of Emergency Teleport

Type: Whistle
Power level: 3
Description: Teleports the user and up to 6 allies to a hopefully save location.
Usage: If the whistle is blown the user and up to 6 willing creatures within 60 feet are teleported to a location chosen by the user (within the same plane of existence). There is a 50% chance that instead of the chosen location, the user (and its chosen allies) are teleported to a random location that the users has visited at least twice (within the same plane of existence). Once used the whistle losses it magical power and will regain it again at the 5th dawn after usage.

Strong magical items

Ammo of Weakness

Type: Ammo
Power level: 4
Description: Ammo that transform into the most powerful element against the target it hits.
Usage: On hit the ammo takes form and becomes the damage type that is the strongest against its hitted target. After the hit the piece of ammunition will lose its magical power and become a normal piece of ammunition.

The Black Dagger

Type: Dagger (requires Attunement)
Power level: 5
Description: The Black dagger is a magical enhanced dagger that protects it user if it would take critical damage. Losing its magical power for a small duration after doing so.
Usage: The daggers damage and hit chance are increased by 1 and its damage is considered magical. If its user would be hit by an attack that would bring him or her below ⅓ of his/her hp the dagger moves on its own to, in any way possible, prevent the attack from hitting its user. After preventing the hit the dagger loses its power for 2 hours. In this period the dagger is considered a normal dagger and does not benefit of its damage/hit bonus and is no longer dealing magical damage.

Boots of Fortification

Type: Boots
Power level: 4
Description: If the user remains in place these boots create a magical barrier around the user increasing the wielders AC
Usage: When the user speaks its command word the boots activate and the wearer gains an AC of 16. (Has no effect on creatures with an AC of 16 or higher). If the user moves the AC is set back to the original value and the boots need 30 sec (5 round) to recharge before they can be activated again.

Boots of Sidestep

Type: Boots
Power level: 5
Description: While wearing this boots you can maneuver between your enemies with grace.
Usage: While wearing these boots the user can can choose to sidestep. When sidestepping the user does not provoke an attack of opportunity when walking out of melee range of an enemy. The user has to spend 5 feet of his or her movement for each enemy they want to sidestep in addition to the normal movement cost.

Bow of Raining Arrows

Type: Bow (Any)
Power level: 4
Description: A bow that can make it rain arrows from the sky.
Usage: This +1 magical bow has 2 charges and regens all charges at dawn. As a ranged weapon attack the user can spend 1 charge and shoot an arrow into the air to create a rain of arrows origin in a point within 80 feet. This arrow rain reaches all targets within 15 feet of the point of origin. Each target has to make an dexterity saving throw (DC 15). Taking 2d6 magical piercing damage on a failed save or half as much on a successful save. The arrows will continue to rain until the start of the users next turn. Any creature starting its turn within the arrow rain or entering its area have to make a dexterity saving throw (DC 15) or take 1d6 magical piercing damage.

Echo Piercing Rapier

Type: Rapier
Power level: 5
Description: A rapier that has an echo which deals damage to your target and all targets behind it.
Usage: This +1 magical rapier hits its foes twice with one swing. After the target is hit by the normal strike an echo strike appears dealing the exact amount of damage a second time. This second hit pierces and hits any target, in a straight line, up to 10 feet, behind the target. The second hit does force damage instead of piercing.

Froceblade

Type: Sword (any) (requires Attunement)
Power level: 4
Description: A sword, or rather a handle of a sword, which blade only appears when its command word is spoken. The blade is made of force energy and glows purple when active.
Usage: This sword is a +1 magical sword of which its blade is made out of force energy and will only appear if the attuned owner speaks its command word. Tis command word is use to both make the blade appear and disappear.
The damage type of the weapon is either force or magical slashing. The user has to call which type of damage it wants to inflict before the attack hits the target.
The sword has the following properties depending on the sword type:
If its a short sword: 1d8+1 damage, Finesse, light.
If its a longsword: 1d10+1 damage, Versatile (1d12+1), light.
If its a greatsword: 1d12+1 damage, Versatile (2d8+1).

Gloves of Fire Beams

Type: Gloves (require Attunement)
Power level: 5
Description: Gloves that shoot beams out its fingers or palm.
Usage: These gloves have charges equal to its attuned owners level and regen half of its charges at dawn (rounded up). The user can use its action, or as part of an attack action, to shoot beams of red energy out of his or her fingers. The gloves have two different attacks. The first being three small beams from the fingers (1 charge) and the second being one big beam form the palm of its hand (2 charges). In both cases the the user need to make a ranged weapon attack: +4+proficiency to hit. On hit the 3 small beams do 3d4 fire damage and the big beam does 1d12+5 fire damage. Both have a range of 60/120.

Variant: Gloves of (Element) Beams

Changes: Replace the damage type by any desired element and give the gloves the corresponding elements name.

Gloves of Revival

Type: Gloves (requires Attunement)
Power level: 4
Description: Gloves infused to give first aid to creatures in critical condition.
Usage: While wearing these gloves the user can use its action to touch a creature in critical condition to stabilize him or her and heal the target for 1 hp.
Additionally the glove has charges equal to its attuned owners level. While using the gloves the user can spend 1 or more charges to either change the range from touch to 30 feet (1 charge) or increase the healing with 1d4+1 for each charge spend. The glove regens half of its maximum charges at dawn. (rounded up)

Infinite Arrow

Type: Bow (Any) or Crossbow (any)
Power level: 4
Description: These bows and crossbows create a magical arrow when drawn.
Usage: When drawn a faint magical arrow appears. This arrow can be fired like a normal arrow but will do force damage instead of piercing damage. These arrows are but light until fired. Fired arrow disappear after 10 minutes. These bows and crossbows can not fire any ammunition besides the force arrows they create themselves.

Orb of Truth

Type: Crystal Ball
Power level: 5
Description: An orb that can answer any yes or no question and will always tell the truth.
Usage: When a yes or no question is asked to the orb it will answer the question always telling the truth. -The orb is all knowing and will answer the question with the current truth so to speak. This means that if the answer of the question is different depending on the moment in time it is asked the orb will answer for the current moment in time unless specified differently in the question.

The orb is able to see the future altho one must keep in mind that the future is not always written in stone and often a subject to change.

The orb will light up green is the answer is yes and will light up red if the answer is no. If both or neither yes and no are applicable on the question the orb can light up either green or red on random. If the question is asked again the answer of the orb might differ since it will again choose red or green at random.

> **DM tip:** In the case of both yes and no are applicable go for the answer that gives the best story.

Shapeshifting ring of the Land Animal

Type: Ring
Power level: 4
Description: A ring that makes it possible to shapeshift into land animals.
Usage: The wielder of the ring can shapeshift at will into either a cat, a dog, a wolf, a panther or a rat.

Variant: of the Powerful Animal

Power level: 6
Changes: The animals available on this ring are a lion, a brown bear, a dire wolf, a giant hyena, a giant octopus, a giant spider or a giant eagle.

Variant: of the Flying Animal

Power level: 3
Changes: The animals available on this ring are an eagle, a bat, a hawk or an owl

Variant: of the Traveling Animal

Power level: 4
Changes: The animals available on this ring are a riding horse, a draft horse, an eagle, a mule, a camel and an quipper.

Shield of Returning

Type: Shield (requires Attunement)
Power level: 4
Description: This shield can be thrown to deal damage and will return to the owners hand afterwards.
Usage: This shields require attunement to function. The wielder of the shield can throw the shield at a target within 25 feet as part of an attack action. The wielder has to make a ranged weapon attack but uses Strength instead of Dexterity for the attack roll. The wielder is considered proficient with this attack roll. If the attack hits the target gains 1d8+Strength piercing damage. Regardless of the attack hitting or not, the shield returns back to the users hand after the attack.

Soul Reapers Scythe

Type: Scythe
Power level: 4
Description: This scythe rips out part of the soul when its hits an enemy.
Usage: This +1 magical scythe rips out part of the soul of the target its hits and all other enemies within 5 feet of the main target. Dealing 1d6 necrotic damage to its main target and 1d4 necrotic damage to all other enemies within 5 feet of the main target. This spread damage will not hit allies.

Statue of the Sleepless Owl

Type: Statue
Power level: 5
Description: A small wooden owl with citrine eyes. If the words "Sleep is for the weak" are spoken by the person that holds the owl it will infuse the holder with magical energy and the holder will not require any sleep that night.
Usage: If the command words are spoken by the one that holds the owl, the owl will infuse the user with magical energy and the user will not require any sleep next night. The dawn after the sleepless night the user will gain all the benefits as if it had a long rest that night. The owl will lose its magical power after being used and will recharge its power at the 4th dawn after it was used.

Whistle of Random beast

Type: Whistle

Power level: 4

Description: Blowing on this whistle will summon a random friendly beast.

Usage: Summons randoms beast for 1 hour. The Beast(s) are friendly to the summoner and its allies. Roll a d20 to determine the Beast(s) that spawn. It has 1 use and regains that use at dawn.

d20	Summoned Creature(s)
1	Swarm of rats
2	2 Lions
3	Mammoth
4	Swarm of Poisonous Snakes
5	A cat
6	1d4 riding horses
7	Killer Whale
8	2d4+1 Giant wolf Spiders
9	3 Blink Dogs
10	3d4-2 Boars
11	A deer
12	Giant (Perverted) Octopus, only attacks male
13	Giant Ape
14	Giant Eagle
15	Phase Spider
16	1 Dire wolf & 1d6+1 wolfs
17	1d4 Worgs
18	Swarm of Bats
19	A goat
20	Swarm of Quippers

Very Strong magical items

Large Folding Ballista

Type: Ballista

Power level: 7

Description: This small one man ballista can be magicly folded into a small case (With, Length, Height; In inch 5 x 3 x 2, in cm 13 x 8 x 5) by speaking its command word. The ballista has a two storage boxes at its feet, when folded out, with space for 5 ballista arrows each. The ballista has an magical dome shield around it and its current user(s).

Usage: With its command word spoken while touching the ballista (or the case), it will magically fold or unfold depending on its current form. When unfolded the ballista can be used and had the following stats:

Large Folding Ballista

Large Object

Armour Class: 15
Dome Shield Hit Points: 35
Hit Points: 50
Damage Immunities: poison, psychic

This ballista takes a bonus action to aim and one action to fire.

The ballista will automatically span itself in the course of one round or can be manually span earlier as an action.

Loading the ballista takes either an action or a bonus action (character's choice). This ballista can be manned with two people at once.

The dome shield has the same AC as the ballista and will absorb a set amount of ranged or magical damage before breaking. Any left over damage after breaking will be carried over the either the ballista or user (depending on who got aimed at).

The dome shield fully regens all its hit point after spending 1 hour in folded form.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target *Hit:* 3d10+3 piercing damage.

Small Folding Ballista

Type: Ballista
Power level: 6
Description: This small one man ballista can be magicly folded into a small case (With, Length, Height; In inch 5 x 3 x 2, in cm 13 x 8 x 5) by speaking its command word. The ballista has a two storage boxes at its feet, when folded out, with space for 5 ballista arrows each. The ballista has an magical dome shield around it and its current user.
Usage: With its command word spoken while touching the ballista (or the case), it will magically fold or unfold depending on its current form. When unfolded the ballista can be used and had the following stats:

Small Folding Ballista

Medium Object

Armour Class: 13
Dome Shield Hit Points: 20
Hit Points: 40
Damage Immunities: poison, psychic

This small ballista can be manned by one person and takes an one action total to both aim and fire it.

The ballista will automatically span itself in the course of one round or can be manually span earlier as an action.
    Loading the ballista takes a bonus action.

The dome shield has the same AC as the ballista and will absorb a set amount of ranged or magical damage before breaking. Any left over damage after breaking will be carried over the either the ballista or user (depending on who got aimed at).

The dome shield fully regens all its hit point after spending 1 hour in folded form.

Bolt. *Ranged Weapon Attack:* +5 to hit, range 120/480 ft., one target *Hit:* 3d6+2 piercing damage.

Necklace of Remembrance

Type: Necklace (requires Attunement)
Power level: 7
Description: A necklace used to store important events.
Usage: When its first command word is spoken the necklace will record everything around it in a 30 feet cube for up to 1 hour. The first command word can be spoken again to stop the recording.
After the necklace has recorded at least once the owner can speak a second command word to show the recorded footage. In a 30 feet square around the necklace an illusion will emerge creating both visual and audible sensations but no other.
A maximum of 5 recordings can be kept on the necklace at once and th owner can delete recordings at will by speaking a third command word.

Phantom Trio

Type: Throwing Knives (set of 3) (requires Attunement)

Power level: 6
Description: A set of three small throwing knives which returns to your hand after being thrown as well as pass through multiple enemies.
Usage: This set of knives can all been thrown at once as part of an attack action. The knives can be thrown in two ways. Each knife does 1d4 necrotic damage as it passes through their target.
The first way is in a straight line. All tree knives will fly in a straight line up to 30 feet after which they make their way back. The knives hit both on their way out and on their way back. All targets in its path have to make two dexterity saving throws against a DC equal to 13+ users Dexterity. For each save they do not make they will be hit by all three knives. (meaning a target can be hit by each knife twice for 6 hist total)
The second way is to throw the knives in an cone. The knives will travel up to 10 feet in a cone of 90 degrees. All targets in its path have to make two dexterity saving throws against a DC equal to 13+ users Dexterity. For each save they do not make they will be hit by one knife. (max 2 hits total)

Epic magical items

Acri Lumine

Type: Longsword (requires Attunement)
Power level: 8
Description: This extremely light and sharp blade slices even the toughest of foes to pieces as a hot knife through butter.
Usage: The stats of the Acri Lumine are as followed. The sword deals 1d10 slashing damage. The properties of the weapon are as followed: Finesse, light, versatile (1d12).
In addition, if the target is not resistant or immune to slashing damage, this weapon deals damage as if the target has a vulnerability for slashing damage.
If the target is resistant or immune to slashing damage you deal normal damage instead of reduced or no damage.

Seeds of Duplication

Type: Seed
Power level: 8
Description: When thrown on the ground these seeds create an exact duplicate of the user.
Usage: When thrown on the ground these seeds create an exact duplicate of the user including anything that is being carried. This duplicate is an exact the same in every sight including behavior, thinking, capabilities, etc. The only difference is that it's completely Loyal to original of which it is a copy and will obey literally every order its is given by its owner even if it means largely embarrassing or even killing itself.
The seeds also duplicate every item carried by the user but can not create magical items and will instead create a non magical version of the item(s).
The duplicates (and the created items) will disappear into thin air after 2 to 5 hours. (The DM rolls the duration (1d4+1) without telling the players how long it will last.)
These seeds can also be planted to create more seeds. To grow the seeds need to be planted within fertile soil and kept in a humid environment. The plant takes 4 weeks to grow in ideal temperature (Between 10°C and 15°C (50° and 60° F)) or twice that long in unideal temperatures (Between 5°C and 9°C (40°F and 49°F) or 16°C and 20°C (61°F and 70°F)). The plants will die if the temperature falls below 5° C (40°F); or above 20°C (70°F)). Additionally the plant require both water and magical energy (one level 1 spell-slot) each day or it dies. Once fully grown the plant yields between 3 and 6 new seeds (1d4+2) and needs to be harvested within 3 days after which it dies.

Shield of Protective Bubble

Type: Shield (requires Attunement)
Power level: 9
Description: A shield that has the ability to briefly shield the user of all incoming harmful effects. Making the user immune to all harmful effects

Usage: The user can speak its command word (as a reaction) while wearing the shield to activate its power. The shield will create a magical bubble around the user which absorbs all incoming damage until the start of the users next turn. In addition while the bubble is active the user can not be affected by any incoming magical effect and is immune to any effect that would cause the user to lose control over its movement. Any already existing magical effect, poison or disease is not removed and remain on the user. The shield loses its power after being used and regains its power at dawn.

Variant: "Nivona" the Necklace of Ultimate Protection

Type: Necklace
Power level: 11
Changes: The necklace has 3 charges instead of 1 but still only regens 1 charge each dawn.

Variant: Shield of True Bubble

Power level: 8
Changes: The users is unable to attack or cast magic on any other target then him/her -self while the bubble is active.

Skull Smasher

Type: Flail (requires Attunement)
Power level: 9
Description: A very heavy flail with a titanium skull shaped head. Its power increase with each skull smashed.
Usage: This +1 magical flail increases in power with each skull smashed (final blow in the head of an enemy). With each skull smashed the flail will do 1 more damage permanently. The damage can only increase once a day. Each time the attuned wielder goes down into critical condition the amount of bonus damage, gained with skull smashes, is halved (rounded down).
The flail gains the following properties in addition to its normal properties: Heavy.

Legendary magical items

Oshosi's Quiver of Imagination

Type: Quiver (requires Attunement)
Power level: 10
Description: A magical quiver created by an ancient deity. The quiver hold the power to create any kind of arrow at will.
Usage: The wielder of the quiver can draw arrows out of the "empty" quiver without any additional effort. An arrow will take form as the user grabs towards the quiver. The arrow can take any form and/or effect the user wants as long as its an arrow (crossbow bolts are in this case considered an arrow). The following options are examples/guidelines but the user is ultimately limited to his or her fantasy.

- Magical arrows will deal magical damage and have a +2 modifier on hit and damage.
- Elemental arrows will deal 1d8+1 additional elemental damage or change its base damage to the desired element an increasing its damage by +2.
- Disease arrows can carry minor diseases with a save DC of 20.
- Splitting arrow creates 5 small arrows when fired. Instead of the dealing damage normally the user rolls the base damage 5 times without applying any damage modifier. Splitting arrow can deal elemental or magical damage if desired.
- Seeking arrows magicly chases the target and always hit providing that the user can see the target and the target is within twice the normal range of the users weapon. Seeking arrows can deal elemental or magical damage if desired.
- Spell arrows fire regular arrows that apply a minor magical effect, that last until the end of the targets next turn, when the arrow hits. Possible effect could be blinded, deafened, binded in place, knockback (10 feet), silenced or effects of similar strength. Other possibilities would be arrows that create a large sound or bright light at the location it hits.
- Healing arrows heal the target at hit. It does not affect undead or constructs. If the user is hit by an healing arrow target is healed for half the damage the bow would normally deal. Healing arrows can be combined with for instance seeking or splitting arrows but the healing is reduced to ⅓ of the normal damage.

Variable magical items

Bag of Holding

This item is an variant on the official item in the DM's Guide

Type: Bag
Power level: 1-4
Description: A bag of holding is a magically enchanted bag that can store more weight and volume inside then normally possible. These bags can have any form but do have a set weight and mouth width (diameter).
Usage: Depending on the variant a bag of holding can store a certain weight and volume inside. The bag has a set weight regardless of its content.
If the bag is overloaded, pierced, or torn, it raptures and is destroyed, and its contents are scattered in the Astral plane. 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.
Placing a bag of holding inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. 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 Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

(XS) Lousy bag of holding

Power level: 1
Max weight storage: 25 lb
Max volume storage: 3 cubic feet
Width mouth: 0.5 feet (15 cm)
Actual weight: 2 lb

(S) Poor bag of holding

Power level: 1
Max weight storage: 50 lb
Max volume storage: 6 cubic feet
Width mouth: 1 feet (30 cm)
Actual weight: 5 lb

(M) Bag of holding

Power level: 2
Max weight storage: 100 lb
Max volume storage: 15 cubic feet
Width mouth: 1.5 feet (45 cm)
Actual weight: 7 lb

(L) Decent bag of holding

Power level: 3
Max weight storage: 250 lb
Max volume storage: 32 cubic feet
Width mouth: 2 feet (60 cm)
Actual weight: 10 lb

(XL) Good bag of holding

Power level: 4
Max weight storage: 500 lb
Max volume storage: 64 cubic feet
Width mouth: 2 feet (60 cm)
Actual weight: 15 lb

Enhancement of Dimensional Storage

Type: Scroll
Power level: 3-7
Description: When used the user sacrifices an portion of his or her magic pool to permanently create an interdimensional storage.
Usage: When used the user permanently sacrifices a spell-slot to gain permanent access to an interdimensional storage. The amount of storage is based on the spell-slot sacrificed. The spell slot used is indicated by the scroll and the scroll can not be used if the user does not have the required spell-slot.

Once active the user can use his or her action to deposit or withdraw items out of the storage. To store an item the user has to have physical contact with the item. To withdraw an item the user needs to have a free hand in which it can be summoned. If the item is to large to hold the item will appear in front of the hand with the hand touching at least one part of the object.

The items stored in this storage are frozen in time and any living being stored in here will be stopped in time as well and is not harmed in any way. Willing living creatures can be stored this way but attempting to store and unwilling creature will have them to roll a wisdom saving throw (DC= Your Spellcasting DC). Failing the save will store them. Making the save will make them immune to storing attempts for 1 hour.

The only way to undo this effect after it has been done is by a wish.

Spell-slot	Max Storage	Power Level
Level 1 spell-slot	25 lb	3
Level 2 spell-slot	75 lb	5
Level 3 spell-slot	150 lb	6
Level 4 spell-slot	300 lb	7

Home away from home

Type: Tent
Power level: 5-9
Description: A tent that has an considerably bigger interior than possible for its exterior.
Usage: Rather than having a bigger interior, all items and creatures entering the tent will shrink. Leaving the tent will revert items and creatures to their original size. The entrance of the tent has been enchanted with an illusion to prevent to see what's inside and instead show a perspective as if you would be already inside the tent. When the tent is disassembled everything that was still inside will be stored in the astral plane and will appear again once the tent is assembled again. The tent includes a small floor on which it is setup. Setting up the tent on a uneven surface will cause everything inside to be uneven as well.

All tents have the following outer dimensions, 5ft wide, 7ft deep and 5ft high. All tents take about 30 minutes to set up and 15 minutes to break down.

All tents interiors are closed and are windowless rooms with wooden walls, floors and ceiling. In additional all tents are outfitted with basic candle to light the room.

Breathing creatures inside the tent once disassembled 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

If the tent is pierced or torn while set up, it loses its magical power until repaired, and its contents are piled up on the place the tent was located.

If the tent is pierced or torn while not set up, its contents will remain in the astral plane and will not function until repaired.

If the tent is overloaded when being disassembled it raptures and is destroyed, and its contents are scattered in the Astral plane.

Leaving a Handy Haversack, Bag of holding, Portable Hole, or similar item inside the tent at the moment of disassembly it will instantly destroys both items and opens a gate to the Astral Plane. 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 Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Even tho the actual dimensions in the tent do not change i have noted the inner dimensions in comparison to the shrunken person/item.

Tiny Home away from home

Power level: 5
Inner dimensions: 15ft wide, 15ft deep and 8ft high.
Max weigh storage: 500 lb

Home away from home

Power level: 7
Inner dimensions: 20ft wide, 30ft deep and 8ft high.
Max weight storage: 1500 lb
Additionally: Has simple furniture inside by default including a bed, dining table, six chairs, a couch, a small cooking stove, a shelf, and a empty barrel with tap.

A better Home then home, away from home

Power level: 9
Inner dimensions: 30ft wide, 40ft deep and 20ft high.
Max weight storage: 3500 lb
Additionally: Has two floors with a small spiral staircase. Divided into four rooms, a living room, kitchen and two bedrooms of which one is empty. The living room and kitchen are on the lower floor while the bedrooms are on the upper floor. The living room is outfitted with a fireplace, a sofa, a rocking chair, a large dining table, six chairs, a coffee table, two small shelves, and one large shelf. The kitchen is outfitted with all basic needs for cooking and three empty barrels with taps. One bedroom is outfitted with a two person bed, two nightstands, a wardrobe, a small desk, and a chair.

Magical Vehicles

Ball of Traveling

Type: Vehicle
Power level: 7
Description: A large clear ball that can carry up to 3 people across any surface.
Usage: This magical ball is a form a vehicle that can transport up to 3 medium sized humanoid creatures and small amount luggage with great speed along any solid or liquid surface.

The outside of the bol is made of a layer magical energy. It appears as a mixture between a spectral phenomena and glass. As long as the ball is in standby mode anything can pass through the barrier. Once the ball is activated the barrier blocks everything from going in or out. The ball is 10 feet in diameter and takes spot as a large creature on the battlefield.

The inside of the ball is equipped with three comfortable chairs and a small chest (12 cubic feet/300 pounds of gear). They hover in the center of the ball the chest behind two of the chairs and one chair in front those. Once the vehicle starts moving the space within the ball becomes unmovable so to speak. Any movement of the ball won't influence the inside of the ball. As long as the ball is in standby mode the chairs and chest are lowered to a height where a medium creature would be able to get on. Once activated the chairs and chest move back to the center of the ball.

The ball is piloted by the person in the most front seat. The ball can travel up to a speed of 90 feet and will stick to any surface. The ball is able to move across walls and ceilings at half its speed. The ball activates or deactivates if the person in the pilot seat speaks its command word. Anyone with the knowledge of the command word can activate the ball.

Chapter 3: The Create-a-MagicItem Tool

Ever felt in need of a item with a nice bonus but do not want to do all the work that comes with creating those items? Then the Create-a-MagicItem tool is what you need. It is designed to quickly make magic items on the flow without the worries of making it too powerful or too weak. None of the effects are very complicated and most are even very logical, simple or even plainly spells ripped off out of the player handbook.

Well enough promotion for this tool. As the tool might seem simple and plain I certainly hope you can find your use in it. As I have found a lot of nice magical items of some I had the urge to change it. They had a good effect but on an item i disliked. And ofcourse you can easily just say its an axe now instead of a sword but it's a hassle. This tool will i give a wide range off effects together with what i think are suitable items to put them on. In addition to that it provides the effects with a power level, as explained in "Chapter 3. Unique Magical Items", and a rough calculation on pricing the items.

How the system works

The system works simple. Have a look into "Chapter 5.3 List of magical effects". Once you have found an effect that suits your needs check which item types are recommended to put the effect on and choose one to your liking. And that's it you have your magical item! If you want to sell it to your players you can check the price calculations for a rough indication.

List of item categories

As most item could be enchanted magicly I have divided most items in categories. Most magical effects will have one or more of these categories listed. If a category is listed it means all items that are listed in that category can be used for the effect.

Clothing
This category includes any items that can be reasonably been seen as clothing. This includes but is not limited to hats, dresses, suits, tops, bottoms, overalls, shoes, gloves, jackets, robes and underwear.

Melee Weapon
Anything that can reasonably seen as a Melee weapon fits in this category. This includes but is not limited to items like swords, daggers, axes, hammers, maces and similar. But if you would like to go wild you could also just have a lead pipe be magically enhanced.

Ranged Weapon
Any ranged weapon that uses ammunition fits within this category. This includes but is not limited to items like bows, crossbows, blow darts, (flintlock) firearms and similar.

Magical Weapon
The Magical Weapon tag indicates that the magical effect is standalone spell or similar. The most common item to attach this effect to is a staff or a wand. Altho those are most common it can be attached to any kind of holdable object.

Thrown Weapon
The Thrown Weapon tag includes all objects that can reasonably thrown. Even so the best options for this category would be shurikens, javelins, throwing daggers and similar weapons.

Spell Focus
This category include any form of spell casting focus.

Accessories
This category includes any item that can reasonably been seen as an accessory. This includes but is not limited to hats, necklaces, rings, bracelets, tiara's, masks, earrings and other piercings.

Jewelry
The tag jewelry indicates that the item requires some form of precious material in it. It does not matter if that is in the form of a precious metal, gem or for instance a dragon's tooth. As long as it is of reasonable value the type of material does not matter.

List of magical effects

{Item} of Amplifying spell
Power level: 5
Item type recommendation: Spell Focus, Accessories
Effect: The item gets 6 Charges, regens 1d4+2 charges at dawn and has a 1 on 20 chance of breaking if all charges are expanded (roll a d20). The user can expand charges to gain one of the following effects while casting a spell.

- Expand 1 charge while expanding a spell slot to amplify its power. The spell will now be casted as if it was casted with a spell slot of one rank above the expanded spell slot.
- Expand 3 charge while expanding a spell slot to amplify its power. The spell will now be casted as if it was casted with a spell slot of two rank above the expanded spell slot.
- Expand 6 charge while expanding a spell slot to amplify its power. The spell will now be casted as if it was casted with a spell slot of three rank above the expanded spell slot.

{Item} of Easy Spell

Power level: 2
Item type recommendation: Accessories
Effect: As long as the user wears this item it can cast the specified cantrip at will. The item contains one of the following cantrips: Prestidigitation, Thaumaturgy or Druidcraft. If the user is a spell caster it can cast the cantrip as a bonus action. Non-spellcasters have to use an action to cast the cantrip instead.

{Weapon} of "Element"

Power level: 2
Item type recommendation: Melee Weapon, Ranged Weapon
Effect: Has one of the following elements: Acid, Cold, Fire, Lightning or Poison hidden inside it. (for instance the "Sword of Fire" or "Bow of Flames"). The weapon 5 charges and regens 1d4+1 charges at dawn. The wielder can expand 1 charge to change the weapons damage type to the corresponding element and deal +1 additional damage. The user must decide if its spend its charges before he/she knows if the attack hits but after the user has rolled for attack.

Variant of Raging "Element"

Power level: 4
Item type recommendation: Melee Weapon, Ranged Weapon
Effect: Has one of the following elements: Acid, Cold, Fire, Lightning or Poison attached to it. (for instance the "Dagger of Raging Storms" or "Hammer of Nasty Poison"). The weapon always has the corresponding element as damage type, got 4 charges, and regens 1d4 charges at dawn. The wielder can expand any amount of charges on an attack to increase its damage by 1d8 for each charge spend. The user must decide if its spend its charges before he/she knows if the attack hits but after the user has rolled for attack.

Variant: of Overwhelming "Element"

Power level: 7
Item type recommendation: Melee Weapon, Ranged Weapon
Effect: Has one of the following elements: Acid, Cold, Fire, Lightning or Poison attached to it. (for instance the "Crossbow of Overwhelming Flames" or "Pike of Everlasting Cold"). The weapon always has the corresponding element as damage type, does 1d4 extra damage, got 6 charges, and regens 1d6 charges at dawn. The wielder can expand any amount of charges on an attack to increase its damage by 2d6+2 for each charge spend. The user must decide if its spend its charges before he/she knows if the attack hits but after the user has rolled for attack.

{Item} of Furniture Shifting

Power level: 7
Item type recommendation: Accessories
Effect: The wielder of this item can use its action to shapeshift into a furniture the user has ever seen before. The chosen furniture can not be larger than a 10 feet cube. The furniture form seems completely real, including touch and smell. The user needs to maintain concentration for the duration of the transformation or be changed back to its original form. Clothes and other worn items are shapeshifted as well. A creature can use its action to examine the user and can determine its shape shift with a successful Intelligence (Investigation) check against a DC of 20.

{Weapon} of Increasing Power

Power level: 7
Item type recommendation: Weapons (Melee)
Effect: After hitting a target the next attack will deal 1d6 extra damage. This effect stacks indefinitely until no target is hit for 1 minute, after which all bonus damage is lost and need to be build up from the start again.

Variant: of Minor Increasing Power

Power level: 5
Item type recommendation: Weapons (Melee)
Effect: After hitting a target the next attack will deal 1d4 extra damage. This effect stacks indefinitely until no target is hit for 1 minute, after which all bonus damage is lost and need to be build up from the start again.

Variant: of Major Increasing Power

Power level: 9
Item type recommendation: Weapons (Melee)
Effect: After hitting a target the next attack will deal 1d8 extra damage. This effect stacks indefinitely until no target is hit for 1 minute, after which all bonus damage is lost and need to be build up from the start again.

{Item} of Inner Strength

Power level: 5
Item type recommendation: Accessories
Effect: Attacks made with neutral weapons as claws or tails (but not regular unarmed strikes) deal 1d4 additional damage

Variant: of Minor Inner Strength

Power level: 2
Item type recommendation: Accessories
Effect: Attacks made with neutral weapons as claws or tails (but not regular unarmed strikes) deal 1 additional damage

Variant: of Major Inner Strength

Power level: 6
Item type recommendation: Accessories
Effect: Attacks made with neutral weapons as claws or tails (but not regular unarmed strikes) deal 1d6 additional damage

{Item} of Life Leach

Power level: 4
Item type recommendation: Weapons (Any)
Effect: The user is healed for ¼ of the damage dealt with this weapon (rounded up).

{Weapon} of the Marksman

Power level: 5
Item type recommendation: Ranged Weapon
Effect: After hitting a target, each following shot, against any target, deals increasingly more damage. Each shot hit will increase the next shots damage by 1d6. Stacking up to 8d6 extra damage after which the bonus damage no longer increases. If the user misses a shot all stacks are lost and the user will deal normal damage again. Stacks are also lost if the user lets go of the weapon.

Variant: of the Sharpshooter

Power level: 3
Item type recommendation: Ranged Weapon
Effect: After hitting a target, each following shot, against any target, deals increasingly more damage. Each shot hit will increase the next shots damage by 1d4. Stacking up to 6d4 extra damage after which the bonus damage no longer increases. If the user misses a shot all stacks are lost and the user will deal normal damage again. Stacks are also lost if the user lets go of the weapon.

Variant: of the Sniper

Power level: 7
Item type recommendation: Ranged Weapon
Effect: After hitting a target, each following shot, against any target, deals increasingly more damage. Each shot hit will increase the next shots damage by 1d8. Stacking up to 10d8 extra damage after which the bonus damage no longer increases. If the user misses a shot all stacks are lost and the user will deal normal damage again. Stacks are also lost if the user lets go of the weapon.

Quick Fitting {Item}

Power level: 2
Item type recommendation: Armour (no shield)
Effect: This armour takes only one action to dof or don.

Self Aiming {Item}

Power level: 4
Item type recommendation: Weapons (Ranged)
Effect: The user has advantage on attack rolls with this weapon.

{Weapon} of Suffering

Power level: 3
Item type recommendation: Melee Weapon, Ranged Weapon
Effect: The wielder of this weapon can use its own life force to increase damage dealt. If the user choose to do so the attack becomes magical and will deal additional necrotic damage at the cost of his/her own hit points. The user needs to decide to use this ability, and which strength to use, before rolling to attack. In case the attack misses the user will not suffer any damage.

- Sacrifice 1d4 hit points and deal the same amount +1 as extra necrotic damage if the attack hits.
- Sacrifice 1d8 hit points and deal the same amount +2 as extra necrotic damage if the attack hits.
- Sacrifice 2d6 hit points and deal the same amount +4 as extra necrotic damage if the attack hits.

PART 2

Magical Food

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Chapter 4: Magical Cooking

As items can be magically enchanted the question was raised, can you magically enchant food? The answer is now you can! With this chapter you learn everything about it. It might be a complicated progress in the fantasy world but the gameplay mechanics are quite simple. Just like any other magic in DnD.

In this chapter will give you all the information needed to craft your own recipes as well as a cookbook with pre set dishes.

The basics

To be able to make magical dishes the user needs to be able to cast magic. The user will use his or her magical power (spell slots) while preparing the dish to make it have a certain effect when consumed. Some recipes will have a ritual tag included. Recipes with this tag do not require any spell slot to be expended but often take a long time to prepare. Most recipes can be cooked by all spellcasting classes but some are limited to specific ones. If any homebrew class is used the DM may decide if the class specific recipe can be created by the homebrew class.

Using specific ingredients in the dish might increase or decrease the magical effect. The preparation time is often the same as the non magical counterpart but may take longer if the spell is complicated. Magical cooking does not require any additional tools unless specified otherwise in the recipe.

Just as by spellcasting, you can use your focus to stand in for any M component that does not have a gold worth described.

Some dishes might require a certain DC to be successfully cooked. On the roll for this DC the users spellcasting ability modifier may be applied. In addition if the user is proficient in the Cook's Utensils his or her proficiency bonus may be added as well. Some more complicated recipes will require the user to be proficient with the Cook's Utensils.

Like spells, magical cooking needs to be learned. A recipe is sufficient for a spellcaster to be able to craft the spell provided that the cook can keep the recipe at hand while cooking.

A spellcasting cook proficient with the cook's utensils has the ability to memorize certain recipes similarly to normal magic. The amount of recipes that can be remembered at once is equal to the cook's proficiency bonus + half its player level (rounded down). These prepared recipes can be forgotten at any time but will require a written recipe to be studied in order to remember the recipe again. Studying a recipe takes 30 minutes or cooking the recipe once.

If a recipe is specified as a certain kind of meal, as for instance a dinner, consumers can only benefit of one effect with a duration, of that meal type, at a time. Consuming another meal of the same type will replace the effect of the previously consumed meal.

Ingredients and their effects

Ingredients play a big part in cooking and so logicly the same goes for magical cooking. Most magical recipes require the same ingredients as their normal counterpart but sometimes have certain ingredients as a requirement for cooking to succeed. These ingredients are noted in the recipes.

> Some ingredients are new and a description of the actual plant or item can be found in the non-magical content section.

Special ingredients

Besides the required ingredients some recipes can be enhanced by special ingredients. Below you will find a list of special ingredients with their effects. Some of these items can be exchanged for similar items depending on what the world your campaign plays in has to offer. I have not include prices since the price would largely depends on the rarity of the item in your world.

If an ingredient increases the amounts of meals prepared it does not necessarily double the outcome. If the recipe already creates multiple meals its total is increased by given number and not multiplied by given number.

Multiple different ingredients can be added to one recipe to further increase its potential. But the same ingredient can not be added twice.

Many ingredients that are added (not substituted) may not have a dosage indicated. The DM decide what dosage of the ingredient has to be used to let the ingredient take effect.

CR stands for Challenge Rating.

Name Ingredient	Type	Effect
Dragon Blood	Added	Increases the effect to as if it would have been cooked with a spell-slot of 2 levels higher.
A Dragon Egg	Substitute	Can be used instead of normal eggs in a recipe to quadruple the amounts of meals prepared.
Giant Boar Meat	Substitute	Can be used instead of regular meat to increase the effect to as if it would have been cooked with a spell-slot of 1 level higher.
A Harpy Egg	Substitute	Can be used instead of normal eggs in a recipe to double the amounts of meals prepared.
Small Predator Eggs (CR 1≥)	Substitute	Can be used instead of normal eggs in a recipe to increase the amounts of meals prepared by 1.
A Large Predator Egg (CR >1)	Substitute	Can be used instead of normal eggs in a recipe to increase the amounts of meals prepared by 2.
A Timeless Diastasa Petal	Added	Doubles the duration of which the food stays magical (Stacks with high quality ingredients resulting in quadruple duration).
Venomous Creature's Venom (CR ≥4)	Added	Doubles the damage damage done by consuming the food.
Venomous Creature's Venom (CR ≥¼)	Added	Increases the damage damage done by consuming the food by 1d8.

Quality of the base ingredients

Last but not least the quality of the ingredients can improve or decrease the magical effect of the cooked food. Ingrediënt qualities come in four qualities as listed below. If a mixture of different quality ingredients are used the lowest grade ingredient decides the outcome.

Spoiled ingredients

These ingredients are spoiled and will cause a big chance that the dish to fail. When using spoiled ingredients there is only a 1 in 4 chance the dish will succeed (1d4 only succeeding on a 4). There is even a chance the dish will backfire cause the cook to take 2d4 fire damage while cooking (when a 1 is rolled on the d4).

Poor ingredients

Ingredients of poor quality but still eligible without causing diseases fall into this grade. Using these ingredients will cause a small chance of the dish failing (1d6 and only fails on a 1). A minimum of level 2 spell slot must be used for this dish or it fails. Even if the dish succeeds the magic will be less powerful and will count as cooked with a spell slot of 1 level lower.

Normal ingredients

Most ingredients fall into this category. No special effect happens when cooked with normal ingredients.

High quality ingredients

These ingredients are of very high quality and cost at least four times as much as there normal counterpart or worth 5 gold total whichever is highest.. Using these ingredients will result in an increased duration of which the food stays magical to twice its normal duration.

Making your own recipes

More info to come in this section. The base setup for a magical recipe includes:

Recipe name
Spell level and magical school

Food type: The type of meal or food
Preparation time: the time it takes to prepare the meal
Tools: The required tools to prepare the recipe, if any.
Components: Spellcasting components
Ingredients: The cooking recipe must at least contain these ingredients but is certainly not limited to these ingredients.
Cook's Utensils proficiency required: Yes/No
Classes: The list of spellcasting classes that can prepare the recipe. Non-spellcaster can not cook magical food.
Duration: The time the food stays magically enchanted. After this duration the food becomes regular food and loses its magical power.
Description: What the food does.

Cookbook (preset recipes)

Breakfast of Proficiency
2nd-level Enchantment

Food type: Breakfast
Preparation time: Same as non-magical counterpart
Tools: Same as non magical counterpart
Components: V, S, M (A hair, scale, feather, or similar, of a creature proficient in the chosen skill or tool)
Ingredients: Any
Cook's Utensils proficiency required: Yes
Classes: All
Duration: 2 hours
Description: The cook prepares a breakfast for one that has the ability to give the consumer a proficiency in 1 skill or tool for 24 hours. The cook has to choose the kind of proficiency before he starts cooking. The breakfast must be fully consumed to take effect. This meal has no effect if the consumer is already proficient in the given skill or tool. *At Higher Levels.* When cooked using a spell slot of level 3 or higher, the cook can prepare double the amount of meals for each level above the 2nd.

Cake of Fatness
1st-level Transmutation

Food type: Cake
Preparation time: Same as original
Tools: Oven
Components: V, S, M (String of animal fat)
Ingredients: Sugar
Cook's Utensils proficiency required: Yes
Classes: All
Duration: 12 hours

Description: This cake will make the consumer very fat, obese for that race, (has no effect on already very fat people) for 24 hours. The consumer must at least eat one full slice of cake for the magic to take effect. Thirty seconds after finishing the slice of cake the magic will take effect and any clothes that would not fit the new posture will tear. *At Higher Levels.* When baked using a spell slot of 2nd level or higher the duration increases by 48 hours for each slot above the first. When baked using a spell slot of 8th level or higher the effect becomes permanent if the user has been affected by the cake for 1 hour.

Cake of Truth
2nd-level Enchantment

Food type: Cake
Preparation time: Original time + 15 min
Tools: Oven
Components: V, S
Ingredients: Any
Cook's Utensils proficiency required: No
Classes: All
Duration: 12 hours
Description: On consumption of this cake the consumer must make an charisma saving throw against the cooks spell save DC or be unable to speak deliberate lies for 10 minutes. The cook, and any person knowing its a cake of truth, know whether the consumer succeeds or fails on its saving throw. If the consumer fails its saving throw he/she will know he/she has been affected by the cake after the first deliberate lie they would, but couldn't, tell. If the consumer succeeds its saving throw it will not know the cake is magically enchanted. The consumer must at least eat one full slice of cake for the magic to take effect. Thirty seconds after finishing the slice of cake the magic will take effect.

Chilly Cocktail
1st-level Transmutation

Food type: Cocktail
Preparation time: Same as non-magical counterpart
Tools: Same as non-magical counterpart
Components: V, S, M (a small cube of ice)
Ingredients: At least two different kinds of alcohol
Cook's Utensils proficiency required: No
Classes: All
Duration: 4 hours
Description: The cook prepares up to 6 cocktails. If at least one full cocktail has been consumed the user will gain fire resistance for 12 hours. The consumer is also comfortable with temperatures up to about 30°F (15°C) higher than its normal comfortable temperature.

Dinner of Agility
Ritual Enchantment

Food type: Cooked dinner
Preparation time: Original time + 30 min
Tools: Same as non-magical counterpart
Components: V, S
Ingredients: Any
Cook's Utensils proficiency required: No
Classes: All
Duration: 2 hours
Description: The cook will attempt to magically enchant the dinner to increase the agility of the consumer. The DC set for this recipe is DC 16. If the cook succeeds the DC the meal will give +1 to AC, Initiative, Athletics and Acrobatics for 24 hours when fully consumed. If the cook fails the DC the meal will only give +1 to Initiative for 24 hours when consumed instead.

Dinner of Shielding
Ritual Enchantment

Food type: Cooked dinner
Preparation time: Original time + 1 hour
Tools: Cook's Utensils or a Kitchen
Components: V, S
Ingredients: Any
Cook's Utensils proficiency required: Yes
Classes: All
Duration: 2 hours
Description: Once fully consumed this dinner give the user temporary hit points equal to the cook's spellcasting ability modifier + 2 times the cook's level. The temporary hitpoint stay for 24 hours.

Jolly Beans
1st-level Enchantment

Food type: Snack
Preparation time: 5 minutes
Tools: None
Components: V, S
Ingredients: Jelly Beans
Cook's Utensils proficiency required: No
Classes: All
Duration: Infinite
Description: Magical enchants normal jelly beans to give them a random, temporary, minor effect when consumed. With each craft up to 10 jolly beans can be created provided that the user has enough jelly beans. Refer to Chapter 5: Jolly Beans for a list of possible effects. *At Higher Levels.* When casted using a spell slot of 2nd level or higher the amount of jolly beans that can be created at once is increased by 10 for each slot level above the first.

Magicly poisoned meal

1st-level Evocation

Food type: Cooked meal
Preparation time: Same as non-magical counterpart
Tools: Same as non-magical counterpart
Components: V, S
Ingredients: Any
Cook's Utensils proficiency required: No
Classes: All
Duration: 24 hours
Description: Magically infuses the food with poison. Causing the target to take 3d6+2 poison damage 30 seconds after finishing the meal. The target needs to finish at least ¾ of the meal to take full damage. If less than ¾ but more than ⅓ of the meal is consumed the user takes half damage. If less then ⅓ of the meal is consumed the target takes no damage. *At Higher Levels.* When this dish is cooked using a spell slot of 2nd level or higher the poison damage increase with 1d6 for each slot level above the first.

Salad of Skinniness

1st-level Transmutation

Food type: Salad
Preparation time: Same as non-magical counterpart
Tools: Same as non-magical counterpart
Components: V, S
Ingredients: Cabbage
Cook's Utensils proficiency required: Yes
Classes: All
Duration: 12 hours
Description: This salad will make the consumer very skinny, anorexia for that race, (has no effect on already very skinny people) for 24 hours. The consumer must at least eat a normal sized salad for the magic to take effect. Thirty seconds after finishing the salad the magic will take effect. *At Higher Levels.* When prepared using a spell slot of 2nd level or higher the duration increases by 48 hours for each slot above the first. When prepared using a spell slot of 8th level or higher the effect becomes permanent if the user has been affected by the salad for 1 hour.

Snack of False Life

1st-level Necromancy

Food type: One-bite snack
Preparation time: Original recipe + 10 min
Tools: Same as non-magical counterpart
Components: V, S, M (a small amount of alcohol or distilled spirits)
Ingredients: Any
Cook's Utensils proficiency required: No
Classes: Wizzard
Duration: 24 hours
Description: The cook prepares a set of two one-bite snacks that can be consumed separately as a bonus action. On consumption of one snack the user gains 1d4+4 temporary hit points for 1 hour. Additionally this recipe can use premade one-bite snacks instead of cooking new ones. In this case the preparation time is 10 minutes and does not require any tool. *At Higher Levels.* When prepared using a spell slot of 2nd level or higher, the consumer gets 5 additional temporary hit points for each slot above the first.

Snack of Wound Closure

1st-level Evocation

Food type: One-bite snack
Preparation time: Original recipe + 10 min
Tools: Same as non-magical counterpart
Components: V, S
Ingredients: Any
Cook's Utensils proficiency required: No
Classes: Bard, Cleric, Druid, Paladin, Ranger
Duration: 24 hours
Description: The cook prepares a set of two one-bite snacks that can be consumed separately as a bonus action. On consumption of one snack the user regains a number of hit points equal to 1d8 + the cooks spellcasting ability modifier. This has no effects on undead. Additionally this recipe can use premade one-bite snacks instead of cooking new ones. In this case the preparation time is 10 minutes and does not require any tool. *At Higher Levels.* When prepared using a spell slot of 2nd level or higher, the healing is increased by 1d8 for each slot above the first.

Tea of Warmth

1st-level Transmutation

Food type: Tea
Preparation time: Same as non-magical counterpart
Tools: Same as non-magical counterpart
Components: V, S, M (a pinch of pepper)
Ingredients: Boiled water
Cook's Utensils proficiency required: No
Classes: All
Duration: As long as the tea stays warm
Description: The cook prepares a pot of tea enough for 6 mugs of tea. If at least one full mug of tea has been consumed the user will gain cold resistance for 12 hours. The consumer is also comfortable with temperatures up to about 30°F (15℃) lower than its normal comfortable temperature.

CHAPTER 5: JOLLY BEANS

Welcome to the section jolly beans! Jolly Beans are jelly beans with a minor (usually temporary) magical effect when consumed. They are indistinguishable from normal jelly beans. They are however magical, meaning a detect magic spell will reveal jolly beans. Some Jolly Beans require you to roll on the colour table. The colour table is listed in chapter 4.3.

JOLLY BEANS

Type: Food
Power level: 0
Description: Jolly Beans are jelly beans with a minor (usually temporary) magical effect when consumed. They are indistinguishable from normal jelly beans. They are however magical, meaning a detect magic spell will reveal jolly beans.
Usage: When the Jolly Bean is consumed roll a d100 (or let your player roll). Some effects will be directly visible, others might take time. In the case of the latest don't tell your player what is going to happen until it actually happens.
Variants: Sweet Jolly Beans.

NORMAL JOLLY BEANS

SWEET JOLLY BEANS

d100	Effect
1	The users voice is in a high pitch for 2d12 minutes
2	The users voice is very deep for 2d12 minutes
3	The user finds everything hilarious for 1d4 minutes
4	A flower grows on your head. It does nothing more and can be picked. Now you have a flower.
5	The user takes 1d4-1 poison damage (minimum 1 damage)
6	The user is healed for 1d4 health.
7	The user can't sit still for 1d4 hours.
8	The user says everything it thinks for 1d4 minutes.
9	The user becomes happy for 1d4 hours and there is nothing that can make them sad for the duration.
10	The user becomes sad for 1d4 hours and there is nothing that can make them happy for the duration.
11	All the users hair falls out and grows back over a period of 2d4 days.
12	If the user tries to talk it will bark instead for 2d12 minutes.
13	If the user tries to talk it will meow instead for 2d12 minutes.
14	If the user tries to talk it will roar instead for 2d6 minutes.
15	The user turns into a chicken for 1d4 minutes.
16	The users regains a lvl 1 spell slot. If non caster roll again.
17	The user becomes proficient at everything for 1d4/2 rounded up minutes.
18	The user next poop will turn gold.
19	The user's hair gains a random colour for 1d4 days. Roll on Colour table (listed below)
20	The user's eyes gain a random colour for 1d4 days. Roll on Colour table (listed below)
21	The user becomes nauseous for the next 1d4 hours and need to throw up for at least twice an hour.
22	The user gains 1d6 temporary hit points for 24 hours.
23	The user gains hiccups for 1d4 hours.
24	The user can only lie for 2d12 minutes.
25	The user can only say the truth for 2d12 minutes.
26	The user had Diarrhea for 1d4 hours.
27	The user travels 6 seconds (1 round) into the future.

d100	Effect
28	The users left hand gets an extra 1d4 fingers for the next 2 hours.
29	The users right leg becomes invisible for 1d4 hours.
30	The user becomes hyperactive for 1d4 hours.
31	The user sees everything as a weapon for 1d4 minutes.
32	The users hands switch with his or her feets for the 1d4 minutes.
33	The user hands switch place for 1d4 minutes.
34	The user gains two left hand for 1d4 minutes.
35	The user needs to fart every 6 seconds for 1d4 minutes.
36	The users strength is increased by 2 for 1d4 hours.
37	The users Intelligence is increased by 2 for 1d4 hours.
38	The users gains an uncontrollable urge to shake the hand of everyone he/she comes across for 1d4 hours.
39	There hangs magical music around the user that reflects their mood for 1d4 hours. (30 feet range)
40	The user becomes blind for 1d4 hours.
41	The user becomes deaf for 1d4 hours.
42	The user can understand animal speech for 1d4 hours.
43	The user is hallucinating for 1d4 hours.
44	The user becomes highly attractive for the opposite gender for 1 day.
45	The user becomes afraid for the opposite gender for 1d4 hours.
46	Every glass/mug of water the user touches turns into wine for 1d4 hours.
47	The user grows in double his size for 1 day
48	The user sparkles in the sunlight for 1d4 days
49	The user is seen by everyone as their ally (if possible higher up) for 1d4 hours.
50	If the user tries to talk he will sing it instead for 1d4 hours.
51	The users skin becomes acidly to others for 1d4 hours. If any creature touches the user they take 1d4 acid damage.
52	The user will not feel hungry and won't need food for 1d4 days.
53	The user can only talk in rhyme for 1d4 hours.
54	The user has hiccups that cause the user to breath small burst of fire for 1d4 minutes. The flames are too small to do any damage unless you put your hand before the users mouth at which you take 1 fire damage.
55	The user says everything twice for 1d4 hours.
56	The user becomes very horny for the next 1d4 hours.
57	The user turns into a cat for 3d4 minutes.
58	The user turns into a dog for 3d4 minutes.
59	The user leaves a magical trail, that stays for 1 second, with every movement for 1d4 hours. (Roll on colour table for the colour of the trail)
60	For 1d4 minutes every non living object the user touches turns into a random colour for 2 hours. (Roll on the colour table)
61	For 1d10 rounds everything the user touches goes 6 seconds (1 round) into the future.
62	The first object (that the user is not already touching) the user touches duplicates. The duplicate stays for 1d4 hours.
63	2d6 Small worms crawl out of the users nose.
64	The user becomes obsessed with reading for 1d4 days.
65	The user glows in the dark for 1d4 days. (Emitting dim light 10 foot around the user when its dark)
66	The user becomes paranoia for 2d12 minutes.
67	The user becomes transparent for 1d4 hours. (Can still see the user but can also see through the user like a ghost or glass)
68	Whatever the user will tell something, others will believe him/her for 2d4 minutes.
69	The user changes sex for 1d4 days.
70	When the user speaks coloured bubbles will come out of his/her mouth as well for 1d4 hours. (Roll on the colour table)
71	The user becomes very greedy for 1d4 hours.
72	The user will say out loud everything he/she does for 1d4 hours.
73	A magical voice calmly narrates everything the user does for 1d4 hours. (30 feet range hearable)
74	A magical voice dramatically narrates everything the user does for 1d4 hours. (30 feet range)
75	The user can't sleep the coming long rest and will get one point of exhaustion after the night.
76	Increase the users max HP by 1
77	The user gets addicted to jolly beans and will do anything to eat at least eat 1 jolly bean a day (curse)
78	The user must make jokes about everything that is said for 1d4 hours.
79	The user can walk on water for 1d4 hours
80	The users thoughts are written out on his forehead for 1d4 hours
81	Everything the user is touching stands still in time until he/she releases his/her touch for 1d4 hours.
82	A magical voice makes puns about everything that is said by the user for 1d4 hours (30 feet range)

d100	Effect
83	Everything the user eats or drinks will taste wonderful for 1d4 hours
84	Everything the user eats or drinks will taste awful for 1d4 hours
85	The first thing the users says will become real for 1 hour after which it returns to as it was before.
86	The user will get luck with the next thing he/she does and will have an advantage on his/her next roll.
87	The user will get unlucky with the next thing he/she does and will have a disadvantage on his/her next roll.
88	For the next 1d6 days the user will find money in almost any place he/she comes across. (Amount is chosen by the DM)
89	The user will insist to sleep on the floor the next long rest.
90	The user becomes colour blind for 1d6 days
91	The user is classified as Undead for 1d4 days
92	The user has to visit the toilet every hour for 2d6 hours
93	The users tongue is forked for 1d4 hours. (Or not forked if the tongue was already forked)
94	The user will stub his/her toe every instance that it is possible until he/she stubbed it for 3d4 times.
95	The user will get a jumpscare of almost anything for 1d4 hours.
96	A magical voice will say "That's what she said" after every sentence the user says for 1d4 hours.
97	The user will hear all thoughts of people with 10 feet for 2d4 minutes
98	The user will consider the first person that will talk to him/her as a friend for 1d4 hours.
99	The user turns into another race for 1d12 hours. (Roll on the Reincarnate spell chart for the race or as DM decide it yourself)
100	Critical bean roll 3 more times on this table

More types of jolly beans will be added in the future

EXTREME JOLLY BEANS

Will be added in the future

COLOUR TABLE

d20	Colour
1	Black
2	Pink
3	Bordeaux Red
4	Hazel
5	Fire Red
6	Indigo
7	Purple
8	Rainbow
9	White
10	Lime
11	Grey
12	Dark green
13	Dark Brown
14	Orange
15	Blue
16	Yellow
17	Glowing (Roll again on this table to get a glowing colour)
18	Dubble (Roll again on this table twice to get a combination of two colours) (If rolled again it becomes triple coloured, quad colour and so forth)
19	Gold
20	Turquoise

PART 3

Non-Magical Content

Insert nice art here

CHAPTER 6: NON-MAGICAL ITEMS

WEAPONS

Most weapons in this list are either weapons not yet given stats by wizards of the coast or specially engineered weapons with modified stats of properties.

NEW PROPERTIES

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or bonus action (the character's choice). (Same as in the DM's Guide)

WEAPONS

RELOADING LIGHT CROSSBOW
Type: Light Crossbow
Description: These light crossbows are heavily modified to include a magazine and a pump action meganisme to make them much more efficient in combat.
Specifications: Through the engineering the loading property is removed from these crossbows and replaced by a reload meganisme (See the Reload property).Gaining the Reload (4 shots) property.

RELOADING HEAVY CROSSBOW
Type: Heavy Crossbow
Description: These heavy crossbows are heavily modified to include a magazine and a pump action meganisme to make them much more efficient in combat.
Specifications: Through the engineering the loading property is removed from these crossbows and replaced by a reload meganisme (See the Reload property). Gaining the Reload (4 shots) property.

RELOADING HAND CROSSBOW
Type: Hand Crossbow
Description: These hand crossbows are heavily modified to include a small magazine and a intern drawing meganisme to make them fully operational with one hand as long as the magazine has crossbow bolt in it.
Specifications: Through the engineering the loading property is removed from these crossbows and replaced by a reload meganisme (See the Reload property). Gaining the Reload (3 shots) property.

WEAPONS

Name	Cost	Damage	Weight	Properties
Martial Melee Wepaons				
Scythe	10 gp	1d10 Slashing	6 lb	Reach, two handed
Specially Engineerd Ranged Wepaons				
Reloading Light Crossbow	250 gp	1d8 piercing	6 lb	Ammunition (range 80/320), reload (4 shots), two-handed
Reloading Heavy Crossbow	400 gp	1d10 piercing	20 lb	Ammunition (range 100/400), reload (4 shots), two-handed, heavy
Reloading Hand Crossbow	600 gp	1d6 piercing	4 lb	Ammunition (range 30/120), reload (3 shots), light

Spell Focus'

No content yet

Armour

No content yet

Other items

Healer's kit (revamped)

Cost: 5 gp

Weight: 3 lb

Description: This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 Hit Points, without needing to make a Wisdom (Medicine) check. Additionally, if the user is proficient in medicine skill, the kit can be used to improve the amount of health restored by others while they spend their hit dice. One use of the kit is expended for each person assisted this way. The assisted players will get bonus healing on each of their spend hit die. The DC's for the bonus healing are set as followed.

DC	Aditional healing	DC	Aditional healing
12	+1	27	+4
18	+2	31	+5
22	+3	37	+6

Chapter 7: Flora and Fauna

With magical cooking comes some new flora and fauna. These plants and animals are easy to implant into most world even if the world is already up and running. Most of these flora and fauna have no other use then looking nice and being used in magical cooking. Most are also given general properties which could be integrated with alchemy or other content that requires special ingredients.

Flora

Flora also known as plant species are fundamental for nature. Altho most of the flora noted here is not required for the eco system to function they are needed for some recipes in this guide.

These plants can be found in the wild by gathering in the right location or be domesticated if the player has the required space, tools and seeds.

Growing plants

Many plants can be domesticated and grown by the player. The following table shows the possible growing cycles of a plant.

All plants require fertile soil, daily water and a fitting habitat to grow unless specified otherwise.

Each plant has a growth cycle as shown in the table below. The numbers indicate the amount of days it takes to go from seed to the given state. This means that a plant with a growth cycle of 1 will take 1 day to become a sprout and will take a total of 7 days to become a harvestable.

Not all plants are reharvestable but those who are, take a set amount of days as shown by its growth cycle to be re harvested.

Groth Cycle	Sprout - Mature - Harvestable	Re-Harvest
1	1 - 5 - 7	2
2	2 - 10 - 14	4
3	2 - 14 - 20	6
4	4 - 22 - 30	8
5	7 - 40 - 60	20
6	14 - 90 - 120	30
7	14 - 120 - 150	30
8	14 - 150 - 180	30

Each plant has a natural habitat in which it grows and will need a similar habitat to grow domestically. The table below shows the required temprature range as well as the type of soil for each habitat.

Habitat	Temp. Range °C	Temp. Range °F	Soil
Forrest	0° ~ 30°		Fertile soil
Dessert	-10° ~ 50°		Dry sand
Rain Forrest	15° ~ 40°		Fertile soil
Mountain Tops	-30° ~ 0°		Fertile soil
Plains	0° ~ 30°		Fertile soil
Hills	-5° ~ 30°		Fertile soil

List of Flora

Timeless Diastasa

Habitat: Forrest
Rarity: Uncommon to Rare
Growing Cycle: 6
Properties: Its petals have potential to extend durations.
Description: The timeless diastasta is a flower that takes a considerable time to grow but will live indefinitely once mature. Its soft baby blue petals and snow with core makes them a loved species for gardens and potted flowers.

The major drawback is its capability to reproduce. The flower only gives seeds once every 2 years and when it does it rarely gives more then 4 seeds (1d4). This makes the seeds and flowers very valuable and often wanted by the noble and rich.

The timeless diastasa won't die if picked but will stop growing new petals and seeds.

Growing Notes: While growing this flower needs the default treatment but once mature it won't require water anymore and will survive any temperature. It will still require fertile soil to be re-harvestable.
Harvesting Notes: This flower can be harvested when mature rather then harvestable. Three petals can be harvested without killing the flower. This flower grows back petals over time and is re-harvestable.

Fauna

No content yet
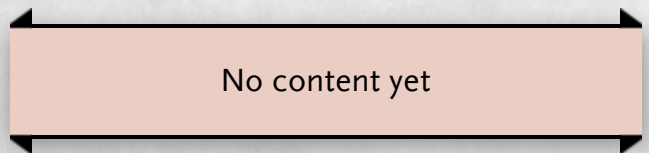
Version history

Versions 0.x

v0.1

- Created this document including a preface

v0.2

- **Added Jolly beans**
- Added a few unique magical items
- *Made minor changes to the preface*
- *Made minor changes to the chapters*

v0.3

- Added more unique magical items
- Changed layout formats
- *Fixed some grammar mistakes*

v0.4

- **Replaced the Rarity system by a Power Level system to better represent want I wanted**
- Added an introduction and description to Chapter 3 Unique Magical Items
- Created all content necessary for chapter 4
- Added the first magical effect for chapter 4
- *Added the (Empty) suffix on topics that do not yet contain content.*

v0.5

- Added chapter 6 Non Magical Items
- Made a start with chapter 5 Magical Cooking.

v0.6

- Added more recipes to chapter 5 magical cooking
- Made a start with chapter 1
- Added 1 new item to chapter 2
- *Slightly changed layout of chapter 0*
- *Fixed some descriptions*

v0.7

- Updated chapter 1 with pricing tables
- Added more content to chapter 1
- Added credits in preface
- Added more magical items to chapter 2
- *Made some minor layout changes*

v0.8

- Added some more recipes to chapter 5
- Added some more detail to all recipes in chapter 5
- Added some more effects to chapter 4
- Added some more items to chapter 2
- Changed the cover
- *Made minor changes to descriptions in chapter 1*
- *Made minor update in credits*
- *Slightly lowered the font size*

v0.8.1

- **Changed format to GMBinder**
- Added some more names to the credits
- Changed the preface to an unnumbered chapter and changed the rest of the chapters to one number lower
- *Fixed some type mistakes*

v0.9

- **Added 12 new Unique magical items**
- Changed the text on the back cover
- *Fixed a few layout bugs*

v0.10

- **Added 10 new uniuqe magical items**
- Gave Magical Vehicles an own section
- *Fixed some Items (Attunement)*
- *Fixed some small mistakes*

v0.11

- **Added 4 non-magical weapons**
- **Added 15 Unique magical items**
- **Added 5 Create-a-magicalitem effects**
- **Fixed mayor mistake in price charts (Common pirces were wrong)**
- Changed the layout style to match the DMG. (Oof the file size got 4 times as large)
- Tweaked some power levels
- Added a new person to the credits
- *Fixed some small mistakes*

v0.12

- **Added "Chapter 7: Flora and Founa"**
- **Added "Ingredients and their effects" section**
- **Added "Crafting magical items in game" section**
- Removed cover (Did not like to have a default cover)
- Restructured the Chapters in a more logical order
- Added a looking for Art in the preface
- Made a to do list for version 1.0.0
- *Fixed some minor things*
- *Made some layout improvements*
- *Fixed page numbering*
- *Updated the Credits with links*

v0.12.1

- Updated the Roadmap to vesrion 1
- *Fixed some small mistakes*
- *Changed the order in the Preface and added an item count*

Yanzgoui's Guide to Magical Items

Thank you for reading and/or using this guide! I really enjoy making this guide and hope they will make for nice events in your campaigns. Not all items will be of use in D&D but i made them anyway because maybe for that one roleplayer that items is just what he or she wanted.

Big thanks to everyone who donated on the DM's Guild to this guide! You guys are the real MVPs.

If you have any awesome stories that were made posible by the items from this guide I would love to hear them.

I really need some art for this guide.

GM BINDER

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