A LITTLE LESS PREP. A LITTLE MORE WONDER.

Magic items

Fifty magical finds for a forgotten chest, a generous patron or the next great adventure.



How to use. Roll d100 once and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. These are quick reminders; open the item card for full rules and restrictions.

d100	Magic item	Rarity	At a glance
01-10	**Potion of Healing**	Common	Regain 2d4 + 2 HP; drink or administer as a Bonus Action.
11-15	**Potion of Climbing**	Common	Gain a Climb Speed and Advantage on climbing checks for 1 hour.
16-20	**Spell Scroll (Cantrip)**	Common	One cantrip on your spell list; choose the spell before play.
21-25	**Spell Scroll (Level 1)**	Common	One level 1 spell on your spell list; choose it before play.
26-27	**Bag of Holding**	Uncommon	Extradimensional storage: up to 500 lb. and 64 cubic feet.
28-29	**Broom of Flying** *	Uncommon	Ride a flying broom; speed depends on the load carried.
30-31	**Cloak of Protection** *	Uncommon	Gain +1 to AC and saving throws while wearing it.
32-33	**Gauntlets of Ogre Power** *	Uncommon	Strength becomes 19, unless it is already higher.
34-35	**Goggles of Night**	Uncommon	Gain 60-foot Darkvision, or extend existing Darkvision by 60 feet.
36-37	**Hat of Disguise** *	Uncommon	Cast Disguise Self while wearing the hat.
38-39	**Headband of Intellect** *	Uncommon	Intelligence becomes 19, unless it is already higher.
40-41	**Immovable Rod**	Uncommon	Press its button to fix the rod in place; holds up to 8,000 lb.
42-43	**Pearl of Power** *	Uncommon	Recover an expended spell slot of level 3 or lower, once per dawn.
44-45	**Rope of Climbing**	Uncommon	Command a 60-foot rope to climb and fasten itself.
46-47	**Slippers of Spider Climbing** *	Uncommon	Walk on walls and ceilings, except slippery surfaces.
48-49	**Winged Boots** *	Uncommon	Spend a charge for a 30-foot Fly Speed for 1 hour.
50-51	**Wand of Magic Missiles**	Uncommon	Spend charges to cast Magic Missile.
52-53	**Wand of Web** *	Uncommon	Spend a charge to cast Web (save DC 13).
54-55	**Circlet of Blasting**	Uncommon	Cast Scorching Ray (+5 to hit), once per dawn.
56-57	**Boots of Elvenkind**	Uncommon	Silent footsteps and Advantage on Dexterity (Stealth) checks.
58-59	**Cloak of Elvenkind** *	Uncommon	Advantage on Stealth; checks to perceive you have Disadvantage.
60-61	**Ring of Warmth** *	Uncommon	Reduce Cold damage by 2d8; protects against extreme cold.
62-63	**Shield (+1)**	Uncommon	An extra +1 to AC, in addition to the normal shield bonus.
64-65	**Longsword (+1)**	Uncommon	A magic longsword with +1 to attack and damage rolls.
66-67	**Amulet of Health** *	Rare	Constitution becomes 19, unless it is already higher.

Your table, your treasure. An original selection with custom odds. Common 25%, uncommon 40%, rare 25%, very rare 8%, legendary 2%. Full rules and restrictions are on each linked item card.

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d100	Magic item	Rarity	At a glance
68-69	**Boots of Speed** *	Rare	Double your Speed for up to 10 minutes per Long Rest.
70-71	**Bracers of Defense** *	Rare	Gain +2 AC while wearing no armor and using no shield.
72-73	**Cape of the Mountebank**	Rare	Cast Dimension Door as a Magic action, once per dawn.
74-75	**Cloak of Displacement** *	Rare	Attacks against you have Disadvantage; damage pauses this effect.
76	**Dimensional Shackles**	Rare	Prevent a bound creature from teleporting or traveling planes.
77	**Folding Boat**	Rare	Unfold a small wooden box into a Rowboat or Keelboat.
78	**Handy Haversack**	Rare	Carry supplies in three extradimensional pouches.
79	**Helm of Teleportation** *	Rare	Spend a charge to cast Teleport.
80	**Horn of Blasting**	Rare	Blast a 30-foot Cone with Thunder damage; risk of explosion.
81	**Iron Bands**	Rare	Throw iron bands to restrain a Huge or smaller creature.
82	**Mantle of Spell Resistance** *	Rare	Gain Advantage on saving throws against spells.
83	**Ring of Evasion** *	Rare	Spend a charge and a Reaction to succeed on a failed Dexterity save.
84	**Ring of Free Action** *	Rare	Ignore Difficult Terrain; resist magical restraints and slowing.
85	**Ring of Protection** *	Rare	Gain +1 to AC and saving throws while wearing it.
86	**Ring of Spell Storing** *	Rare	Store up to five levels of spells for the wearer to cast later.
87	**Staff of Healing** *	Rare	Spend charges on Cure Wounds and other healing spells.
88	**Wand of Fireballs** *	Rare	Spend charges to cast Fireball (save DC 15).
89	**Longsword (+2)**	Rare	A magic longsword with +2 to attack and damage rolls.
90	**Dagger of Venom**	Rare	A +1 dagger; activate its poison once per dawn.
91-92	**Carpet of Flying**	Very rare	Fly on a carpet; speed and capacity depend on its size.
93-94	**Robe of Stars** *	Very rare	Gain +1 to saves; expend embroidered stars for Magic Missile.
95-96	**Staff of Power** *	Very rare	A +2 staff with defensive bonuses and charged spells.
97-98	**Wand of Polymorph** *	Very rare	Spend a charge to cast Polymorph (save DC 15).
99	**Ring of Three Wishes**	Legendary	Three charges of Wish; becomes nonmagical when empty.
00	**Staff of the Magi** *	Legendary	A powerful spellcasting staff with spell absorption and charges.

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