

WRAITH WRIGHT'S

EXPANDED SPECIAL FEATURE MANUAL

WRAITH WRIGHT PRODUCTIONS

DUNGEON MASTER TOOLS

Customize magic items to enhance your stories
in the world's greatest roleplaying game



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CONTENTS

INTRODUCTION 4

WHAT'S IN THIS PRODUCT? 4

Dungeon Master Tools 4

Chapters 4

MANAGING FEATURES 7

USING FEATURES 7

Number of Features 7

Minor Magic Items 7

Major Magic Items 7

Selecting by Category 7

Pricing Mechanical Features 9

Common-Rated Magic Items 9

THE LORE OF FEATURES 9

Ability Checks 9

Intelligence (Arcana) 9

Intelligence (History) 10

Intelligence (Investigation) 10

Intelligence (Nature) 10

Intelligence (Religion) 10

CREATOR 12

ORIGIN TABLE 12

Rolling vs. Selecting 12

Table Categories 12

Generic 12

Civilized Humanoid 12

Monstrous Humanoid 13

Other Creature 13

The Planes 13

HISTORY 23

HISTORY TABLE 23

Rolling vs. Selecting 23

Table Categories 23

Arcane Concord 23

Divine Concord 23

Baleful Origin 24

Symbol of Power 24

Great Deed 24

Minor Event 24

Unfulfilled Mission 24

MINOR PROPERTY 34

MINOR PROPERTY TABLE 34

Rolling vs. Selecting 34

Table Categories 34

Basic 34

Apparatus 34

Wielded 34

Worn 34

Designing Minor Properties 35

QUIRK 45

QUIRK TABLE 45

Rolling vs. Selecting 45

Table Categories 45

Designing Quirks 45

CHAPTER ZERO

INTRODUCTION

“The secret of happiness is variety, but the secret of variety, like the secret of all spices, is knowing when to use it.”

- Daniel Gilbert



LIKE CHARACTERS, MAGIC ITEMS HAVE histories and features. In the hands of players, these details add to characters' concepts and capabilities, making combinations that create interesting, more-able adventurers. In most campaigns, it is the composite of a character sheet and its magic item that a player plays.

All these important items are products of the Dungeon Master's craft, fruits of the imagination that are inspired—not dictated—by their descriptions in the rules. Just as Dungeon Masters vary the traits and characteristics of monsters to allow well-read players to enjoy unique or surprising encounters, so too should magic items be varied so that their exact parameters are not precisely known.

Unlike monster-variation, customization of magic items is very game-impacting. A modified monster likely lasts no longer than one encounter, and the impact of its new features can be mitigated by the Dungeon Master as they are employed. Conversely, modified magic items are placed directly in the hands of players and will persist for entire campaigns, making it far more important to moderate the potency of item changes. Magic item special features are therefore best handled by adding well-thought components. This means consulting a compendium of tested features like this, one that your players are less likely to have read.

WHAT'S IN THIS PRODUCT?

This is a compendium of special features for magic items. Special features are described in the *Dungeon Master's Guide*, but only in a two-page spread that provides only 60 options across all four categories. This product expands the selection of special features to 400 options, many with multiple variations, and provides guidelines for implementing them.

DUNGEON MASTER TOOLS

Magic items appear in the *Dungeon Master's Guide*, as they have for (most) previous editions of DUNGEONS & DRAGONS. As a product that enhances and expands a section of that book, these inspirational tools are likewise meant only for Dungeon Masters.

CHAPTERS

This product includes five chapters expanding the special features of magic items.

Chapter 1: Managing Features. An overview of how best to apply special features to magic items, when to use them and how many of each to include.

Chapter 2: Creator. This chapter lists 100 origin options for magic items. These story elements may refer to the object's creator or to its intended user.

Chapter 3: History. A set of 100 historical possibilities to combine with the item's creator feature. These might describe the item's intended use, the group that motivated its creation, or simply a detail from its background.

Chapter 4: Minor Property. The 100 minor properties of this chapter provide useful minor

powers and side effects to magic items. Unlike the previous chapters, these special features have concrete game mechanics.

Chapter 5: Quirk. Similar to minor properties, quirks have concrete mechanics that affect the item's use. Unlike minor properties, quirks have negative, undesirable effects.



CHAPTER ONE

MANAGING FEATURES



FOREMOST OF THE DUNGEON MASTER'S tools for customizing magic items, special features allow the DM to quickly mix modular details to provide magic items with complex histories and power sets. However useful these elements may be, the *Dungeon Master's Guide* provides little guidance on how or why to apply such features.

USING FEATURES

Each special feature category has a role in creating magic items' composite nature. Historical special features (their creators and histories) inform an item's construction, purpose, or other things of interest and relevance. Mechanical special features (the special properties and quirks) are minor magical effects, positive and negative, for which concrete game mechanics apply.

NUMBER OF FEATURES

Magic items call for special features in varying degrees.

MINOR MAGIC ITEMS

A few minor magic items can be improved if you add a bit of history but doing so typically makes special features seem less-defining since "everything has one."

Consumable magic items are particularly unsuited to having special features. Their transient nature makes them impractical to add mechanical features to and nonsensical for most historical features.

Permanent minor magic items, those non-consumables in the *Dungeon Master's Guide* that

populate Magic Item Tables A – E, should rarely have their own special features. Like consumables, these items are best distinguished with unique appearances or alterations to their functions, like a *driftglobe* that creates pale, green light or that takes the form of a cube instead of a sphere.

MAJOR MAGIC ITEMS

The importance of a magic item's special features rises as its rarity rating increases.

An uncommon magic item could be sufficiently-flavored by just a single special feature. It can have more, but it should probably not have fewer than one; uniformity of lower-rarity items particularly risks making magic feel commonplace.

In contrast, legendary magic items tend to have a feature from each of the four categories. They might even have multiple features in the two mechanical categories.

You can randomly determine an item's features by rolling, selecting them yourself, or a combination of these two approaches.

ROLLING OR SELECTING BY CATEGORY

A quick way to select features is to roll for them. There are four categories, each of which gets its own chapter in this product, and each of which has its entries numbered to select with percentile dice rolls.

To use the following tables, roll percentile dice once for each category and consult the corresponding rarity column of each table. The columns suggest a number of special features of that type, to be chosen or rolled from the matching category.

CREATOR

Roll	Uncommon	Rare	Very Rare	Legendary	Artifact
01-25	—	—	—	—	1
26-50	—	—	—	1	1
51-70	—	—	1	1	1
71-90	—	1	1	1	1
91-100	1	1	1	1	1

HISTORY

Roll	Uncommon	Rare	Very Rare	Legendary	Artifact
01-25	—	—	—	1	1
26-50	—	—	1	1	1
51-70	—	1	1	1	1
71-90	1	1	1	1	1
91-100	1	1	1	1	1

MINOR PROPERTY

Roll	Uncommon	Rare	Very Rare	Legendary	Artifact
01-25	—	—	—	—	1
26-50	—	—	—	1	2
51-70	—	—	1	1	2
71-90	—	1	1	2	3
91-100	1	1	1	2	3

QUIRK

Roll	Uncommon	Rare	Very Rare	Legendary	Artifact
01-25	—	—	—	—	1
26-50	—	—	—	1	1
51-70	—	—	1	1	2
71-90	—	1	1	1	2
91-100	1	1	1	2	3

Rolling is an adequate method of selecting special features if you don't already have a story or theme in mind for the magic item. Perhaps the treasure appeared in a pre-written adventure or you rolled it from a treasure hoard during a game session.

The challenge of rolling is justifying the random, often-incongruous results. Threading these elements together sensibly can sometimes tax your imagination. For this reason, the selection method is usually better.

If you already have a background in mind for a magic item, you can select a matching creator and history from those tables or simply make up your own. Likewise, you can make up your own minor properties and quirks or choose from the tables in the following chapters. The tables above can give you a good idea about the number of features each magic item is likely to have, but do not feel beholden to such numbers. Five quirks and a single creator special feature can make for an interesting magic item!

More often, a mix of both methods is called for. Begin by rolling and, when the resulting elements suggest a theme, carry that forward by selecting the remaining special features. Alternately, if you roll all the features and one or two do not fit, simply replace those mismatched components with some you select or reroll.

Regardless of rolls, magic items that are significant to your campaign should probably have one of each type of special feature. Use this as the default approach.

PRICING MECHANICAL FEATURES

For any special feature that gives a useful benefit or significant hindrance, an adjustment should be made to the magic item's value. These modifications are typically around 50 gp or 100 gp. Without applying costs to these effects, an item's true value can be eclipsed by its minor properties and quirks.

These price ranges are compatible with the magic item pricing in Wraith Wright's *Comprehensive Treasure Manual*, a scale that matches that of the *Dungeon Master's Guide*. If you use a different scale for magic item pricing, adjust these feature prices accordingly.

COMMON-RATED MAGIC ITEMS

An item that has no other magic than a mechanical feature (minor property or quirk) is a common-rated magic item. Indeed, some of the minor property options in this book resemble the functions of common magic items in *Xanathar's Guide to Everything*.

Permanent (non-consumable) items of this type have a minimum value of 50 gp, even if the balance of cost adjustments would reduce the total value to a lower amount.

THE LORE OF FEATURES

Magic item identification, whether by the *identify* spell or by a focused examination during a short rest, reveals only the item's properties and how to use them. However, the item's special features

typically remain obscure short of casting a *legend lore* spell.

This system allows characters to identify the special features of magic items with only a cursory examination, facilitating quick recognition of an item's general details.

ABILITY CHECKS

The following Intelligence-based checks may reveal lore about a magic item's features.

Descriptions. Making an Intelligence check to identify special features normally requires the character to see or handle the object. At the Dungeon Master's discretion, a detailed description of the object, as one scholar might give to another in writing, may be enough to allow a character to make this lore check.

Bards. Because bards have traditionally been the purveyors of rumors and folklore relevant to magic items, a character with the Magical Secrets or Additional Magical Secrets class feature has advantage on any of these lore rolls.

Repeated Attempts. If an examiner fails the ability check, the character fails to recall or decipher that lore and cannot attempt the roll again until completing a successful "research" downtime activity related to the object, perhaps searching a library for clues about it.

INTELLIGENCE (ARCANA)

The *Player's Handbook* assigns the lore of magic items to this skill. Therefore, treat this as a catch-all skill, even for items that also fall into the later-listed categories, below.

To assess a magic item, a character that scrutinizes it can attempt an Intelligence (Arcana) check against a difficulty set by the Dungeon Master (typically 15). If successful, the character determines the nature and scope of the item's special features. The Dungeon Master may require a separate roll for each feature or may provide details of all the item's features with a single check.

At the Dungeon Master's discretion, this check may also determine whether an item is cursed, something that normal identification methods will not reveal.

The Dungeon Master should allow only a single check for this lore but may choose to allow separate checks for each special feature. In some cases, the investigating character may use another skill if not proficient with Arcana. Consider the following alternatives, using the same DC, and determine if any of them are viable alternatives before the player rolls.

INTELLIGENCE (HISTORY)

This check can reveal an item's special features from the history table. This roll might also reveal the creator or intended user if the item is something of historic significance.

INTELLIGENCE (INVESTIGATION)

This check can reveal any special feature that is suggested by a physical detail of the item.

For example, this skill might interpret an abstract etching on the item to be a hint to a minor property's activation command phrase, or instructions for a sinister ritual to use the item in, or the unique signature of the item's creator.

INTELLIGENCE (NATURE)

This check can explain features related to druidic magic or origins, a creator race in tune with nature or the Feywild (like elves), or quirks that effect or replicate natural phenomenon.

INTELLIGENCE (RELIGION)

This check can reveal special features that are directly related to religion or the divine. This

applies if the item was created by a deity, produces divine magic, has a history of religious significance, or the like.



CHAPTER TWO

CREATOR



VERY MAGIC ITEM HAS AN ORIGIN THAT makes it unique. This story may be seeded by the “creator” and “history” special features, although it is not controlled or fully-defined by them.

The *Dungeon Master's Guide* suggests that most magic items can no longer be created, their crafting techniques long-lost. This means that an item's creator is probably a figure or organization from ancient history, or it is a powerful entity, perhaps from another plane.

ORIGIN TABLE

The extended table in this chapter gives origin summaries for magic items, typically for the item's creator or intended user.

Sometimes both the creator and intended user are known, and sometimes only one or neither is discernable. If you want both maker and wielder to be defined by special features, feel free to select twice from these tables. However, it can be much easier to select or roll one and then make up the other in reference to the first result. Most random combinations of creator and intended user are hard to link conceptually.

If you aren't rolling for both, keep in mind that the maker and the wielder of an item are usually the same person or organization, but sometimes they are not. When in doubt, the maker is probably related to the prior holder of the item, to the most prevalent intelligent race or creatures in the region, or to the most magically-gifted race or creatures in the region.

ROLLING VS. SELECTING

Although magic items can come from many sources, some are more prevalent than others.

The table below gives a hundred options, but each should not be equally represented. Your campaign will either have greater proximity to some creatures or cultures, or it will focus on them, such that you should have your thumb on the scale even when trying to weigh out random historic features. This usually means rerolling a result that doesn't fit your setting or coexist well with the other special features, or simply selecting a replacement.

TABLE CATEGORIES

These entries are divided into five categories: generic, civilized humanoid, monstrous humanoid, other creature, and the planes.

GENERIC

The first entries are of various classes, vocations, political positions, or even states of health. They are assumed to be of whatever race or subrace of intelligent creatures dominates the area. For many campaigns, this will mean humans.

If the campaign's focus is not on lands dominated by humans, use something more appropriate. For example, a campaign that takes place in the depths of a high elven empire would have more items that were made for and by high elves, so an entry of “Arcanist” would refer to a high elf arcanist.

If you find the following categories to be too simplistic, you can use the various roles and states suggested here to expand upon the details for any of the table's later entries.

CIVILIZED HUMANOID

The next choices include humanoids of societies with levels of culture and civilization like

humans. These are the other races typically suitable for player characters, regardless of social proclivities. These intermingle with humans and with each other in many fantasy settings, as will their magic items, but most worlds assume they will not dominate the landscapes that player characters interact with as humans do.

MONSTROUS HUMANOID

These entries represent the humanoids that are not the typical allies of civilized humanoids. They might be quite hostile, or they might be neutral and simply have very few intersections of commerce and culture.

Items from these creatures stand out when wielded by player characters. An orc's weapon will be overlarge and crudely-crafted. A merfolk's armor will be made of foreign materials collected from below the waves. While such items may look out of place, they are well enough suited for any humanoid.

OTHER CREATURE

These are either non-humanoid creatures or are much larger or smaller than humans. Most magic items that player characters will find were made for or by humanoids of some kind, thus having sizes and shapes suitable to be worn, wielded, carried, and otherwise manipulated by player character races. However, creatures of other sizes and shapes are often perfectly capable of creating magic items.

When such items can be used by players, they have sometimes been made for the creature's own use but are adaptable to humanoids. For example, a ki-rin might craft a narrow metal band to be worn on its horn. This item might fit a humanoid as a normal ring or a bracelet, depending on its size. A cloud giant might craft a suit of armor that magically resizes itself to the person who attunes it.

More often, magic items made by these creatures were crafted for humanoid allies or

servants. For example, an aboleth might favor its most powerful slave champions with psionic weapons to aid them in conquering drylanders. A sphynx might craft a divine item as a reward for a humanoid who completes a great quest, resolves an epic conflict, or answers a riddle for the ages.

THE PLANES

The final entries represent the various planes other than the Material Plane. These refer to the generic planes described in the *Dungeon Master's Guide*. Feel free to adapt these to any planes, sub-planes, or other mystical realms unique to your campaign.

Items of the planes can be made by or for any race or creatures that would dwell there. Their makeup and purposes typically reflect the plane rather than the creator. For example, a halberd associated with the Plane of Fire might have been built for the elite soldiers of various races that guard the Charcoal Palace in the City of Brass. This allows the physical makeup to resemble a weapon associated with azer, even though the azer were not the creators or intended wielders.

Items with this feature might also be crafted directly by a unique denizen of the plane, a deity, elemental lord, or similar immortal. The planes are described on pages 46-68 of the *DMG*.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 1)

d100 Creator or Intended User

GENERIC

- 001 **Arcanist.** The item was created by or for an order of spellcasters and bears the order's symbol or various runes of power. The order may be a secret society, a public group with a good or bad reputation, or a government agency or ruling body.
- 002 **Champion.** The item was made for an important champion of some group. This could be the best fighter in a noble's stable of gladiators or the head of a knightly order. It could be the queen's executioner or her champion for trials-by-combat. Alternately, a champion could represent a group in a non-martial capacity, like the legal advocate for an alliance of merchants. The appearance and function of the item will reflect the nature of this champion's advocacy.
- 003 **Clergy.** The item was created to serve the needs of a religious administration. Note that the administrators are not necessarily the "faithful" of a religion but serve their own bureaucratic goals within the context of their religious offices. Clerical items tend to be ostentatious or ornamented, indicating the importance or rank of the bearer.
- 004 **Entertainer.** A well-regarded entertainer or a group of entertainers was once the intended user of this item. Wealthy patrons or nobles, perhaps of the infatuated variety, might finance such a creation. Items of this nature are always flashy or lustrous, intended to impress.
- 005 **Hunter.** This item was built for an important hunter. In a primitive society, this might be a hunter of the mundane variety who provides food for kinfolk. More likely, it is a hunter of spies, religious dissidents, escaped slaves, or some other dangerous role financed by affluent forces. Items with this origin are likely to appear mundane or to be disguised as other items so as not to betray the hunter's purpose.
- 006 **Merchant.** Merchants span a broad gamut of prosperity, some rivaling nobles in their ability to command the creation of magic items. The nature of this item reflects the intentions and proclivities of the merchant for which it was made. Because the merchant class tends to emulate nobility, items made for its members are often ostentatious but sometimes gaudy or made with costume baubles.
- 007 **Mystic.** This was crafted for a person of solitary wisdom, one who knows various secrets and deliberates upon their importance. Mystics are typically scholars, like magic-users, but just as often mundane, like monks. Usually ascetic individuals, mystics tend to prefer items of plain appearance.
- 008 **Noble.** Nobles particularly desire items with a fashionable purpose and appearance. Such items tend to be ones with a variety of effects, often visually-impressive, often needlessly grandiose.
- 009 **Primitive.** A society's level of civilization or technology has little effect on its magical capabilities. Items made by or for primitives serve the needs of their societies. The physical form of the item probably reflects a low level of technological or artistic refinement; simple materials, uncut gems, and rough crafting are common.
- 010 **Secret Society.** This item was made by or for a group that keeps itself secret. The defining characteristic of this feature is the purpose for which the group clandestinely gathers and acts. The secret society may be one intent on overthrowing the imperial family, foiling the slave trade in the local market, or mystically drawing an ancient evil from the Far Realm into the Material Plane.
- 011 **Scum.** This category covers broad, underprivileged segments of society, the type that can rarely afford magic. The item might have been created for a powerful master of a thieves' guild, a peasant hero who saved a wizard from drowning, or a cobbler who impressed an artificer with comfortable footwear. The item is either mundane-looking or flamboyant, but rarely anywhere in the middle of that range.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 2)

d100 Creator or Intended User

012 **Undead.** The item was made for or by a powerful undead like a lich or vampire. This creature might linger within a society, known or unknown, or be a solitary creature that exists apart from society. The item incorporates imagery of death, such as bones and skulls, and it might be crafted from parts of corpses. It may feel cold to the touch.

CIVILIZED HUMANOID

013 **Aarakocra.** This feathered, winged race builds items that are light-weight and usable by flying creatures. These items are often decorated with feathers or depictions of feathers, or incorporate aspects of the plane of Elemental Air, from which aarakocra originate.

014 **Dragonborn.** This item's appearance and functions probably reflect the innate abilities of a specific dragonborn color: black, blue, brass, bronze, copper, gold, green, red, silver, or white. If your campaign includes them, also consider gem dragonborn types: amethyst, crystal, emerald, sapphire, or topaz.

015 **Dwarf (Azer).** Denizens of the plane of Elemental Fire, these flame-haired dwarves are renowned for their craftsmanship. Such items tend to be heat-resistant. They are often colored bronze or built with some bronze components. Azer-origin items might be built to battle efreeti.

016 **Dwarf (Derro).** Items made for or by derro are small and often intricate. Their functions tend to serve the mad aims of this race, often related to warring with other races.

017 **Dwarf (Duergar).** Gray dwarf magic items are suited for life underground. They are finely-crafted works, perhaps less so than those of other dwarves, but they are nonetheless well-shaped. Many duergar items can resize themselves to be useable in a magically-enlarged state.

018 **Dwarf (Hill).** The item is durable and has Dwarvish runes worked into its design. It might be associated with a clan that would like to see it returned to some ancestral hall.

019 **Dwarf (Mountain).** This sturdy dwarf-crafted item might be ornamented with jewels or inlays of precious metals. Mountain dwarf artisans only create items of the greatest quality they can manage. Mass-manufacturing and other low-quality crafting techniques are culturally-foreign to them.

020 **Elf (Drow).** This item is black and inscribed with spiders and webs in honor of the Spider Queen. It may have an evil purpose or history, used for the subjugation or enslavement of others.

021 **Elf (Eladrin).** This elven race dwells primarily in the Feywild. Its items are often adorned with moonstones or made with silver or mithral components. Decorations tend to reflect powerful or delicate features of nature, like great trees or butterflies.

022 **Elf (High).** High elves prefer items with lustrous colors, often in shades of brown and green that emulate wilderness settings. While the colors are reflective of a natural state, ornamentation or fashions are just as often suited for urban environments as they are for outdoor use.

023 **Elf (Wood).** An item made for or by this race is probably adorned with symbols of nature: leaves, vines, stars, and the like, and made of organic materials found in nature.

024 **Firbolg.** Firbolg items are a bit larger than those built for humans. They are simply-crafted, often crude, their style making use of unrefined materials found in nature.

025 **Gnome (Forest).** This small item is crafted to appear ordinary, and it might look worn as if from constant use or labor. When decorated, the item might have images of mushrooms, berries, pinecones, and other small forest edibles, or the tiny animals who eat them, like mice, foxes, and voles.

026 **Gnome (Rock).** Such items incorporate tiny gears and mechanical components when they can, even if these aren't essential to the item's function. A rock gnome item with moving parts is never built as simply as it could have been, often with strange and useless additional features.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 3)

d100 Creator or Intended User

- 027 **Gnome (Svirfneblin).** Items made by or for Svirfneblin are often associated with mining. Items that are not tools might be decorated or engraved to reflect mining activities. These items are frequently ornamented with gemstones.
- 028 **Goliath.** Goliath society is competitive and isolated from other races. Their magic items are frequently the sort that aid with survival or combat. Goliath magic items are often built larger than a normal human would be comfortable handling.
- 029 **Halfling (Lightfoot).** A small, practical people, halflings tend to build and use magic items for personal comfort, agricultural professions, and to improve the nature of food and drink. Lightfoot items are small and well-suited to carry on long journeys.
- 030 **Halfling (Stout).** Stout halflings tend to make and use items that heighten their natural endurance. Stout halflings value long-suffering personality and make magic items to suit. Like other halfling items, these tend to be compact. Armaments may look slightly less threatening, as though made for children.
- 031 **Kenku.** A kenku likes any item that is a beautiful, sparkling piece of treasure. When not overly glitzy, magic items made for or by kenku are subtle enough to avoid notice. Above all, kenku like magic items that let them fly.
- 032 **Lizardfolk.** Lizardfolk are natural crafters of crude-yet-effective tools. Their magic items tend to use crude materials; items crafted for or by lizardfolk are typically made of animal hides and bones, or other creature body parts. Above all, such items are rugged and utilitarian.
- 033 **Tabaxi.** Magic items built for or by tabaxi tend to be simple and unadorned. These creatures prefer magic that enlightens or illuminates a mystery, or that provides new experiences. Tabaxi frequently trade the magic items of their people, quickly losing interest in things that are “old” in favor of acquiring things that are new.
- 034 **Tortle.** Tortles favor items that are small and easy to carry; despite their strength, their physical form makes it hard to wear clothing or containers like backpacks. Unless it is a weapon or shield, a magic item made for or by a tortle typically fits into a pouch. Beyond that, such items can look like any other.
- 035 **Triton.** This race’s crusade against the evil denizens of the depths causes them to prefer ornamented weapons and armor, particularly those conferring a noble bearing. Decorations tend to feature undersea materials like pearls, nacre, or shaped seashells rather than traditional rare metals or gemstones.

MONSTROUS HUMANOID

- 036 **Celestial.** Celestial beings include the couatl, deva, pegasus, planetar, solar, unicorn, and others. This item, made for or by celestial beings, is inscribed with feathered wings, suns, and other symbols of good or the iconography of the higher planes. Fiends find the presence of such items repulsive.
- 037 **Centaur.** Centaurs use items that fit both humanoids and horses, their tops and bottoms, respectively. They are particularly fond of magical horseshoes (which they just call “shoes”). Other items made for or by centaurs tend to celebrate speed and freedom, and are often marked with symbols like arrows, lightning, and fast creatures.
- 038 **Darkling.** These dark fey creatures wear the colors of night and carry nothing that would betray their presences in shadows. The only exception they allow for is weaponry; their blades come out of sheathes as bright, shiny tools of intimidation. Like many other fey, darklings prefer their weapons to be silver or mithral, rather than iron or steel.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 4)

d100 Creator or Intended User

- 039 **Fiend (Demon, Devil, or Yugoloth).** Common demons include babau, balors, dretches, glabrezus, hezrous, mariliths, maw demons, nalfeshnees, quasits, shoosivas, and vrocks. Common devils include barbed devils, bearded devils, bone devils, chain devils, erinyes, horned devils, ice devils, imps, lemures, and pit fiends. Common yugoloths include arcanaloths, mezzoloths, nycaloths, and ultroloths. The item is made of black iron or horn inscribed with runes, and any cloth or leather components are made of the hide of fiends. It is warm to the touch, with leering faces or vile runes on its surface. Celestials find its presence repulsive.
- 040 **Dridrider.** Although driven quite mad, these transformed drow retain their cunning and magical capabilities. They make magic items as well as many other creatures. Dridrider items resemble those of regular drow, but are somehow crueler in construction and intent, often barbed or adorned with sharp, tiny blades in ways that make no practical sense.
- 041 **Dryad.** Dryads craft items deeply linked to natural forests. They more often bestow items on those who protect their homes than use such things themselves. An item crafted by a dryad is made of natural materials found near its home.
- 042 **Githyanki/Githzerai.** The gith items hone or enhance their psionic powers. Githyanki prefer martial items like armaments, while githzerai revere simple magic compatible with their ascetics. These items often inflict psychic damage or impose mind-affecting conditions like charmed, frightened, or stunned.
- 043 **Gnoll.** Gnolls make and use items of feral cruelty that reflect their demonic origins. Most are poorly-maintained, roughly-handled, or dilapidated in appearance. The sigil of the demon lord Yeenoghu appears on many gnoll-made magic items.
- 044 **Goblin.** Goblin magic reflects that race's cowardly, opportunistic nature. Items crafted for or by goblins have no art to them, only crude efficiency. Such items tend to enhance stealth, mining, or groveling. Their appearance is universally shabby, unadorned, and unkempt.
- 045 **Grung.** Grung magic items are rare. They take the form of things that cannot be ruined by contact with the stagnant water these creatures immerse themselves in. Grung prefer weapons and tools to hunt with or with which to capture slaves. Decorative items tend to be painted with colorful natural pigments.
- 046 **Hag.** Items made by hags are typically made for victims, carrying a curse of some kind. Most such items appear to be pristine platonic versions of whatever form they take. Occasionally, the user or someone around the item will get a brief whiff of some awful smell, although it won't apparently come from the magic item. A *true seeing* spell or similar magic reveals these items to be stained, cracked, or otherwise corrupted versions of whatever forms they appear to take.
- 047 **Hobgoblin.** Items made for or by hobgoblins tend to be armaments and typically signify rank or martial prowess. Such items boast bold colors associated with the original user's tribe.
- 048 **Kobold.** These little creatures each have a spark of magical power in them—a drop of dragon's blood, they like to say. Kobolds prefer items that require complex triggers or with traps built in for those who activate them incorrectly. Above all, kobolds like items that have to do with dragons.
- 049 **Kuo-Toa.** Items made for or by this aquatic race tend to be divine in origin. This mad race has little of the cunning needed for arcane crafts, and plenty of the devoutness needed for the divine. Kuo-toa don't use armor and prefer weapons of the type designed to capture, like nets. Otherwise, these magic items can be made of any material that will not suffer from submersion in water.
- 050 **Medusa.** Items made by medusas tend toward the splendorous, serving as monuments to their vanity. Every such item is decorative in appearance, except that none of them will be mirrored or have any sort of reflective surface.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 5)

d100 Creator or Intended User

- 051 **Merfolk/Merrow.** These items are suitable for use in aquatic environs. Merfolk items are decorated with scales and seashells, and are sometimes made from materials salvaged from shipwrecks, beaches, and dead undersea creatures. Merrow magic items appear cruel and war-like, made of the same materials but without decoration.
- 052 **Mind-Flayer.** These alien beings make items steeped in psionic power. Their effects tend toward domination and enslavement of others. While having no form particular to that race, mind-flayer magic items are often marked with Qualith bumps, a braille-like language that mind-flayers read (four lines at a time) using their tentacles. Other creatures cannot decipher these alien markings short of magic.
- 053 **Orc.** Like the magic items of goblinoids, orc items tend to be crudely-built. They have the martial natures of hobgoblin items, but the dilapidation and poor craftsmanship of goblin items. Many bear markings of tribute to Gruumsh One-Eye, a god to whom orcs give regular sacrifice.
- 054 **Rakshasa.** Magic items created for or by rakshasa tend to be anything fitting the temperament and prestige of the influential people they masquerade as. These items are frequently associated with illusions or shifting appearance.
- 055 **Sahuagin.** Armor and clothing are ill-suited for sahuagin. They prefer weapons of any kind and anything made of a material that will not suffer from submersion in water. Some sahuagin know how to craft delicate magic items that duplicate the cultural arts of aquatic elves. Sahuagin who look like aquatic elves (malenti) use these items to aid in infiltrating the homes of their bitter enemies.
- 056 **Satyr.** These fey use magic items that serve their carnal, raucous natures. They crave rich experiences above all, so items that have or give strong flavors or scents, have bright and colorful appearances, or produce sweet sounds are common among them.
- 057 **Thri-Kreen.** Thri-kreen magic items are simple things, suitable for a nomadic lifestyle. They are often crafted of, or adorned with, *dasl*. This crystalline substance is created by mixing thri-kreen venom with various herbs. Thri-kreen sometimes use this substance in the place of metal when creating weapons, giving their creations the ersatz weapon property.
- 058 **Yuan-Ti.** Because they worship a host of snake-shaped gods, yuan-ti magic items are often adorned with snakes of various shapes and sizes, often concealed among images of jungle scenery.
- NON-HUMANOID*
- 059 **Aboleth.** Many of the items created by these aberrations were made in ancient times, most for the use of favored humanoid thralls. These items are utterly alien in material and have weird effects. For example, when seen only from the corner of the eye, an item might appear to be writhing or pulsing.
- 060 **Beholder.** Beholders sometimes make magic items for their own use, but their xenophobic natures mean they almost never employ servants or craft magic items for others. A beholder's magic item might be a ring that fits over an eyestalk (suitable for a humanoid to wear as a bracelet), or it might be a free-standing apparatus of some sort. Beholders are very intelligent and magically powerful; their magic items tend to reflect a high level of skill in artificing and craft.
- 061 **Dragon.** Dragons often make magic items for themselves but are typically too vain to make items for anyone else. When they do, appropriate to their vanity, such items are made from the dragon's own shed scales or claws. Dragons typically have many precious metals and coins from which they can also craft adorned magic items, but they tend to save such magic for themselves.
- 062 **Elemental.** Only the most powerful elementals have the magical arts needed to craft magic items. When they do, these tend to be incredibly potent, of legendary or cataclysmic might. Elementals powerful enough may be of the air, earth, fire, or water types, or of the ash, ice, magma, or ooze subtypes.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 6)

d100 Creator or Intended User

- 063 **Faerie Dragon.** The magical craft of these creatures often reveals a whimsical sense of humor. Such items are often merely enchanted objects that can be found in a forest; sticks, rocks, pinecones, and the like, but these might have incongruous bright colors.
- 064 **Genie.** Genies are elemental spirits, more refined and less primal than found elsewhere on this table. Items with this origin are often made for the genie's favorite mortal slaves. These magic items often have a spark of the element of which the genie is born; air for djinni, earth for dao, fire for efreeti, and water for marid.
- 065 **Giant.** Many items made for giants will resize themselves for smaller humanoids. Others with this origin might be made by giants for their "smallfolk" allies and servants. Hill giants do not craft magic items, wholly lacking the necessary intellect to channel magical forces. Fire, frost, and stone giants each craft magic items suited for battle. Cloud and storm giants make a variety of items, usually more potent than can be created by their lesser kin. Giants make items that resemble or illustrate their preferred habitats.
- 066 **Lamia.** Lamia surround themselves with sycophants and might reward such creatures with magic items crafted for their use. Occasionally a lamia will create a magic item to lure a goodly adventurer to its lair for seduction, corruption, or consumption. Such items are often cursed. A lamia-made item will usually bear a tiny, secret mark of the demon lord Graz'zt, betraying its true nature.
- 067 **Naga.** With their hordes of arcane magic and lore, naga make items that are truly frightening in power. Many are directed at dominating or ruling other creatures, and items made for a bone or spirit naga's servants tend to help those servants enforce the naga's will. A guardian naga will make items to aid its servants in protecting the weak and the innocent. Naga-made items are often of the type that do not require hands to use.
- 068 **Oni.** Oni covet magic items; any they manage to craft are usually kept for themselves. Oni prefer items of demonic or frightening appearance, like terrifying masks. They also make items that can masquerade as innocuous tools or resized to match their various disguises.
- 069 **Sphinx.** The magic items that a sphinx guards (or allows access to after sufficient testing) are usually made by gods rather than the creature itself. Although they can take any form, these items are of the type that grant such important lore or mystic insight that the creator deity deems them worthy of placing in a sphinx's guardianship.
- 070 **Treant.** Some treants can harness the primeval power of the forest and channel it into the creation of magic items. A treant-made item is nearly always wooden in form. As it imbues the power, the treant grows the items as branches of its own body or from carefully-cultivated trees.
- 071 **Unicorn.** Unicorns are sometimes set in place by gods to guard certain artifacts. But they are also sufficiently magical and intelligent in nature to craft items on their own. These items are often gifts for those who have helped the unicorn protect its territory from an evil threat. Such items almost always have healing or protective properties. When used in moonlight, some unicorn-made items glow with pale radiance, shedding dim light in a 5-foot radius.
- 072 **Ki-Rin.** A ki-rin is a bestower of gifts and omens, some of which take the form of magical items. These items are typically crafted, with the aid of the ki-rin's servants, to serve any number of goodly causes. Such items tend to sparkle or glitter with unrestrained majesty.
- 073 **Neogi.** Neogi build magical enhancements and items for their most useful slaves. These items are marked with dyes or crafted in such a way as to indicate which neogi owns the intended bearer of the item. By these signs, each neogi can identify the slaves of its betters, which it will leave in peace, or the slaves of its lessers, which it may harass if it desires.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 7)

d100 Creator or Intended User

THE PLANES

- 074 **Acheron.** Items that hail from this realm are often made of pitted iron. They are almost always tools of warfare, usually savage weapons and battle-scarred armor. This origin is well-suited to items that provide temporary hit points or other short-term defenses.
- 075 **Arborea.** Items from Arborea are finely-crafted, often decorated in ways that evoke a sense of strong emotions. They are typically dedicated to fighting evil. An item of this origin that came from Arborea within the last year gives the holder a vague sense of longing for, and a desire to seek out, tranquil places in nature.
- 076 **Arcadia.** The magic of Arcadia is ruled by balance. Physical items are usually symmetrical in shape and decoration. They often resemble regular dwarven crafts and are dedicated to the fight against evil. This origin is particularly suited to items that resist fear, poison, and disease.
- 077 **Astral.** Items that come from the astral plane are often things that have been adrift untold ages in its silvery void. Items in this plane do not age, so anything taken from this place might have come from any era in history. Items made for use in this plane tend to assist with navigating between color pools.
- 078 **Beastlands.** This land of primal animal power produces magic that is in harmony with nature and beasts. The physical forms of these items are never made from leather or animal byproducts. They are often the type to protect or enhance animals, or to deal favorably with them.
- 079 **Bytopia.** Items of Bytopia reflect the unbridled fertility and productivity of the land. They are often decorated with scenes of tranquil farmland or unspoiled nature but are never made of wood or plant byproducts.
- 080 **Carceri.** Magic items from this plane rarely escape it. They are often the sort that aids in survival in rough climates or in conflicts with the monstrous “inmates” of that realm. Many are cobbled together from broken pieces of other items and have a makeshift appearance about them.
- 081 **Elemental Air.** The item feels lightweight, as though hollow. If it’s made of fabric, it feels diaphanous. White and light-blue are common colors for such items.
- 082 **Elemental Chaos.** This item blends the characteristics of two of the elemental planes, implicating the plane of ash (air and fire), ice (earth and water), magma (earth and fire), or ooze (air and water). This item appears as a hybrid of the two or something more precisely representing that plane.
- 083 **Elemental Earth.** This item might be crafted from stone. Any cloth or leather elements are studded with finely-polished rock. Its colors are earth tones.
- 084 **Elemental Fire.** This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames cover its surface. Shades of red and orange are the prominent colors.
- 085 **Elemental Water.** Lustrous fish scales replace leather or cloth on this item, and metal portions are instead crafted from magically metal-hard coral or seashell. Portions of this object are deep blue or sea-green.
- 086 **Elysium.** Items from this plane are often decorated with the images of guardinals, the anthropomorphic-animal celestials native to this plane, or with images of the animals they resemble. The known guardinals are called avorals, cervidals, equinals, leonals, lupinals, and ursinals. These items are built for good purposes. Fiends feel uncomfortable touching such items.
- 087 **Ethereal.** Items made for use in the ethereal plane or by ethereal travelers tend to have properties that allow movement through solid objects, or that can interact with such incorporeal creatures as though they were solid. Such objects may produce a thin, white wisp of smoke or haze.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 8)

d100 Creator or Intended User

- 088 **Far Realm.** These items are alien, reflections of the cosmic horrors that exist beyond the multiverse. They are likely found in the hands of mind-flayers and their ilk. These items are likely to have features or curses relating to madness. Their shapes tend to include tentacles, eyes, or other disturbing features.
- 089 **Feywild.** This item is beautiful, infused with the glittery power of Faerie. It is a more-vibrant version of whatever form it takes. Metal components gleam like silver. Wood parts are rich and lustrous. Colors are intense. Merely holding the item conveys a sense of mystery and hidden power.
- 090 **Gehenna.** Items from this noxious realm rarely have helpful or curative effects. They tend to help only the user and are likely to include special features or curses related to selfishness, like the Possessive quirk. The physical form of such things is likely to include once-molten minerals.
- 091 **Hades.** These items are marked by misery, either in physical form or otherwise. The physical shape of such a magic item inspires despair or a loss of hope, perhaps a thieves' tools set with half the picks missing, or a cracked musical instrument.
- 092 **Limbo.** Items from this plane have physical forms that defy the natural order. For example, steel is soft and flexible while cloth holds a sharp cutting edge. Effects from this plane are likely to relate to fast movement or teleportation. Objects that can change shape or appearance are also common.
- 093 **Mechanus.** Items wrought in the plane of clockwork precision are usually dependent upon complex mechanisms, complete with tiny gears and pneumatic joints. These items are often reliable or precise, helping with character rolls of various kinds.
- 094 **Mount Celestia.** Items from this realm are often celestial crafts intended to bestow blessings or preserve the righteous. Objects are graceful and elegant in form, whatever their composition.
- 095 **Negative Energy.** Items from this plane are cold to the touch and dark in color. They are often associated with darkness, shadows, or necrotic energy. They are never bright, and never associated with healing or radiant energy.
- 096 **Nine Hells.** This object was probably crafted as part of some evil bargain, perhaps related to the original owner's soul. The secret terms of that deal may affect how or when the item's powers can be employed. Each item is associated with the ruler of one of the plane's nine layers, currently Zariel (Avernus), Dispater (Dis), Mammon (Minauros), Abriymoch (Phlegethos), Levistus (Stygia), Glasya (Malbolge), Baalzebul (Maladomini), Mephistopheles (Cania), and Asmodeus (Nessus).
- 097 **Pandemonium.** Items from this plane were certainly created by mad creatures of some sort. Their purposes and forms are dark reflections of the madness inflicted by that plane. Often, the combination of magic effects and physical item shapes are incongruous, like a knife that mends torn clothing.
- 098 **Positive Energy.** Items from this plane are warm to the touch and vibrant in color. They are often associated with light, healing, or radiant energy. They are never dark, and never associated with shadows or necrotic energy.
- 099 **Shadowfell.** This item is dull in coloration, shades of gray, regardless of what its colors should be. If the item is already black or dark-colored, its tint takes on a deeper, inkier darkness. This item gives the user a vague sense of apathy or dread.
- 100 **Ysgard.** Items of Ysgard are useful in battle, are tools to glorify battle, or serve as remembrances for those who fell in battle. Such items are suitable to resurrection or healing magic; anything that allows a hero to return to the fight.



CHAPTER THREE

HISTORY



RELATED TO AN ITEM'S CREATOR, A history feature helps to define the magic item's origin story. These special features are exemplary details about the item's past relating to its construction, purpose, or something else of interest and relevance to historians.

It is possible to have a history special feature without a creator special feature. Since both are elements of lore passed down in written records or in oral histories, having a known history without a creator (or intended user) means a deliberate choice to record or emphasize one over the other.

HISTORY TABLE

A magic item's history feature speaks directly to the item's purpose. By giving details of the item's use, a history feature often builds upon the item's creator or intended user.

Alternately, a history feature better describes the group that made the item or for which it was made. For example, the Unicorn "creator" and the Archfey "history" together tell a tale of a unicorn-made object built to serve a forest-born fey alliance.

Finally, this element could be a specific incident involving the item that made it into the history books.

ROLLING VS. SELECTING

An item's creator alone might inspire a concept that you should match by selecting, not rolling, the other features. The history feature particularly lends itself to being dictated based a previously-generated creator result, rather than

being rolled for. Regardless of whether you roll, skimming over the history options can give you a lot of ideas for selecting a matching history feature or creating your own.

TABLE CATEGORIES

These entries are divided into seven categories: arcane concord, divine concord, baleful origin, symbol of power, great deed, minor event, and unfulfilled mission. The arcane and divine concords take their inspiration from player character class archetypes.

ARCANE CONCORD

The use of magic is divided into arcane and divine methodologies. Arcane magic directly channels the fabric of magic without the assistance of divine mediation.

An arcane tradition makes a great default origin for this special feature; the item's history does not need to be any more specific than its common creation method.

An item with an arcane historical detail probably bears arcane markings or symbols to indicate this fact. It might be associated with bards, sorcerers, warlocks, or wizards, or even lesser practitioners of arcane magic like arcane tricksters or eldritch knights.

In a campaign that uses psionics, you may decide to slightly modify some arcane concord history features to reflect psionic magic.

DIVINE CONCORD

This historical feature could be something as simple as divine magic being used to create the item, but more likely it refers to the creation by a

specific religion, sect, or even the direct product of a deity's blessing.

Such items might be associated with clerics, druids, paladins, rangers, or other practitioners of divine magic.

BALEFUL ORIGIN

Some items are crafted with baleful intent toward a particular enemy. The resulting banes apply either to a type of (non-humanoid) creature, as defined in the *Monster Manual*, or to a specific creature within that type. Because humanoids are so varied in their purposes, places, and histories, banes for them always apply to a specific race or humanoid subtype; they do not affect all humanoids.

Banes often apply to the same race or creature type as the creator or intended wielder; evil creatures use such tools to settle territorial disputes, end civil wars, or advance other power struggles.

Items with this history are almost always weapons, shields, or other armaments.

SYMBOL OF POWER

Symbols are used to commemorate people or events, serve as symbols of office, represent deities in religious rituals, or simply as a decoration meant to adorn a place or person.

Items of this type tend to be worn or wielded; things that can be displayed by an individual for long periods while going about one's business. Ornate rods and staffs are particularly suited, but warrior cultures may prefer weapons as symbols of power.

GREAT DEED

A great deed may be a heroic or sinister act, typically both, depending on the side the deed is viewed from. Sometimes the deed is one of historic significance performed by the item's former owner. In other cases, the item is made so that no one will forget a past deed, for good or ill. Alternately, it may be a deed that never

happened; a prophesied event relating to the magic item, one that has yet to occur or that failed to occur when it should have. Whatever the case, those who recognize the item probably expect great (or terrible) deeds from the new owner.

The type of magic item these features best apply to varies based on the societies they come from. Because the types of deeds glorified or vilified by one society are different than those of another, a magic item at the center of such events in one nation might be of no significance to another. For example, a magocracy of scholars might glorify a tome of power, whereas a nomadic horse culture might revere a potent scimitar or suit of barding.

MINOR EVENT

In the span of history, these events might be minor. Items made for them commemorate a monarch's birthday, a victorious border dispute, or some similar event.

A minor event can be one that occurred in a long-ago place and time, unusual or odd to the item's new owner. Or it can be of local importance to the campaign, really bringing home the nature of this special feature.

Items that commemorate minor events are often ornate, used to decorate important places or carried for ceremonial purposes.

UNFULFILLED MISSION

This item was built for a single, specific purpose that has yet to be achieved. Some of these purposes are no longer relevant. For example, an item has no true remaining purpose if made a thousand years ago to drive fomorians away from the maker's village, a village that was consumed by a volcanic eruption many generations ago. Other missions or purposes might still be relevant, and those hoping to carry them out might come looking for the item.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 1)

d100 History

ARCANE CONCORD

- 001 **College of Lore.** This item is intended to advance the political or artistic goals of the college. The goals of this mostly-formal organization include collecting lore from diverse sources and proclaiming truth even in the face of political opposition
- 002 **College of Glamor.** This item is intended to advance the political or artistic goals of the college. These bards have strong alliances with fey patrons, sometimes forged directly in the Feywild. Most use their power to gladden the downtrodden and undermine oppressors.
- 003 **College of Swords.** This item is intended to advance the political or artistic goals of the college. Members of this secretive group often act as loners, using alter egos to perform nefarious, self-serving deeds, or to strike at the wicked and inflict justice on the cruel and powerful.
- 004 **College of Valor.** This item is intended to advance the political or artistic goals of the college. The goals of this group include gathering and preserving tales of heroism and valor, often traveling great distances to find and preserve these historic tales.
- 005 **College of Whispers.** This item is intended to advance the political or artistic goals of the college. These scions of intrigue use their power to collect secrets and wield them as weapons to advance whatever individual ends they might seek.
- 006 **Divine Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. These divine-origin sorcerers held a destiny related to their celestial ancestor, the identity of whom may or may not be known.
- 007 **Draconic Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. Dragons are long-lived; it is likely that the one who granted blood power to the sorcerer's ancestor counted that sorcerer and its descendants as bound by that blood. The item may be part of a pact, subject to a dragon's demands.
- 008 **Shadow Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. The item may have links to secret cabals who (literally) operate in the shadows, politically or otherwise. Its coloration is probably limited to black, gray, and white, reminiscent of the colors typical in the Shadowfell.
- 009 **Storm Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. The abilities of this sorcerer allowed it to influence seafaring people, merchants, or navies, its purpose tied up in those affairs.
- 010 **Wild Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the sorcerers' individual goals to be named here, but probably have a lot to do with the mercurial nature of magic. The sorcerer's goals were probably pursued intensely but then changed abruptly, which might be why it or they no longer possess the item.
- 011 **The Archfey.** This item was made to serve the Archfey, an otherworldly patron from which arcane power flows to its followers. This whimsical lord or lady of the fey holds secrets from the time before mortal races were born.
- 012 **The Celestial.** This item was made to serve the Celestial, a creature from the higher planes that provides radiant might to its arcane followers. This couatl, ki-rin, solar, or other celestial entity grants power for altruistic reasons, though its followers often serve their own aims.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 2)

d100 History

- 013 **The Fiend.** This item was made to serve the Fiend, an otherworldly patron and source of fiery arcane power. The followers of this archdevil, demon lord, ultroloth, or yugoloth strive to achieve their patron's evil machinations.
- 014 **The Great Old One.** This item was made to serve the Great Old One, an otherworldly patron, incomprehensible even to the beings that draw arcane power from it. This creature lives in the space beyond reality where it hoards ancient, long-lost lore.
- 015 **The Hexblade.** This item was made to serve the Hexblade, an otherworldly patron that manifests in the sentient weapons used by its followers. This being gives power in the form of sharp blades and shadowy magic. Some think the Hexblade to be the Raven Queen, ruling from her icy throne deep within the Shadowfell, whispering directions to her many servants in the Material Plane.
- 016 **The Undying.** This item was made to serve the Undying, an otherworldly patron that reveals arcane secrets to its followers. This being holds the power of life and death, extracting a heavy price from all who would know its mysteries.
- 017 **Abjurer Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Abjurer goals usually relate to protecting the weak, banishing evil influences like baleful spirits, closing fell portals to distant planes, and the like.
- 018 **Bladesinger Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Bladesinger goals run toward the protection of community and kin, a specific community that may not be known to the item's new owner.
- 019 **Conjurer Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Conjurers are utilitarian wizards, often motivated by greed to summon power and wealth, or by a curiosity to experiment with summoned materials, or a desire to defend others with summoned servants.
- 020 **Divination Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. A diviner's goals for magic items may be to aid in scouting battlefield terrain (or discerning shifting political terrain) on behalf of warlords or noble patrons.
- 021 **Enchantment Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Many enchanters are peacemakers, intent on settling important disputes, while others use power to bind and subjugate the weak.
- 022 **Evocation Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Evokers seek to channel and control raw power, usually for very personal ends. Some join military efforts or seek to destroy concrete threats to a region.
- 023 **Illusion Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Illusionists are subtle spellcasters, their political and research goals often indecipherable by others. The purpose of this item might be no more revealed than this.
- 024 **Necromancy Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Most necromancers seek to gain knowledge and power over the dead, a goal more important than exercising that power. Necromancer goals are often misunderstood, their arts taboo in many societies.
- 025 **Transmutation Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Transmuters might have lofty goals, seeking to change themselves or the world around them.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 3)

d100 History

- 026 **War Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. War mages are typically trained in the context of large-scale, generational conflicts, their goals matching whatever political or military aims are held by the side that teaches them.
- 027 **Arcane Tricksters.** Arcane tricksters typically make magic items with the intention of furthering their pursuits of wealth and power, monetary and arcane alike. The purpose of the item is as varied as the methods by which arcane tricksters achieve these aims.
- 028 **Eldritch Knighthood.** Like war wizards, eldritch knights focus on abjuration and evocation spells to aid in war, but do so as secondarily to, or supportive of, traditional service at arms. The purpose of these magic items is always to dominate the battlefield.

DIVINE CONCORD

- 029 **Arcana Domain.** Clerics of this type make items to guard arcane knowledge or to guide and shepherd users of arcane power. Such items may conceal secrets or inspire spellcasters to goodly acts.
- 030 **Death Domain.** Clerics of this type are concerned with the forces of death, some to aid them, a few in opposition to those fell powers. This item may have the purpose of inflicting death in a rare or particularly-cruel fashion.
- 031 **Forge Domain.** Clerics of this type seek to support artisans who work with metal. This is typically for an important aim, like furthering a war effort or subsidizing fine plows for the farmers of a kingdom. Usually there is a higher purpose to these efforts. Items that forge domain clerics craft reflect the fruits of this support or are themselves designed to aid in them.
- 032 **Grave Domain.** Clerics of this type seek to put undead to their final rest. Items with this purpose might have powers that particularly harm the undead.
- 033 **Knowledge Domain.** Clerics of this type seek to promote knowledge, protect its storehouses, and seek it out from the dark places of the world. Their items share that purpose, helping the cleric in whatever specific method it uses to advance those aims.
- 034 **Life Domain.** Clerics of this type promote health and vitality through healing for the sick, caring for those in need, and driving back creatures of negative energy or undeath.
- 035 **Light Domain.** Clerics of this type promote ideals of rebirth, renewal, truth, vigilance, and beauty. Their purpose, and that of any items they craft, is to stand vigil against the darkness, metaphorically speaking, seeking to guard and enlighten righteous souls.
- 036 **Nature Domain.** Clerics of this type might guard natural places, hunting the monsters or humanoids that would despoil them. They might instead have the purpose of blessing harvests or withering crops to reflect the beneficence or ire of their patron deities.
- 037 **Tempest Domain.** Clerics of this type keep the flock on the path of righteousness, seeking to encourage them, or perhaps just to warn them away from evil with swift justice.
- 038 **Trickery Domain.** Clerics of this type serve the under-represented forces in the world. They might champion the downtrodden while mocking tyrants, puncturing the emperor's pride, or feeding the poor with an unwitting noble's grain.
- 039 **War Domain.** Clerics of this type seek out battlefields, offering their services to whatever causes they find just. They tend to have purposes in alignment with whatever military force they are serving, and craft items to match.
- 040 **Circle of Dreams.** Druids of this circle seek to bring the magic of the Feywild to the natural world, in dreams and reality, bringing rest, joy, and healing to the downtrodden.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 4)

d100 History

- 041 **Circle of the Land.** Druids of this circle are mystics and sages who safeguard ancient knowledge and rites of their orders through vast oral traditions. They tend the ancient magic sites in the wilderness and practice magics to protect them. An item crafted for or by this circle is pertinent to one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark.
- 042 **Circle of the Moon.** Druids of this circle seek to find enlightenment in becoming one with the beasts of nature. They are fierce guardians of the wild and they enforce natural cycles, keeping predators and prey in balance.
- 043 **Circle of the Shepherd.** Druids of this circle focus on protecting the beasts and fey creatures of the natural world that have difficulty protecting themselves. They particularly act to prevent civilization from encroaching on certain habitats to prevent threats to the population levels of these creatures.
- 044 **Paladin's Craft.** Paladins craft magic items to pursue their noble ends and uphold righteous oaths. The exact oaths paladins take dictates the purpose of their magical crafts. Examples range from protecting the innocent, to avenging them.
- 045 **Ranger's Craft.** Rangers are silent hunters who stalk the wild places, particularly seeking to support or cull (perhaps even exterminate), one or more creature types. Their items are created to serve these goals in whatever method the ranger best approaches them.

BALEFUL ORIGIN

- 046 **Aberration Bane.** This item was created by the foes of aberrations, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 047 **Beast Bane.** This item was created by the foes of beasts, generally or a precise kind. Some creatures of this type might instinctually sense the item and single out the bearer as an enemy.
- 048 **Celestial Bane.** This item was created by the foes of celestials, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 049 **Construct Bane.** This item was created by the foes of constructs, generally or a precise kind. Constructs will typically not recognize the item unless particularly intelligent, in which case they might single out the bearer as an enemy.
- 050 **Dragon Bane.** This item was created by the foes of dragons, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy. A weapon intended as the bane of a precise metallic type is likely to offend all good dragons. Chromatic dragons are less considerate of their fellow evil dragons.
- 051 **Elemental Bane.** This item was created by the foes of elementals, generally or a precise kind. Powerful, particularly-intelligent creatures of this type might recognize the item and single out the bearer as an enemy.
- 052 **Fey Bane.** This item was created by the foes of fey, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 053 **Fiend Bane.** This item was created by the foes of fiends, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 054 **Giant Bane.** This item was created by the foes of giants, generally or a precise kind. Creatures of an affected precise type might recognize the item and single out the bearer as an enemy. An item built as the bane of one type of giant is not likely to offend giants of the other types.
- 055 **Humanoid Bane (Specific).** This item was created by the foes of a precise kind of humanoid. (Humanoids are too numerous and diverse for this to apply generally to all of them.) Humanoids of this type might recognize the item and single out the bearer as an enemy.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 5)

d100 History

- 056 **Monstrosity Bane.** This item was created by the foes of monstrosities, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 057 **Ooze Bane.** This item was created by the foes of oozes, generally or a precise kind.
- 058 **Plant Bane.** This item was created by the foes of plants, generally or a precise kind.
- 059 **Undead Bane.** This item was created by the foes of undead, generally or a precise kind. Intelligent undead might recognize the item and single out the bearer as an enemy.

SYMBOL OF POWER

- 060 **Office in a Dictatorship.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. A single creature, whether a politically-powerful individual, or a physically-powerful monster, dominates this society.
- 061 **Office in a Republic.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. At some point in history, this government threw off prior leadership, probably in revolt, and instituted systems and offices based on the desires of the backers of that change.
- 062 **Office in a Magocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. A magocracy is ruled by magic-users at most levels of government, typically of a certain sort, perhaps necromancy-practicing noble houses or a warlock cabal of a single patron.
- 063 **Office in a Monarchy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. This item symbolizes an appointment by the monarch to a position somewhere in government below the level of the crown. Alternately, it is a symbol of the monarch itself, perhaps literally the crown of a kingdom.
- 064 **Office in an Oligarchy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. A small society or group rules this government, the item symbolizing membership in that secret cabal or anointed family.
- 065 **Office in a Plutocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. A plutocracy requires that only those of a certain degree of wealth may lead, often being composed of a council of equally-affluent merchants or guild masters.
- 066 **Office in a Technocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. Political office is held to high standards of scientific ability; expertise and critical thinking are key to the various posts and duties within this government.
- 067 **Office in a Theocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. The government is led by the clergy of a specific religion or pantheon. The item is a symbol of the government office, though it may serve a dual role as a badge of religious office.
- 068 **Prophecy (Ambiguous).** This item symbolizes an important or widely-known prophecy, potentially marking the user as one who supports or looks forward to it occurring. The terms of the prophecy are ambiguous, but the event is highly anticipated, and its symbols are easily recognized. Such prophecies often mean different things to different people.
- 069 **Prophecy (Fulfilled).** This item symbolizes an important or widely-known prophecy that has recently occurred. The lead-up to the momentous event only reinforced the importance of the prophecy. The bearer of this item is marked as one who anticipated the event fondly, like the coming of a new imperial dynasty, or one who opposed it and seeks to reverse it.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 6)

d100 History

- 070 **Prophecy (Unfulfilled).** This item symbolizes an important or widely-known prophecy. The user of this item demonstrates support for the event to occur or declares a personal place in it, perhaps as the hand that will bring about this important change.

GREAT DEED

- 071 **Military Victory/Treacherous Massacre.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. This deed ended a large or long-running military conflict, to the benefit of one side and the ruin of the other.
- 072 **Political Alliance/Betrayal of the Revolution.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. A political peace was reached in this momentous event between diametrically opposed philosophies. As with many compromises, the nature of this decision seems deeply heroic or terribly sinister.
- 073 **Religious Revival/Religious Persecution.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. An individual or group led a great religious movement that stamped out worship of other deities or delegated them to lesser status in the territory. The individual or group is revered or reviled, based on religious affiliation.
- 074 **Sanction/Assassination.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. The targeted killing of an important public figure brought massive changes to society, removing an evil influence or martyring a good one.
- 075 **Scientific Breakthrough/Death of Tradition.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. Some single act of an individual artificer, alchemist, or arcane researcher came to a discovery that changed the world, or at least the surrounding kingdom, changing how people earn a living or subsist, and putting aside many societal traditions based on it. Perhaps farmers no longer need to rush grain to market before it rots, or a major illness was cured, displacing religious and medical industries that treated it.
- 076 **Social Equality/Upheaval of the Natural Order.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. Some single act of an individual or government imposed sweeping change on society and the place of certain members within it. To some, this is a great event, no more than the elevated group deserves. To others, it is a triumph of anarchy and a loss of societal respectability.
- 077 **Taming of Nature/Destruction of Habitat.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. In this case, an individual or force finally conquered the beasts or monsters of a land, opening it for settlement or making existing settlers safe once more. The territory will never be the same, and civilization will quickly come to dominate it, displacing native creatures, intelligent and unintelligent alike. Alternately, some non-warfare method was used, like the construction of a mighty dam that flooded the region or the creation of a plague that affected only the enemies of the conquering group.

MINOR EVENT

- 078 **Holiday (Civil).** The item was made to commemorate a civil holiday, a day of remembrance for an important battle, the birthday of a renowned scholar, or any other event the society marks as important. These typically relate to events that affected the public good. Civil holidays sometimes mark civil duties, like the week wherein all citizens must report their taxable activities and holdings.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 7)

d100 History

- 079 **Holiday (Religious).** The item was made to commemorate a religious holiday. These events are marked by ceremony and ritual. This item might be an important part of those rituals or just a sign of the user's passive participation in it or observance of it.
- 080 **Holiday (Royal).** The item was made to commemorate an event like the emperor's ascension or the designation of a royal heir. These holidays are common in places where the population is very invested in the person of the monarch and the royal family.
- 081 **Holiday (Seasonal).** The item was made to commemorate a seasonal shift. These are typically the oldest, best-observed holidays of any society. These events are often combined into religious celebrations or civil observations to borrow the popularity of the seasonal holiday.
- 082 **Birth in the Family.** An item of commemoration for this event is typically reserved for the birth of a child that fills an important societal position based on birth, like the eldest child as one who will inherit the wealth of the noble house, or the seventh son of a seventh son who will hear the call of the Elder Song. Often the item's purpose is related to the newborn's intended role.
- 083 **Death in the Family.** The death of a clan matriarch or a new child can set an artisan to forging an item to remember the life of the deceased. Such items bear the names and the dates of important events in the remembered person's life. The quintessential purpose for such items is to be interred with the dead. In some cultures, this is meant to empower the spirit of the deceased in whatever afterlife it goes to.
- 084 **Marriage between Families.** Particularly important unions of powerful or wealthy families, those that birth dynasties (or hope to) might be commemorated with a magic item of this type, or the item might be built as payment for part of the marriage contract.
- 085 **Schism in the Family.** Schisms of this sort are often born of feuding siblings, each bent on controlling the destiny and fortunes of a noble house or merchant dynasty. A schism divides a powerful political entity and creates a long-lasting feud between its divisions. Such items might have a purpose of reuniting the house. Or they might simply serve as vectors for one side's revenge against, or escape from, the other.
- 086 **Rise of a Kingdom.** A kingdom is established by conquering land, usually occupied by political enemies or unsuspecting denizens of that land. Most kingdoms begin small but will later grow through alliances, political and marital, to become larger, unified entities. An item commemorating the kingdom's origin, or perhaps used in its founding, may speak to the pride of that kingdom after being subsumed in such a merger. Secessionists might seek it out as a symbol to return the kingdom to its former independence.
- 087 **Ruin of a Kingdom.** When a kingdom is utterly destroyed, by cataclysm or war, its people slain or sold into slavery, a fire of revenge or rebirth may grow in the hearts of those who loved that kingdom. From this fire, magical artisans may build magic items that will return the kingdom's former glory or will encapsulate the kingdom's power or wisdom to prevent its total loss.
- 088 **Secession of a Kingdom.** By war or by politics, governments sometimes fracture. A queen might split her realm into two kingdoms, one to be ruled by each of her two children. Rarely do such divisions occur by the agreement of all parties. An item that commemorates this event might symbolize a promise of peace and cooperation between the divided lands. It might also be paid as part of the settlement agreement or the price for one ruler to relinquish power over some disputed territory.
- 089 **Union of Kingdoms.** The natural state of small kingdoms is fluid. As monarchs marry, their children inherit unified realms. Military conquests or political alliances may likewise create empires, joining kingdoms that once squabbled. An item that commemorates this sort of event may symbolize great hope for a unified future while simultaneously symbolizing oppression to those forcefully included.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 8)

d100 History

UNFULFILLED MISSION

- 090 **Assassinate the Ruler.** This is a strangely-common purpose for which magic items are made. The item probably has effects that assist the user with infiltration, whether by stealth or by disguise, or perhaps it simply aids with killing. The ruler in question might have (or might have once had) protective magics in place that can only be broken by special materials or crafts, those reflected in the item's construction.
- 091 **Awaken the Master.** One or more members of a secret cult made this item to assist in a grand ritual, something intended to bring a powerful entity into the Material Plane. Perhaps the Master is an ancient fiend, seeking to wreak havoc. Whatever its nature, this creature is not likely to be benevolent, given the secretive nature of this item and the cult it belongs to.
- 092 **Deliver the People from Bondage.** The maker of this item hoped it would be used to free a group from oppression or slavery. The item might have been built in secret, or it might have been built far away from the struggle and sent there clandestinely.
- 093 **Destroy the Edifice.** Something important was built, mundane or magical, and it needed to be destroyed. This item was built to aid that goal. Perhaps a strategic dam was constructed, flooding an important religious site. Maybe a magical tower started spilling sickness across the land, and heroes were called to tear it down.
- 094 **Discover the Secret.** This item was made to help explore a wild area, looking for a lost relic. Or perhaps it was meant to assist a researcher in discovering the cure to a plague. Whatever its nature, the item was meant to assist with a difficult task; not just any secret is worthy of a magic item to seek it out.
- 095 **Forge the Alliance.** The item's purpose is to forge an alliance between two (or more) powerful factions or creatures. The item may have effects that assist with diplomacy, or it may itself be an example of harmonious craftsmanship of multiple types of materials, each symbolic of a faction that would be united.
- 096 **Lead the Army.** The court magician crafted this item to aid the kingdom's general in leading its noble army. Or maybe an evil wizard made it to equip the hobgoblin commander of a hungry goblinoid army. This item is probably ostentatious or inspirational in form.
- 097 **Protect the Asset.** This item was built for the guardians of the great life-sustaining tree at the heart of the empire, or perhaps for use by the king's elite bodyguards. It might have been built to fend off a prophecy that would destroy something. An item like this probably has protective effects to it.
- 098 **Recover the Heir.** A lost or kidnapped child required a perilous quest to rescue. This item was made to aid with that mission. Perhaps the item has an identifying illustration, like an exact duplicate of the child's birthmark.
- 099 **Slay the Dragon.** Unlike the baneful origin, this item's purpose is to kill an individual creature. It is probably designed to work against that creature's specific weakness. For example, a weapon made to slay the night hag that lives in the heart of the neighboring swamp probably has a silvered blade.
- 100 **Stop the Wedding.** The maker of this item wanted to foil an important social event, perhaps a wedding. The method of stopping the event is probably reflected in the effects and composition of the item. This is an excellent feature for limited-use or charged items.



CHAPTER FOUR

MINOR PROPERTY



THESE ARE THE EFFECTS THAT GIVE MAGIC items more features, functionality of the type that magic items are known for. Minor properties supply additional, positive effects supported by game mechanics.

MINOR PROPERTY TABLE

The minor properties on this chapter's table provide small, utilitarian benefits, some of which are barely useful. Many can influence the mood of the user or provide unnatural motivation toward certain acts. These influences and their resulting benefits are not so potent as to constitute major magic items.

ROLLING VS. SELECTING

In many ways, adding a minor property is much like choosing an additional magic item. For all the same reasons you would either roll for or select a magic item, you should choose rolling or selection for minor properties.

You can use the table in this chapter to ensure that you aren't going overboard, adding benefits that synergize with the item's inherent powers,

TABLE CATEGORIES

These entries are divided into four categories: basic, apparatus, wielded, and worn.

Some of these effects are specific to the way that users interact with an item. To ensure that these effects apply to the correct types of item, ignore a roll result that indicates a special feature that is inappropriate to the form of the item. Instead, reroll or modify that minor property, or choose another.

For example, if a cloak gets a randomly-determined modification that only works with a weapon, simply reroll until something from the "basic" or "worn" categories results.

For best results, try to keep an item's number of minor properties equal to, or within one of, its number of quirks.

Unless otherwise noted, minor properties will not provide a benefit cumulative with any similar effect.

BASIC

These effects can apply despite the item's form or function. Most quirks that affect mood or motivation fall into this category.

APPARATUS

This item operates without being in contact with the user or being only in nominal contact. Alternately, it is a device that is not portable despite the wielder interacting with it directly during use.

Daern's instant fortress, mirror of life trapping, and the apparatus of Kwalish are examples.

WIELDED

A wielded item is typically carried in a "put away" state and drawn to hand when used. Weapons and magical ammunition are prime examples, along with wands, staffs, and rods.

Examples include an *oathbow*, a *wand of polymorph*, and an *arrow of slaying*.

WORN

Worn items are usually worn as clothing, armor, or shields. These powers often enhance or protect the wearer.

Worn examples include a *belt of giant strength*, *armor of invulnerability*, and a *shield of arrow-catching*.

DESIGNING MINOR PROPERTIES

Special features that give a beneficial power should be no more potent than a cantrip or the effect of a common-rated permanent magic item.

If a minor property provides a beneficial mechanical system, or it imposes a penalizing mechanical system, remember to alter the magic item's cost by an appropriate amount, probably somewhere between 50 and 100 gp.

WHAT MINOR PROPERTY DOES IT HAVE? (PART 1)

d100 Minor Property

ANY

- | | |
|-----|--|
| 001 | Audible. This item has 10 charges dedicated to this minor power and regains 1d6 + 4 expended charges daily at dawn. (If the last of these charges is ever expended, the item has a 5% chance to lose this minor property.) As an action while contacting the item, the user can spend a charge to generate a precise sound from a set of 10 similar sounds. The sounds can be heard up to 60 feet away. They could all be wolf barks of different sorts, bird calls of different birds, or curse words in a particular foreign language. Each version of this item has its own set of sounds it can produce. (50 gp) A louder version can be heard up to 500 feet away. (75 gp) A more adaptable version of either minor property creates multiple, simultaneous sounds, like the chorus of wolves or the music of an orchestra; a single charge creates enough sound to last while the user is concentrating (+25 more gp) |
| 002 | Beacon. The bearer can use a bonus action to cause the item to shed bright light in a 5-foot radius and dim light for an additional 5 feet, or to extinguish the light. (10 gp) An alternate version provides light of up to triple these radiuses but requires specific circumstances, like an object that glows brightly to 15 feet and dimly to another 15 feet, but only underground. (20 gp) |
| 003 | Blood Beacon. The item can be used as a spellcasting focus for sorcerer spells. The wielder can use an action to cast any unknown sorcerer cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a sorcerer) |
| 004 | Clear Hearing. The item's user can suppress all effects of the deafened condition while holding the item to its ear. If the item is worn, the wearer simply needs to cup one ear with a hand. (50 gp) |
| 005 | Collapsing. With an action, the user can shrink the item to one-tenth of its normal size or return it from its shrunken state. The item's weight remains unchanged. It will not revert from a shrunken state if in an area with insufficient room to do so. (50 gp) |
| 006 | Compass. The wielder can use an action to learn which way a specific direction is, usually north. This could be the direction toward a specific location, from which the creature may orient itself. This power only functions on the Material Plane. (15 gp) A version that also works in parallel planes—the Feywild, Shadowlands, or Border Ethereal—is worth more. (+10 more gp per additional plane) |
| 007 | Conscientious. When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience. The wearer gains advantage on saving throws to resist any magical compulsion that would force the user to undertake such an act. (25 gp) |
| 008 | Dark Shard. The item can be used as a spellcasting focus for warlock spells. The wielder can use an action to cast any unknown warlock cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a warlock) |

WHAT MINOR PROPERTY DOES IT HAVE? (PART 2)

d100 Minor Property

- 009 **Delver.** While underground, the bearer of this item always knows its depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward. (25 gp) A stronger version can determine the direction to the nearest underground planar portal if within half a mile. (100 gp)
- 010 **Detecting.** The item indicates the presence of a general creature type, or a specific member of that creature type. Humanoids are too numerous and varied to be affected generally; they can only be detected as specific races. The range of the effect is 120 feet, and the indicator is a glow, a sound, or a smell when one or more of the offending beings are within the range. (50 gp) A version that alerts only the user is available, perhaps warming to the touch or issuing a sound heard only by the user (+25 more gp), as is a version that extends the detection range to 180 feet (+25 more gp).
- 011 **Doppelganger.** While the user maintains concentration, it can change itself to match the last person it touched of the same creature type, like the spell *alter self*, affecting only appearance. The creature can use this for 10 rounds (one minute), but these rounds do not need to be consecutive. A bonus action activates or deactivates the effect. Once 10 rounds of the effect have been used, the power ceases working until the user finishes a long rest. (75 gp)
- 012 **Dormant.** With an action, the user can transform this weapon or tool into a wooden object of basic shape and roughly similar proportions, usually cylindrical or rectangular, or transform it back. For example, a spear or fishing pole becomes a 10-foot wooden pole. A crossbow becomes a narrow, rectangular block of wood. A backpack (and its content) becomes a wooden cube. (35 gp) A more valuable version turns into something with more detail to its form; something utilitarian but equally innocuous. For example, a longsword might turn into a walking cane and vice versa. (55 gp)
- 013 **Dread Visage.** While attuned or activated, the item's user takes on one or more dread aspects like sharp teeth or glowing red eyes. (15 gp)
- 014 **Earth Warded.** The item can be used as a spellcasting focus for druid spells. The wielder can use an action to cast any unknown druid cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a druid)
- 015 **Eavesdropping.** While the creature using this item maintains concentration on this effect, it can hear all speech taking place within 25 feet of it as though it was spoken at normal volume right next to the user. This power allows the user to hear whispering as normal talk; even thick walls won't keep it from hearing. The power does not allow comprehension of languages or codes not already understood. It has no effect on speech that comes to the user at a volume already as loud as normal. (75 gp)
- 016 **Enduring (Basic).** This item is the sort that might normally be damaged by fire or water, but these elements no longer hurt it. Clothing or other protective gear does *not* convey this benefit to the wearer; only the item is protected. (35 gp)
- 017 **Expression Making.** This item has one humanoid facial expression associated with it. The item has 3 charges dedicated to this minor power and regains all its expended charges daily at dawn. (If the last of these charges is ever expended, the item has a 5% chance that the associated expression changes to another determined by the Dungeon Master, usually an opposite expression.) While in contact with the item, the user can use an action and expend 1 charge to make a humanoid target within 30 feet take on the facial expression associated with this minor power for 1 minute. The target can avoid the effect with a successful DC 10 Charisma saving throw. (50 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 3)

d100 Minor Property

- 018 **Expressing.** This object has a face carved or painted on it. As a bonus action, the user can touch the object and change its expression to portray any emotion or no emotion. (15 gp)
- 019 **Flowering.** This item has 10 charges usable only for this minor power and regains 1d6 + 4 expended charges daily at dawn. (If the last of these charges is expended, the item has a 5% chance to lose this minor property.) As an action, the user can touch a patch of soil (or indicate one within 5 feet) and cause a flower to instantly sprout there. The item has a default type it will create, unless the user specifies a different flower. The flower is harmless and nonmagical; it grows or withers as normal. (35 gp)
- 020 **Fortifying.** The worn item holds the wearer together and reduces the amount of blood it loses if reduced to 0 hit points. The wearer counts any death save result of 8 or 9 as a success. (50 gp) A stronger version also gives resistance to all damage from a source that remains after reducing the creature to 0 hit points, making the user less vulnerable to the instant death rule. (100 gp)
- 021 **Gleaming.** This item always appears clean; dirt and detritus fall off within moments of coming into contact with the item. (15 gp)
- 022 **Glittery Hope.** The item can be used as a spellcasting focus for bard spells. The wielder can use an action to cast any unknown bard cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a bard)
- 023 **Guardian.** The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated. (75 gp) A more potent version also grants the wearer a +2 bonus on any Wisdom (Perception) check that, if failed, would result in the user being surprised during the first round of combat. (100 gp)
- 024 **Harmonious.** Attuning and un-attuning this item takes only 1 minute each. It cannot be attuned more than once within a 24-hour period. (50 gp) A more potent version of this item simply "borrows" an attunement the user selects from among its currently-attuned magic items. The item borrowed from is no longer considered attuned after the 1-minute attunement process for this item. It is automatically and instantly re-attuned when this item is unattuned using the same 1-minute process. (100 gp)
- 025 **Hidden Message.** A message is hidden somewhere on the item. It might be visible only at a certain time of year, under the light of one phase of the moon, or in a special location. (15 gp)
- 026 **Icon.** The item can be used as a spellcasting focus for cleric spells. The wielder can use an action to cast any unknown cleric cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a cleric)
- 027 **Illusion.** The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded, and they have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it. (50 gp)
- 028 **Jinxing.** The user can use its reaction to impose a 1-point penalty on an attack roll made against it. This might cause the attack to miss. Once this effect is used, it cannot be used again until the next sunset. (25 gp) A stronger version also gives 1 temporary hit point to the item's user when activated. (75 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 4)

d100 Minor Property

- 029 **Juggling.** The user can place up to 3 small objects into close (1-foot) proximity with the item. The objects will stay in place, hovering, until the user removes them. Viable objects weigh less than 1 pound; they are things like a dagger, a potion, or a deck of cards. Usually this juggling effect only applies to one area in relation to the magic item; the space at the top of a staff or the front of a breastplate. This can be a useful way to hold and change tools while working on a project, or to carry something the user doesn't want to keep touching. The user can cause the objects to slowly move in place, orienting them however desired. (35 gp)
- 030 **Key.** This item is a key or an item that a key is part of. Using the key has a 5% chance to open a lock. Once the key's match is found, it no longer has the potential to open any other lock. (20 gp) Alternately, the item's match has already been found and it is an important lock that has some valuable meaning or use in the story. (25 gp)
- 031 **Language.** The bearer can speak and understand a specific language. (50 gp) A more potent version also allows reading and writing of that language. (75 gp)
- 032 **Lightweight.** The item's weight is reduced to no more than half its normal weight, within certain limits. The reduction is no greater than: 3 lbs. (15 gp), 10 lbs. (45 gp), or 25 lbs. (95 gp)
- 033 **Limited Darkvision.** This lets the user see areas of darkness as dimly lit within 30 feet. (50 gp) A stronger version also lets the user see areas dimly lit as brightly lit within 30 feet. (100 gp)
- 034 **Locked.** The item has a case or a collapsible portion that prevents itself from being used until unlocked. It has either a key (35 gp) or a password (70 gp) to whisper while holding it. A keyed item can be picked with a successful DC 30 Dexterity check using thieves' tools. Either kind can be opened with a *knock* spell.
- 035 **Mechanaut.** This item contains tiny interlocking gears that create whirring and clicking sounds. It draws power from Mechanus, the plane of clockwork predictability. When the user makes an attack roll with the affected item, it can forego rolling the d20 to get a 10 on the die. (50 gp) Alternately, the effect can apply to any attack the user makes. (100 gp) Once used, this property can't be used again until the next dawn.
- 036 **Mending.** This item constantly repairs itself, offsetting the wear and tear of normal, daily use. Exceptional damage cannot be repaired thusly. (15 gp) A more potent version allows the object to repair itself even after reduced to 0 hit points or otherwise destroyed, so long as the pieces are held together and commanded (as an action) to reknit. If any portion of the item is lost, that part can never be repaired. (55 gp)
- 037 **Mimic.** This item allows the wearing creature to vary its voice to better mimic others. The wearer has a +2 bonus to Charisma (Deception) checks to pass off its disguised voice. (50 gp)
- 038 **Natural.** Once per day, when the wearer touches a dead or malnourished mundane plant of Tiny size, the plant is restored to full health, so long as it is still whole and planted. Once used, this power cannot be used again until after a long rest. (25 gp) A stronger version will restore plants up to the size of full-grown trees. (75 gp)
- 039 **Opposing.** The item protects the user against the supernatural powers of a general creature type (100 gp), or a specific member of that creature type (50 gp). Humanoids are too numerous and varied to be affected generally; they can only be the subject of this special property as a specific race. The user gets advantage on saving throws against the affected creatures' powers. This does not affect spellcasting, but it does affect supernatural powers that duplicate spells. For example, a wearer would receive advantage to saving throws against a dragon's breath weapon and fear aura, but not its spellcasting. After this power has been invoked twice, it cannot be used again until after a long rest.

WHAT MINOR PROPERTY DOES IT HAVE? (PART 5)

d100 Minor Property

- 040 **Planar.** The wearer or bearer of the item automatically passes any saving throws imposed by the otherworldly qualities of a particular plane. (25 gp) Alternately, the item's user can apply this bonus to all planes of existence (100 gp) or avoid all penalties of a particular plane, not just those that require saving throws (100 gp).
- 041 **Proficiency.** This weapon grants proficiency with itself to any wielder or it can be used as a spellcasting focus by the wielder. (Double costs and modifiers if the item does both.) It can be a simple weapon (50 gp) or a martial weapon (80 gp). Alternately, this is a very small device or object that can be transferred between weapons, stuck to one with a 10-minute process of attachment or installation. Only the item's user can detach it (as an action); the connection even survives an area of antimagic. The item's user is proficient with whatever weapon it is attached to. (+20 gp; this version requires attunement)
- 042 **Projected Illusion.** The item can create a harmless, illusory visual effect within 5 feet of the user while the user maintains concentration. Some versions create a specific illusion like an owl familiar on the user's shoulder. (15 gp) Others produce multiple illusions of anything the user desires within the area. (55 gp) If the item is a musical instrument and used by a bard, the radius is increased to 15 feet while the instrument is played. (45 gp or 85 gp; these versions require attunement by a bard)
- 043 **Proud.** The item instills feelings of great pride in the user. The creature has advantage on saving throws to resist magical compulsions that would force it to yield pride, including surrendering or dropping its weapons. (25 gp)
- 044 **Pyrotechnical.** This item has 7 charges dedicated to this minor power and regains 1d6 + 1 expended charges daily at dawn. (If the last of these charges is ever expended, the item has a 5% chance to lose this minor property.) While holding it, the user can spend an action to expend 1 charge and create a harmless burst of multicolored light at a point that can be seen within 60 feet. The light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch but lasts only a second. (25 gp) A more potent version can reach a point within 120 feet, has a noise that can be heard 450 feet away, and spreads bright and dim light twice as far as a torch. (40 gp)
- 045 **Restorative.** The user can spend an action to heal 1 hit point for itself or for a touched target. Once used, this power cannot be used again until after a long rest. (50 gp)
- 046 **Scribing.** This item has 3 charges dedicated to this minor power and regains all expended charges daily at dawn. The user can write a message on a nonmagical object or surface within 30 feet by using an action and spending charges. The message is up to six words long per charge. The writing is magical and can be erased by a *dispel magic* spell. It otherwise disappears after 24 hours. (25 gp) Another version provides 13 words per charge and can make faintly-glowing writing, visible in mundane darkness. (65 gp)
- 047 **Secondary Sensory.** This item has 10 charges dedicated to this minor power and regains 1d6 + 4 expended charges daily at dawn. It produces puffs or pinches of a magical substance that changes the flavor or scent of a Tiny inanimate target for 1 hour. For example, an odor of a rotting bouquet of roses could be covered by the smell like fresh lilacs, or a bland stew could be spiced up with pepper. The user determines the flavor or scent to apply as the charge is expended. (20 gp)
- 048 **Silent Sounds.** This item has 4 charges dedicated to this minor power and regains 1d4 expended charges daily at dawn. It can produce a sound audible only to a creature of the user's choice, so long as that creature is not deafened and is within 600 feet. (40 gp) A version that can be heard by up to 10 selected creatures is available. (80 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 6)

d100 Minor Property

- 049 **Smoker.** This item puts off smoldering wisps of harmless, odorless smoke while in use. (15 gp) A version that produces smoke in a controllable way is possible, allowing the user to turn the effect on or off as a bonus action. (20 gp) Another version is sufficiently controllable as to create complex forms no larger than 1 foot across, like animals or ships, that lose their shape and return to ordinary smoke after 1 minute. (35 gp)
- 050 **Sober.** This object prevents the wearer from becoming intoxicated by mundane alcoholic beverages. Alternately, it is a container in which alcohol might be served, and it removes the ability of such contained mundane alcohol to inflict intoxication. The device has no effect on magical liquids or any harmful substances like poisons. (25 gp)
- 051 **Strange Material.** The item was created from a material that is bizarre for its purpose. Its durability is unaffected. (15 gp) Alternately, the object is made of a costly material. (Additional value determined by the weight of those portions crafted of this costly component.)
- 052 **Sure Blood.** The user can spend 1 Hit Die to end the poisoned condition on itself if it was magically-imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
- 053 **Sure Breath.** The user can spend 1 Hit Die to end the diseased condition on itself if it was magically-imposed. Once this power has been used, it cannot be used again until the next dawn. (50 gp)
- 054 **Sure Joints.** The user can spend 1 Hit Die to end the paralyzed condition on itself if it was magically-imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
- 055 **Sure Sight.** The user can spend 1 Hit Die to end the blinded condition on itself if it was magically-imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
- 056 **Sweet Dreaming.** The item allows the user to gain the benefits of a long rest with 1 less hour than it would normally require. Neither is the user subject to the ravages of nightmares; while it does dream, nightmares will not affect its rest or state of wakefulness the next day. (50 gp)
- 057 **Talking.** This item can be “trained” in the course of a short rest to produce up to six phrases, each no longer than six words, each of which it speaks in response to a condition the user selects. The condition must be an event that occurs within 5 feet of the item. Another short rest can be used to retrain the item to different phrases and conditions. The item’s phrases are forgotten if it loses attunement. (70 gp, requires attunement)
- 058 **Temperature-Controlling.** The bearer suffers no harm in temperatures as cold as –20 degrees or as warm as 120 degrees Fahrenheit. The bearer treats temperatures as 20 degrees milder for itself. (35 gp)
- 059 **Timekeeper.** With an action, the user can learn whether it is morning, afternoon, or evening in its current location. This power only functions on the Material Plane. (10 gp) A version that tells the precise time is costlier (+15 more gp), as is a version that also works in the Feywild, Shadowlands, or Border Ethereal. (+5 more gp per additional plane)
- 060 **Unbreakable.** This object of Medium size or smaller has a hardness of 10 and twice as many hit points as normal (minimum 10). (75 gp) Alternately, it is an object of Tiny size like an arrow or club, which cannot be broken. (100 gp) Neither of these benefits applies in an area of antimagic.
- 061 **Unseen Stand.** The user can become invisible with an action, remaining invisible for up to 1 minute so long as it maintains concentration and doesn’t move or use actions of any kind. Once this power has been used, it cannot be used again until the next day at dawn. (100 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 7)

d100 Minor Property

- 062 **Vermin Friend.** This item has 3 charges dedicated to this minor power, all of which are regained daily at dawn. The user can expend 1 charge and speak a command word to produce a bat, frog, or rat. (*Monster Manual* pages 318, 322, or 335.) The animal appears in contact with the item and acts naturally thereafter; it is not under the user's control. It disappears after 1 hour or when reduced to 0 hit points. (35 gp)
- 063 **Waking.** The user's Wisdom (Perception) checks are not penalized due to being asleep. (50 gp) The user of a more potent version can choose to wake up if any creature of Small or larger size moves next to its sleeping form; it wakes instantly, as though shaken, and is not surprised if this occurs in the first round of combat. (100 gp)
- 064 **Wallop.** This melee weapon or piece of ammunition knocks prone a Medium or smaller creature when it hits, unless the target succeeds on a DC 10 Strength saving throw. (100 gp)
- 065 **War Leader.** The bearer can use an action to cause its voice to carry clearly for up to 300 feet until the end of the bearer's next turn. (25 gp) A better version projects the user's voice into the minds of all persons within 300 feet who consider themselves to be under the user's command in a military sense, preventing eavesdroppers or allowing orders to be issued stealthily at night. (100 gp)
- 066 **Waterborne.** This item floats on water and other liquids. (15 gp) A stronger version also gives its bearer advantage on Strength (Athletics) checks to swim. (45 gp)
- 067 **Wicked.** When the bearer is presented with an opportunity to act in a selfish or malevolent way, the item heightens the bearer's urge to do so. The wearer gains advantage on saving throws to resist any magical compulsion that would force the user to act in a selfless, gracious, or overly-beneficent way toward someone else. (25 gp)
- 068 **Wizardly.** The item can be used as a spellcasting focus for wizard spells. The wielder can use an action to cast any unknown wizard cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a wizard)

APPARATUS

- 069 **Charlatan's Device.** This gaming set lets you control the outcomes you produce. A dice set comes up with whatever results you want. A card deck provides whatever card you want. You automatically win any "games of chance" played with this gaming set, games based only on luck, not skill. (75 gp)
- 070 **Prosthetic.** The item replaces a finger, hand, arm, nose, eye, ear, toe, foot, leg, or other discreet portion of the user's body that is otherwise missing. While in place, the item cannot be removed by anyone other than the user, and it functions in all ways as a normal body part. This magical item is one that must make sense being useable while serving as a prosthesis. (25 gp) A version that takes on the indiscernible appearance of a normal body part is costlier. (75 gp)
- 071 **Stopping.** This device is of a type intended to block movement, like a padlock, manacles, hunting trap, or a handful (bag) of caltrops. Anyone attempting to disarm the trap, pick the lock, step past the hunting trap, or safely navigate the caltrops has disadvantage on any ability check or saving throw required to bypass or escape it. (75 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 8)

d100 Minor Property

WIELDED

- 072 **Chromatic Mess.** After a successful attack with this weapon, the user may choose to roll 1d6, changing the weapon's damage type to the following based on that result: 1 = acid, 2 = cold, 3 = fire, 4 = lightning, 5 = poison, 6 = thunder. After using this effect twice, it may not be invoked again until the next dawn. (50 gp)
- 073 **Ember.** This weapon can be used to light small fires with a touch, as one might with a tinderbox. (25 gp) With the stronger version, the wielder can use a bonus action to send a little tendril of flame along the striking surface of the weapon. The next attack made with it that round inflicts 1 additional fire damage. (75 gp)
- 074 **Etching.** The wielder can use the touch of this weapon to etch thin lines or writing onto a variety of surfaces. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to sweat a small amount of acid. The next attack made with it that round inflicts 1 additional acid damage. (75 gp)
- 075 **Ghoul Claw.** This weapon can be used to spoil food that it touches. (25 gp) With the stronger version, the wielder can use a bonus action to send a creeping necrosis across the striking surface of the weapon. The next attack made with it that round inflicts 1 additional necrotic damage. (75 gp)
- 076 **Hobbling.** A target hit by this weapon reduces its land speed by 5 feet the next time it tries to move before the weapon wielder's next turn. (50 gp) A stronger version affects any movement type the target might have, like burrowing, climbing, flying, or swimming. (75 gp)
- 077 **Marking.** The user of this weapon may cause a glowing halo of light to appear above a target it can see when the user attacks with this weapon, whether the attack hits or not. Until the start of its next turn, the halo follows the creature, indicating its approximate location even if it becomes invisible. (100 gp)
- 078 **Sickenning.** Unless they are swarming, Tiny rodents and insects (CR 0) will not come within 5 feet of the wielder while this weapon is in hand. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to exude a drop of venom. The next attack made with it that round inflicts 1 additional poison damage. (75 gp)
- 079 **Silent Shriek.** While the wielder has the weapon in hand, it can project any emotion a short distance; any creature with Intelligence 6 or higher can sense what emotion the wielder is trying to convey while it is within 5 feet of the wielder. (25 gp) With the stronger version, the wielder can use a bonus action to infuse the striking surface of the weapon with a fragment of raw emotions. The next attack made with it that round inflicts 1 additional psychic damage. (75 gp)
- 080 **Snow Touch.** The touch of this weapon can be used to chill surfaces or extinguish fires no larger than a torch. (25 gp) With the stronger version, the wielder can use a bonus action to chill the striking surface of the weapon. The next attack made with it that round inflicts 1 additional cold damage. (75 gp)
- 081 **Song Craft.** Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song. (15 gp) A rarer version sings a song of warning, describing details of the foe. The user gets advantage on any lore role to remember information about the target's weaknesses. (85 gp)
- 082 **Sound of Fury.** The wielder can discharge the weapon's built-up power to generate a loud booming noise, audible to 300 feet or more. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to hum with power. The next attack made with it that round inflicts 1 additional thunder damage. (75 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 9)

d100 Minor Property

- 083 **Sparker.** The wielder can issue tiny electric arcs from this weapon, reaching to find small metal objects within a five-foot area, so long as they are not concealed by more than 1 inch of dirt. (25 gp) With the stronger version, the wielder can use a bonus action to build a static charge in the striking surface of the weapon. The next attack made with it that round inflicts 1 additional lightning damage. (75 gp)
- 084 **Spectral Energy.** This weapon always stays clean of any dirt, blood, or other blemish. (25 gp) With the stronger version, the wielder can use a bonus action to project a ripple of power over the striking surface of the weapon. The next attack made with it that round does 1 additional force damage. (75 gp)

WORN

- 085 **Acidic Guard.** Acid damage inflicted on the wearer is reduced by 1. (40 gp)
- 086 **Billowing.** Typically applied to a cloak, cape, or scarf, this clothing is always in motion, always billowing as though to imply a wearer in constant, dynamic motion. The effect is sufficiently subtle to avoid over-dramatization. This dramatic apparel has no game effects; it can be turned on and off at a whim. (15 gp)
- 087 **Cast-Off.** The worn item can be removed as an action. Clothing is most likely to have this effect. (15 gp) If the item is a suit of armor, this feature is more powerful. (100 gp)
- 088 **Cold Guard.** Cold damage inflicted on the wearer is reduced by 1. (40 gp)
- 089 **False Tracks.** This item is worn, at least in part, on the feet. With an action, a humanoid wearer can change the tracks it leaves, altering the appearance of footwear, as well as the size and a bit of the shape of its tracks. Tracks created must remain humanoid. (50 gp) Alternately, the item creates tracks that the user selects from among the humanoids or beasts whose tracks the wearer has seen. (100 gp)
- 090 **Fashion Fluid.** The item's wearer can use a bonus action to change the fashion component of the item, including its style, color, and apparent quality. The item must remain essentially unchanged from its true form and function, including its original weight. It does not gain any magical properties if used to duplicate the appearance of a magical item. (15 gp)
- 091 **Fire Guard.** Fire damage inflicted on the wearer is reduced by 1. (40 gp)
- 092 **Force Guard.** Force damage inflicted on the wearer is reduced by 1. (40 gp)
- 093 **Lightning Guard.** Lightning damage inflicted on the wearer is reduced by 1. (40 gp)
- 094 **Moving.** The wearer can use a bonus action to move 5 feet. (50 gp) If the wearer can already use a bonus action for some sort of movement, doing so increases the distance by 5 feet. (+25 more gp) The user may ignore difficult terrain for this movement (+25 more gp)
- 095 **Necrotic Guard.** Necrotic damage inflicted on the wearer is reduced by 1. (40 gp)
- 096 **Poison Guard.** Poison damage inflicted on the wearer is reduced by 1. (40 gp)
- 097 **Psychic Guard.** Psychic damage inflicted on the wearer is reduced by 1. (40 gp)
- 098 **Radiant Guard.** Radiant damage inflicted on the wearer is reduced by 1. (40 gp)
- 099 **Thunder Guard.** Thunder damage inflicted on the wearer is reduced by 1. (40 gp)
- 100 **Toughening.** While wearing the item, you have an Armor Class of 11 + Dexterity modifier, as though you had natural armor. (50 gp)



CHAPTER FIVE

QUIRK

MOST MAGIC ITEMS, SAVE THOSE THAT are wholly cursed, have no drawbacks to them. The special features system turns this notion on its head, providing a host of options to add real character to your magic items.

Quirks are minor shortcomings or side effects that penalize the wielder of a magic item. Some are subtle, some are not.

QUIRK TABLE

The quirks on this chapter's table provide small, detrimental magical effects, like trivial curses.

ROLLING VS. SELECTING

Randomly-rolled quirks are often easier to work into a consistent theme for an item than other rolled special features are. Drawbacks tend to synergize more readily with other historic and functional elements of an item.

For best results, try to keep an item's number of quirks equal to, or within one of, its number of minor properties.

If outright selecting a quirk, try to avoid choosing those that are overly-aligned with an item's minor properties. Two opposing features that, for example, affect radiant damage, can tend to feel like they cancel one another out.

TABLE CATEGORIES

These entries are divided into four categories, the same ones as apply to minor properties: basic, apparatus, wielded, and worn. As with minor properties, if a roll result indicates a special feature that is inappropriate to the form of the

item, simply reroll until something appropriate results.

An item's quirks apply from the moment the item is attuned, worn, or wielded, typically whether the user remains in contact with the item or not. A *remove curse spell* can suppress most quirks on a magic item for 24 hours, unless the Dungeon Master rules that the quirk is integral to the function of the item.

To end the ongoing effect of a quirk (one not related to instances of use or activation, the user must leave the item behind, not possessing it and not being attuned to it. The ongoing effects of the quirk, as applied to the user, end 24 hours later. A *remove curse spell* will usually suppress the lingering effect during this duration.

Generally, quirks are significant enough to warrant reducing the magic item's value, as noted in the table below.

DESIGNING QUIRKS

Quirks are minor curses that don't easily equate to spells or powers for reference purposes. Instead, compare a new quirk to some entries on the table here to judge its power and appropriate price reduction, probably somewhere between 50 and 100 gp.

WHAT QUIRK DOES IT HAVE? (PART 1)

d100 Quirk

ANY

- 001 **Arcane Befuddling.** The user is inhibited in any magical research. It requires 2 hours to investigate the properties of any magical item. Any downtime research into magic items or new spells requires double the normal number of days. Although the material cost is not increased, a wizard needs twice as long to transcribe a new spell into a spellbook. (-25 gp)
- 002 **Beast Triggering.** Domestic animals are uncomfortable in the user's presence. Dogs bark as it passes by and horses shy away from it. The user has disadvantage on Wisdom (Animal Handling) rolls to interact with domestic animals. (-25 gp) A more potent version of this quirk applies even to wild animals (-35 gp)
- 003 **Binding.** This item requires attunement if it was one that previously did not. If it would already require attunement, it counts as two attuned items against the user's maximum. (-100 gp)
- 004 **Blissful.** While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence. The user has disadvantage on saving throws to resist spells of the enchantment school and similar effects. (-100 gp)
- 005 **Carnivorous.** The user cannot gain sustenance from plant matter. The creature can only eat the jerky and cheese portions of standard rations; two rations are required for one day's food. The user can only benefit from foraging by taking game, counting as two people for purposes of the standard foraging rules. (-15 gp)
- 006 **Confident.** The item helps its bearer feel self-assured. The user has disadvantage on saving throws to resist magical compulsions that would force it to attempt brave or dangerous acts. (-25 gp)
- 007 **Covetous.** The item's bearer becomes obsessed with material wealth. The creature prefers to have its wealth in coin form, and it tries to always carry that wealth with it. The user must succeed in a DC 10 Charisma saving throw each time it wishes to invest wealth or place wealth into the safe hands of a financial institution like a bank or lending house. It must also make the same saving throw each time it wants to pay back a debt. Failure indicates that the creature refuses to part with the wealth and cannot try again for another 24 hours. (-35 gp)
- 008 **Daring.** The item's bearer is overcome with adventurous feelings, leaving concerns of danger far behind. The wearer suffers disadvantage on saving throws to resist any magical compulsion that would force it to undertake a daring act. (-25 gp)
- 009 **De-Fortifying.** The worn item thins the user's blood, allowing it to more easily bleed out if the wearer is reduced to 0 hit points. The wearer counts any death save result of 10 as a failure. If it stabilizes without healing, it takes 2d4 hours (instead of 1d4) to gain 1 hit point and become conscious. (-75 gp)
- 010 **Directionless.** The user has disadvantage on all ability checks made to determine its location, navigate terrain, or avoid getting lost. (-25 gp)
- 011 **Disagreeable.** The user has disadvantage on Charisma ability and skill checks with people who otherwise have a friendly starting attitude toward it. (*Dungeon Master's Guide*, page 244.) (-25 gp)
- 012 **Discordant.** Attuning this item takes 8 hours and can be done during a long rest. (-25 gp) There are several more potent versions of this quirk, each with added penalties. One requires a week's worth of long rests to attune. (-50 gp) Another can never be re-attuned to the same user if attunement is ever lost. (-50 gp)

WHAT QUIRK DOES IT HAVE? (PART 2)

d100 Quirk

- 013 **Ex Lingua.** The user cannot speak or understand a language of the DM's choice that it previously could. This will not affect Common. (-50 gp) A more potent version removes the user's ability to speak Common. (-75 gp) If either version includes removing the ability to read and write the language, the cost offset increases by 25 gp. Note that spell scrolls, wizard spell books, and warlock books of shadows are not written in a "language," and therefore cannot be excluded by this quirk. If the user un-attunes and re-attunes this item, the affected language originally selected by the DM will be the same one affected for that character.
- 014 **Ex Naturalis.** If the user completes a long rest, a nearby mass of one or more living plants of a volume about 1 foot-square withers and dies. The plant or plants must be currently-growing or have been harvested within the last day and must be within 60 feet of the item user to be affected. The user of this item may earn the ire of gardeners, farmers, druids, and others who care about the local flora. (-25 gp)
- 015 **Fashionably-Awkward.** The item's appearance changes to match old, even offensive, fashions used in whatever region it enters. Fashion-conscious people will begin social interactions with the wearer at one step closer to hostile than they would otherwise. (*Dungeon Master's Guide*, page 244.) (-15 gp)
- 016 **Fell Beacon.** The item will shed bright green light in a 10-foot radius and dim green light for an additional 10 feet, whenever it wants. Often this occurs at annoying times. If the item is covered to reduce the light, it may begin to whine loudly and strobe frantically, as though trying to warn of something. (-15 gp) A version that shines brightly for 30 feet and dimly for another 30 feet is more annoying. (-45 gp)
- 017 **Fell Knitting.** The user is weakly-affected by magical healing. At the end of its own turn in any round where the user has received magical healing, it loses 1 hit point for every full 3 hit points it was healed by in the previous round. (A user healed of only 1 or 2 hit points is thus unaffected.) This is not "damage" to the item user; from a magical standpoint, part of the healing simply unravels. (-100 gp)
- 018 **Fell Locking.** All opening objects that have mechanical locks, like doors, chests, and locking spellbooks, lock themselves when the user is trying to open them, but only while the user is trying. If the user gives up, the item unlocks itself if it was previously unlocked. In most cases, this item's user must simply allow others to open doors for it. This does not prevent the user from breaking down a door or smashing open the lid of a chest. However, using a key or picking a lock will not work; the item instantly relocks itself after such tools are applied. (-75 gp)
- 019 **Fell Muttering.** The item grumbles and mutters. A creature who carries the item grows paranoid and distrusting of others, particularly magic-users. The item's user must make a Wisdom saving throw against a DC of 10 to allow any beneficial spell to be cast upon it. The user rolls with advantage for spellcasters it has known more than a year. If the saving throw fails, the spellcaster may not target the item user unless the spell could be cast on an enemy, nor consider the user an "ally" for a spell's purposes. (-75 gp)
- 020 **Fell Seeing.** The item creates a harmless but disturbing visual illusion within 5 feet of the user at random times. The illusion is usually something specific, like a deadly snake that appears to be following the user. (-15 gp) Other types produce multiple illusions, doing so more frequently, like a silent, swaying choir composed of slaughtered children. (-35 gp) Those unused to such disturbing sights may think the item user cursed or haunted by the ghosts of its terrible sins.
- 021 **Fell Voiced.** This item changes the wearer's voice, making it sound hollow, metallic, sing-song, or otherwise altering it to include any other annoying trait. This applies a -2 penalty to any mundane Charisma check the user attempts for social interactions. It can also draw unwanted attention or ridicule. (-50 gp)

WHAT QUIRK DOES IT HAVE? (PART 3)

d100 Quirk

- 022 **Fleetingly-Veneered.** Every round, at the start of its turn, the user loses any temporary hit points it may have. This effect occurs before any other effect that would add temporary hit points at the start of the turn, like a *heroism* spell. (-50 gp)
- 023 **Foiling.** This item affects one of the six ability scores. For any saving throw calling upon that ability, the Dungeon Master may roll 1d4 and subtract the result from the saving throw roll. After the Dungeon Master has used this effect, it may not be invoked again until the next dawn. (-25 gp)
- 024 **Frail-Hearted.** The user has a maximum number of hit points it can heal to from natural healing. Natural healing includes, but is not limited to, automatic recovery from a long rest, Hit Dice spent during a short rest, or charges of a healer's kit applied by someone with the healer feat. The highest hit point total that a user can heal to naturally is a number less than its normal hit point maximum: 1 less if this is a common magic item, 3 less for an uncommon item, 6 less for a rare item, 10 less for a very rare item, and 15 less for a legendary item. This has no effect on magical healing. (-80 gp)
- 025 **Heavy.** The item weighs twice as much as normal, within a certain range. An item that is normally carried or worn by a Medium or Small creature gains no fewer than 10 lbs. and no more than 50 lbs. (-25 gp)
- 026 **Heroic-Standing.** The user cannot choose to take cover. Further, its Armor Class cannot benefit from the bonuses for half or three-quarter cover. (-50 gp)
- 027 **Hungry.** This item's magical properties function only if fresh blood from a humanoid has been applied to it within the past 24 hours. It needs only a drop to activate. (-10 gp). A hungrier version requires more blood, and only from the user. To keep the item working, once after each long rest, the user must spend a Hit Die to feed its own blood to the item. This expenditure heals no hit points. (-60 gp)
- 028 **Metamorphic.** The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor alterations, which have no effect on the item's use. The item sometimes likes to mimic the appearance of other, important items just as the user leaves their presence, like the king's scepter or goods from a store shelf. (-15 gp)
- 029 **Mien-Revealing.** The user cannot conceal its feelings. Other creatures have advantage on Wisdom (Insight) checks used against it, and it suffers disadvantage on Charisma (Deception) checks. (-50 gp)
- 030 **Night-Blinding.** A user with darkvision has its range halved. If the user lacks darkvision, it treats areas of dim light as darkness where those areas are 30 feet or more away from it. (-75 gp)
- 031 **Non-Threatening.** The user cannot make opportunity attacks. Neither do creatures within 5 feet of it suffer disadvantage on ranged attack rolls. (-100 gp)
- 032 **Obedient.** The item's bearer is overcome with obedient tendencies. It suffers disadvantage on saving throws to resist any magical compulsion. (-100 gp)
- 033 **Over-Large.** Like many magic items, this resizes itself to fit its user. Unfortunately, it sizes itself to be just a bit too large. Increase the item's weight by half again. There are no other mechanical penalties, but the user may look a bit ridiculous when using this item. (-15 gp)
- 034 **Planar Syncing.** The user of the item has disadvantage on any saving throws imposed by the otherworldly qualities of a specific plane. (-25 gp) Alternately, the penalty applies in all planes of existence (-50 gp).
- 035 **Possessive.** The item demands utter loyalty; it doesn't allow its user to attune any magical items, but it does not require the user to remove existing attunements. (-50 gp) A more possessive version requires the user to unattune every other magic item the user has attuned. (-75 gp) Failure to adhere to these requirements means that none of this item's magic will function for the user.

WHAT QUIRK DOES IT HAVE? (PART 4)

d100 Quirk

- 036 **Poor Charisma.** The user has disadvantage on Charisma checks. (-85 gp)
- 037 **Poor Constitution.** The user has disadvantage on Constitution checks and its maximum hit points are reduced by 2. (-100 gp)
- 038 **Poor Dexterity.** The user has disadvantage on Dexterity checks. When it suffers falling damage, treat all results of 1 on the damage dice as 2s. (-100 gp)
- 039 **Poor Intelligence.** The user has disadvantage on Intelligence checks. (-85 gp)
- 040 **Poor Strength.** The user has disadvantage on Strength checks and its Strength score is treated as 2 points lower for purposes of carrying capacity. (-100 gp)
- 041 **Poor Wisdom.** The user has disadvantage on Wisdom checks. (-85 gp)
- 042 **Predictable.** The item's bearer becomes simplistic and predictable in its planning, unable or unwilling to take a complex approach to most subjects. Nor can it anticipate that others will use such tactics. The item user suffers disadvantage on any Wisdom (Insight) checks it makes, and others have advantage on Wisdom (Insight) checks against the item user. (-50 gp)
- 043 **Revealing.** The item reveals the presence and exact location of itself and its bearer to any member of a general type of creatures, or to a specific member of that creature type. Humanoids are too numerous and varied to be the subject generally; only a specific race can be the subject of this effect. The range of the effect is 120 feet, and the alerted creature is warned without any clues detectable by those around it, perhaps telepathically. (-25 gp)
- 044 **Repulsive.** The bearer feels a sense of distaste when in contact with the item and continues to sense discomfort while bearing it. It suffers disadvantage on all skill checks not related to physical movement or skill checks attempted in combat, the two activities that tend to distract from such discomforts. (-100 gp)
- 045 **Scourging.** The Dungeon Master can apply a 1-point bonus to an attack roll made against the user, choosing to do so after the roll. Once the DM uses this effect, it cannot be invoked again until the next sunset. (-25 gp) A stronger version inflicts 2 additional point of damage if the attack hits. (-75 gp)
- 046 **Short Hearing.** The item's user gains the deafened condition for one round after using the item. If the item is constantly "in use," as something worn or something that provides a perpetual effect, the deafness fades after 1 round of constant use. Full deafness returns for one round if the user activates a power or otherwise makes use of the item as part of an action, such as attacking with an affected weapon. Additionally, the item's user constantly hears poorly, imposing disadvantage on Wisdom (Perception) checks related to hearing. (-50 gp)
- 047 **Skill-Stopped.** This item penalizes the user's attempts to use a single skill. Any time an ability check is rolled with that skill, roll 1d4 and subtract that from the total result. The offset value of this quirk depends on the skill affected: Athletics, Acrobatics, Perception, or Stealth (-60 gp); Insight, Investigation, Medicine, or Survival (-40 gp); all others (-20 gp).
- 048 **Sleeping.** The item whispers confusing warnings to its bearer, imposing a -2 penalty to initiative. (-75 gp) A more potent version also imposes a -2 penalty on any Wisdom (Perception) check that, if failed, would result in the user being surprised during the first round of combat. (-100 gp)
- 049 **Slothful.** The bearer of this item feels slothful and lethargic. While attuned to the item, the bearer requires 10 hours to finish a long rest. (-25 gp) A more potent version makes the user sleep deeply as well; it has disadvantage on any Wisdom (Perception) check to wake from sleep in response to stimuli. (-45 gp)

WHAT QUIRK DOES IT HAVE? (PART 5)

d100 Quirk

- 050 **Slow Moving.** Any additional movement the user receives by spending a bonus action or reaction is reduced by 5 feet. (-25 gp) A more potent version also causes the user to treat as difficult terrain all terrain beyond the first 30 feet traversed in a turn. (-75 gp)
- 051 **Soiled.** This item always appears dirty and disheveled. Weapons appear to have stained blood on them. Clothes include grass stains or mud. Whatever the item, it appears to be poorly kept. (-15 gp)
- 052 **Submitting.** The item makes the user vulnerable to the supernatural powers of a general creature type (-50 gp), or a specific member of that creature type (-25 gp). Humanoids are too numerous and varied to be affected generally; they can only be the subject of this quirk as a specific race. The user suffers disadvantage on saving throws against the affected creatures' powers. This does not affect spells, but it does affect supernatural powers that duplicate spells. For example, a wearer would receive disadvantage to saving throws against a dragon's breath weapon and fear aura, but not its spellcasting.
- 053 **Sunlight-Vulnerable.** This item might function poorly (-50 gp), or partially disintegrate (-100 gp), if exposed to sunlight for more than 1 minute. In its poorly-functioning state, the item imposes disadvantage on attempts to use it (or gives advantage to saving throws rolled by creatures it is used to target). A poorly-functioning item returns to normal after one minute out of sunlight. A partially-disintegrated version requires repairs before it will work again, usually half the cost of whatever mundane item best resembles this magic item's physical form.
- 054 **Swearing.** This item was "trained" by its maker to utter a handful of phrases based on conditions or events that occur within 5 feet of it. Sometimes these phrases give useful information, provided in response to certain questions. But usually they are foul curses uttered to insult or shock the listener. These might be manifestations of the creator's malignant whims, or phrases that were corrupted over time with the item's exposure to evil influences. (-15 gp)
- 055 **Temperature-Suffering.** The bearer suffers harm from exposure even in otherwise-survivable temperatures. The user treats temperatures of 20 degrees Fahrenheit or lower as being below 0. It treats temperatures of 80 degrees Fahrenheit or higher as being above 100. (-15 gp)
- 056 **Unholy.** The user radiates a palpable evil, regardless of alignment. It appears to be a desecrated thing to the gaze of a paladin's Divine Sense feature or a *detect evil and good* spell. Devoutly good creatures, particularly those connected with the divine, are uncomfortable in the user's presence. (-30 gp)
- 057 **Unmendable.** This item cannot be affected by the *mending* spell. Any repairs made to it cost double the normal repair costs and take double the standard amount of time. (-15 gp) A more consternating version has a weak physical form, with only half its normal item hit points. (-25 gp)
- 058 **Vulnerable to Evil or Good.** This item makes the user vulnerable to a single creature type, one of the following: aberrations, celestials, elementals, fey, fiends, or undead. All creatures of the indicated type have advantage on attack rolls against the user of this item. The user also suffers disadvantage on all saving throws to resist such creatures' attempts to charm, frighten, or possess the user. (-100 gp)
- 059 **Water Ballast.** This item sinks in liquids. It gives the user disadvantage on Strength (Athletics) checks to swim unless the user is moving along the bottom of the body of water. (-25 gp)
- 060 **Weak Blood.** The user has disadvantage on the first saving throw of the day that would result in it receiving the poisoned condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-35 gp)

WHAT QUIRK DOES IT HAVE? (PART 6)

d100 Quirk

- 061 **Weak Constitution.** The user has disadvantage on the first saving throw of the day that would result in it receiving the diseased condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 062 **Weak Concentration.** The user has disadvantage on the first saving throw of the day that would result in it receiving the unconscious condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 063 **Weak Courage.** The user has disadvantage on the first saving throw of the day that would result in it receiving the frightened condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 064 **Weak Flesh.** The user has disadvantage on the first saving throw of the day that would result in it receiving the petrified condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 065 **Weak Hearing.** The user has disadvantage on the first saving throw of the day that would result in it receiving the deafened condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-15 gp)
- 066 **Weak Jaw.** The user has disadvantage on the first saving throw of the day that would result in it receiving the stunned condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 067 **Weak Joints.** The user has disadvantage on the first saving throw of the day that would result in it receiving the paralyzed condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 068 **Weak Legs.** The user has disadvantage on the first saving throw or ability check of the day that would result in it receiving the prone condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-15 gp)
- 069 **Weak Muscles.** The user has disadvantage on the first saving throw of the day that would result in it receiving the restrained condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 070 **Weak Sight.** The user has disadvantage on the first saving throw of the day that would result in it receiving the blinded condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 071 **Weak Will.** The user has disadvantage on the first saving throw of the day that would result in it receiving the charmed condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-35 gp)
- 072 **Weak Wrestler.** The user has disadvantage on the first saving throw or ability check of the day that would result in it receiving the grappled condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 073 **Weighty Presence.** This item wants its wearer to be known. Anyone following it by tracking or trailing receives additional visual cues. These heavy footprints, eye-attracting cloak billowing, or other effects help the wearer remain detectable by those intent on catching up. This quirk does not affect checks for stealth where the wearer is hiding in place. (-25 gp)
- 074 **Whisperer.** The wearer cannot shout or speak loudly. It cannot make its voice heard more than 100 feet away, nor address large crowds unless they are particularly quiet and respectful. (-15 gp)

WHAT QUIRK DOES IT HAVE? (PART 7)

d100 Quirk

WORN

- 075 **Acidic Exposed.** The wearer suffers 2 additional points of acid damage each time it suffers acid damage. (-50 gp)
- 076 **Attracting.** While wearing the item, the user's Armor Class is reduced by 1 against attacks that inflict one type of damage specific to this quirk: bludgeoning, piercing, or slashing. (-100 gp)
- 077 **Awkwardly-Strapped.** The suit of armor or clothing takes 10 *additional* minutes to put on or take off. (This quirk should only apply to an item that one might want to take off or put on at strategic times.) In the case of armor, this time (100 rounds) is added to the times to don or doff it. (-15 gp)
- 078 **Cold Exposed.** The wearer suffers 2 additional points of cold damage each time it suffers cold damage. (-60 gp)
- 079 **Fire Exposed.** The wearer suffers 2 additional points of fire damage each time it suffers fire damage. (-70 gp)
- 080 **Force Exposed.** The wearer suffers 2 additional points of force damage each time it suffers force damage. (-40 gp)
- 081 **Lightning Exposed.** The wearer suffers 2 additional points of lightning damage each time it suffers lightning damage. (-60 gp)
- 082 **Necrotic Exposed.** The wearer suffers 2 additional points of necrotic damage each time it suffers necrotic damage. (-50 gp)
- 083 **Poison Exposed.** The wearer suffers 2 additional points of poison damage each time it suffers poison damage. (-70 gp)
- 084 **Psychic Exposed.** The wearer suffers 2 additional points of psychic damage each time it suffers psychic damage. (-40 gp)
- 085 **Radiant Exposed.** The wearer suffers 2 additional points of radiant damage each time it suffers radiant damage. (-40 gp)
- 086 **Thunder Exposed.** The wearer suffers 2 additional points of thunder damage each time it suffers thunder damage. (-40 gp)

WIELDED

- 087 **Bard's Lament.** Whenever this weapon is used to strike a foe, it sings a song revealing the wielder's name. The longer the battle, the longer the weapon sings, going on to reveal other pieces of the wielder's identity and history, including past deeds, both heroic and ignominious. Somehow, the song is never flattering, and it seems to reveal information the user would prefer to be private. (-50 gp)
- 088 **Blighter.** After each successful hit with this weapon, the user suffers 1 point of necrotic damage. After a battle, roll 1d6. On a result of 6, one pound of food within 60 feet of the weapon becomes spoiled and is useless. This usually means a day's ration, but it can affect crops or other food stores. (-50 gp)
- 090 **Burner.** After each successful hit with this weapon, the user suffers 1 point of fire damage. After a battle, this weapon will occasionally spark a small fire in a nearby flammable area, within 30 feet of any creature (or corpse) that suffered damage from the weapon. The user must be vigilant lest a larger conflagration grow from these random ignitions. (-50 gp)
- 091 **Chromatic Biter.** After each successful hit with this weapon, the user must roll 1d6 and suffer 1 point of damage of the following type based on that result: 1 = acid, 2 = cold, 3 = fire, 4 = lightning, 5 = poison, 6 = thunder. (-50 gp) If the damage cannot be magically reduced or mitigated, the item is worse. (-100 gp)

WHAT QUIRK DOES IT HAVE? (PART 8)

d100 Quirk

- 092 **Duplicator.** If the user's attack results in a 1 on the d20 roll to hit a creature of the same size, the user takes on the appearance of that creature in addition to missing. This effect lasts for 1 round, until the start of the user's next turn. Its allies have trouble distinguishing it from the target; any attack against the same creature will target the user instead during this period on a d100 roll result of 51 or higher, unless some means of identification is used, other than mere sight. Unfortunately, the user's enemies seem to have no trouble distinguishing it from the enemy. (-75 gp)
- 093 **Enervator.** A target damaged by this weapon finds its land speed improved by 5 feet the next time it tries to move before the weapon wielder's next turn. (-50 gp) A stronger version prevents the item's user from making opportunity attacks against a damaged target if it moves out of reach before the wielder's next turn. (-100 gp)
- 094 **Etcher.** After each successful hit with this weapon, the user suffers 1 point of acid damage. Items worn or carried by someone harmed by this weapon will bear the etched outlines of the weapon's strikes. This means the gear, if looted, cannot be resold unless some effort is made to repair the cosmetic damage. (-50 gp)
- 095 **Froster.** After each successful hit with this weapon, the user suffers 1 point of cold damage. In areas of extreme cold (*Dungeon Master's Guide*, page 110), the user cannot protect itself by wearing cold weather gear or using other warming techniques. (-50 gp)
- 096 **Poisoner.** After each successful hit with this weapon, the user suffers 1 point of poison damage. Anyone carrying the item takes 1 additional poison damage each time it suffers poison damage from any source other than this weapon. (-50 gp)
- 097 **Roarer.** After each successful hit with this weapon, the user suffers 1 point of thunder damage. Once or twice per day, while not in battle, this weapon will generate a loud booming noise, audible to 300 feet or more. This particularly seems to occur in quiet periods or places, while the user is attempting to sleep or sneak, or while in a quiet temple or library. (-50 gp)
- 098 **Shrouder.** After each successful hit with this weapon, the user suffers 1 point of force damage. Anyone carrying the item takes 2 additional points of damage each time it suffers damage from any incorporeal undead, including ghosts, specters, wraiths, and the like. (-50 gp)
- 099 **Sparker.** After each successful hit with this weapon, the user suffers 1 point of lightning damage. Once or twice per day, while not in battle, this weapon will generate an electric arc, reaching out up to 15 feet to touch a metal object or metal-clad person. This inflicts no damage, but the mild shock can be alarming or offensive. It can occasionally foul attempts at diplomacy or stealth. (-50 gp)
- 100 **Weakener.** After each successful hit with this weapon, the user suffers 1 point of psychic damage. The user has disadvantage on sanity checks or any saving throw to resist fear or horror. (*Dungeon Master's Guide*, pages 265-266.) At the Dungeon Master's discretion, this might also apply to monstrous powers that inflict madness. (-50 gp)

CUSTOMIZE YOUR MAGIC ITEMS

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