

Roll	Adjective	Item	Effect	Adjective	Item	Effect
1	Unstable	stick	of mundanity	This item - though once powerful, is now barely usable. User must succeed a DC 10 for the item's magical effect to work.	A stick about 1 ft long and as thick as a human pinkie.	while in a creature's possession, all other magical items in the wielder's possession lose their effect.
2	Fragile	stone	of blindness	Any time this item is used, its owner must succeed a DC 10 Dex check, or the item is destroyed after its use.	A stone that fits in the palm of the hand	any creature in direct contact with this item experiences total sensory deprivation.
3	Miniature	arrow	of annihilation	This item is half its normal size.	A single arrow	This item may be used to destroy all matter in a 10 ft. radius, but will be destroyed in the process. It will scream horribly for 10 seconds once activated, and then implode.
4	Giant	net	of poison	This item is twice its normal size.	A net which can be thrown up to 15 ft. Targeted creatures must pass a DC 14 Dex/Str check to avoid/escape it.	This item may be used to inflict 1d4 poison damage * its user's level as a bonus action once per encounter.
5	Cursed	potion	of smoke	Any time this item is used, the owner takes 1d4 damage	A potion which must be drank for it to take effect. Each vial contains enough potion for 5 uses.	once per encounter the user may take a bonus action to produce a 15ft by 15ft cloud of smoke.
6	Stunning	whip	of sparks	Any creature this item is used against must make a DC12 CON Check or be stunned for 10 seconds.	1d4 slashing + Dex	sparks run through this item, allowing the user to deal an additional 1 electric damage * their character level.
7	Ornate	ring	of binding	This item is beautifully decorated and will fetch a high price	A magic ring that changes sizes to fit its owner.	once per encounter, the user may take a bonus action to bind any creature for 10 seconds.
8	Nimble	quiver	of silence	This item grants +1 to the user's DEX mod	An ornate container intended for ammunition.	once per encounter, as a bonus action, any person using this item may inflict silence lasting 15 seconds on any creature.
9	Empowering	book	of spell recovery	This item grants +1 to the user's STR mod.	An ancient tome which must be read during a rest within the last 24 hours to take effect.	once between short rests, as a standard action, any person using this item may recover any one spell slot.
10	Calming	scroll	of rest	This item grants +1 to the user's WIS mod	A single scroll which can be read as a standard action for its effects to work for the next 10 minutes.	Once per encounter, as a standard action, a single person may use this item to experience the physical and mental benefits of taking a short rest.
11	Faithful	bottomless mug	of cheer	This item can be summoned to its owner as a bonus action.	A stone mug capable of producing any non-magical beverage the user has tasted.	Any person using this item becomes inexplicably cheerful.
12	Unbreakable	armor	of protection	This item can only be destroyed in the heart of a volcano	Any single kind of armor, as decided by the GM	when wielded, this item grants +2 to all defenses.
13	Ancient Hero's	spear	of light	This item once belonged to an ancient hero, and is revered among that hero's people.	Any single type of pole-arm, as decided by GM	as the wielder desires, this item radiates bright light, which may be focused in a certain direction, or radiate in all directions.
14	Intimidating	bow	of justice	This item grants the bearer +1 to all intimidation checks.	Any single type of bow, as decided by GM	this item causes damage done by its wielder against any evil creature to double. It cancels out damage done to good creatures.
15	Lucky	sword	of flames	This item adds +1 to all rolls of one kind, as chosen by the user, either Attacks, Saves, Or Skill Checks.	Any single type of sword, as decided by GM	once per encounter, this item may be used as a bonus action to engulf one enemy in flames, which cause 1d6 burn damage per turn until the flames are extinguished.
16	Charmed	axe	of fury	This item will obey vocal commands within 100 ft of its owner	Any single type of axe, as decided by GM.	once between short rests, the user may take an additional standard action.
17	Wizard's	staff	of blinking	This item grants the wielder +1 INT	Any single type of blunt weapon, as decided by GM.	once between long rests, anyone actively wielding this item may move up to 50 ft as a bonus action.
18	Merfolk	instrument	of healing	This item allows the wielder to breathe under water.	Any single type of instrument, of the GM's choosing	once between short rests, the owner may take a standard action to heal an ally 1d6 * the user's level
19	Blessed	horn	of creation	The effect of this item is doubled, either twice as powerful, or twice as often.	An enchanted sentry's horn.	once between long rests, the owner may take a bonus action using this item to create any one non-magical object weighing less than 10 lbs, and no larger than a loaf of bread, at any open point within 100 ft of the user.
20	Legendary	amulet	of slaying	This item was thought to be only a myth. It takes 2 effects	A beautiful amulet worn around the neck. It takes an additional adjective.	pick any one type of enemy, this item allows whoever is actively wielding it to double any damage they deal against that type of enemy.