

Grinning Skull Design Studios

Grim's Amazing D100 Tables

1000

Strange Magical Items
for all fantasy RPGs

By Tyler Omichinski

Grim's Amazing D100 Tables

Suitable for
ANY FANTASY
ROLE-PLAYING
GAME SYSTEM

100 strange and unique magical items for your players to find & discover, for use with virtually all fantasy RPG games, in a D100 table.



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**Grinning Skull Design Studios Present:
Grim's Amazing D100 Tables**

100 Strange Magic Items

For all fantasy RPGs

By Tyler Omichinski



100 strange and interesting magical treasure items for your players, for use with most fantasy role playing game systems.

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Foreword



Included here are one hundred strange and bizarre magic items to include in your game. They are often not particularly helpful, but are often interesting!

Tyler



About the Author

Tyler Omichinski is a writer, editor, and game designer from the wilds of Canada. You can follow his work at www.omichinski.com or by following him on twitter at @Tyler_roi

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Roll D100

- 1. A strange green ring, made of some kind of stone, that always returns to you. No matter what is done with it, it somehow, strangely, finds its way back to you.**
- 2. A box that strange pieces of paper keep arriving in every time it is closed for more than twenty four hours. They are letters from other timelines and universes, which may or may not provide predictions about your own world.**
- 3. Box of fae – a box that contains limitless small fae creatures. They have no overarching purpose, do not listen to the owner of the box, and do not even necessarily want to leave the box.**
- 4. Sword of being sharp. This sword is always sharp and does not require any maintenance of any kind, ever, for any reason. It cannot be changed from its current form in any way.**
- 5. Undying parrot. This parrot is an otherwise normal parrot that cannot die through natural means. If it is decapitated, the pieces will all continue to live and, the next time no one is watching it, it will magically reconstitute into the form that it was.**
- 6. Regenerating roast. This is an overcooked on the bone roast that can regenerate once every twenty-four hours. So long as the bone is not destroyed, it will continue to do so for ever, providing limitless food.**
- 7. Piece of wall. This is a piece of wall that has a handle on it so it can be used as a shield. If it is placed at any point in the air and let go, it will stay there. It can be destroyed.**
- 8. Inn at the edge of everything. This is an inn that can be reached from anywhere and any time if you know how. You can only return to your own time and place from it, but you can otherwise reach it. Otherwise, it is a normal inn.**
- 9. Pants that always fit. These pants fit whoever tries to put them on, no matter what.**
- 10. Chair of infinite comfort. This chair is extremely comfortable and can be slept in providing a great night's sleep.**
- 11. Displaced stones. These are small stones that exist in pairs, an anchor and a detector. The detector stone will always have the same traits as the anchor stone. If the anchor stone is in a fire, the detector stone will be the same heat. If the anchor is wet, the other is as well, etc.**
- 12. Amoeba goat. This goat splits into two goats once a year. Each of these goats will split into two goats once a year. In the time heading up to the split, they eat a very large amount of food to prepare for it. This does not violate conservation of energy or matter.**
- 13. Ladder to the hidden spot. This ladder always leads to a small loft that exists otherwise out of time and space. If the ladder is destroyed, anything within the loft cannot be retrieved.**

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Roll D100

14. **Potion of only breathing water.** When this potion is drunk, the user can only breath while under water.
15. **Unsinkable eggshell.** This is an enchanted eggshell that can be used as a tiny boat and is unsinkable by naturally occurring phenomena. It is the size of a normal eggshell from a chicken.
16. **Shark repellent.** This is a small jar of a strange smelling liquid. It repels sharks.
17. **Dice of losing.** When used to gamble, the owner of these dice always lose.
18. **Blade of Self-Harm.** This is a cursed bladed weapon. Any injuries that this blade causes are also caused on the wielder.
19. **Diving rod of boiling water.** This stick points towards the nearest source of boiling water.
20. **Pebble of fire.** Throwing this pebble and making contact with any wooden object causes it to burst into flame.
21. **Unknown eggs.** These eggs cannot be cracked open by any means. They have never hatched. No one can identify them.
22. **Crate of hay.** This is a crate of hay that can be used to transport goods. Anything that is put inside and then the crate is sealed shut is magically transported somewhere else.
23. **End table of legs.** This is an end table that is capable of walking on its legs. It follows whoever it chooses.
24. **Magical Unbound Lamp.** This is a magical lamp with a djinn living within it. When the lamp is rubbed, he or she is forced out of the lamp. They are under no obligations to grant any wishes.
25. **Map to nowhere.** This is a map that appears to be normal in every way. By following it, you will always somehow end up nowhere near where you intend to be.
26. **Box of limitless tobacco.** This is a box of tobacco. Every time it is emptied, then closed, it refills.
27. **Mirror of Beauty.** Looking into this mirror gives you a shave, fixes your hair, and applies a small but tasteful amount of makeup. It also, for some reason, makes you quite hungry.

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Roll D100

28. **Untapped Clicker.** This is a strange, tiny lever attached to a small piece of wood. It can be fastened to any door or mechanical device and then will operate as though it was always a part of it, doing one task associated with it. For example, it could unlock or lock a door, or start and stop a machine.
29. **The wooden mask of blank face.** When unworn, this mask appears to be a plain piece of wood with eyeholes. When it is worn, the person wearing it is unable to convey any emotion of any kind.
30. **Bowl of soup.** This is a bowl of disgusting soup that poisons anyone who eats it voluntarily. When empty, it refills.
31. **Wooden sword.** This is a sword that looks like a normal wooden sword, the likes of which a child would use. When used, it acts as a normal, sharpened metal sword.
32. **Cloak of Empty Minds.** This cloak, when worn, erases their entire memory. They remember how to do things, but don't remember how they know.
33. **Book of storage.** This is an empty book. Anything written into it, the person who wrote it forgets that what they wrote about ever happened, or was ever imagined.
34. **Shoes of height.** Wearing these shoes makes the person four inches taller, with the ratio of the rest of your body growing to match. They are not stronger in any way.
35. **Glasses of ants.** These glasses, when looked through, cause all ants to glow slightly.
36. **Orb of Terraria.** This is a small glass orb. Any plant that is grown inside of it grows into the most perfect version of that plant possible.
37. **One Giant Pauldron.** This is a gargantuan pauldron that goes on one shoulder. It appears as though it would inconvenience the wearer in some way, but magically doesn't. Otherwise it is a normal pauldron.
38. **Book of bank balances.** This book magically shows the bank balance of anyone who looks into it across any and all banks that they may be using. It updates instantly.
39. **Gauntlets of orange.** When worn, anything the wearer of these gauntlets touches turns orange. This lasts for exactly a year and a day.
40. **Glove of lengthening curses.** Anyone who touches this glove while cursed has the duration of this curse doubled.
41. **Wheel of Beard Cheese.** Despite this strange name, this cheese is delicious. After having eaten this wheel of cheese, the next time the person awakes, they have grown six inches of beard on their face, no matter their background. This beard will continue to grow as though it is a normal beard. If the person would not otherwise grow a beard, it stops growing when they shave it all off.

Roll D100

- 42. Tiara of Capability.** This tiara is tied to a sport. When wearing this tiara, the person is preternaturally skilled at that sport, though not to the levels of the supernatural. Instead, they are among the best players of the sport.
- 43. Book of innocence.** This is a short, fifteen-page book. After having read it, no one can remember what it was about, though they remember it being a pleasant read. Once they finish the book, they are mentally transformed back into their either year old self in their current body. This lasts for one day.
- 44. Jacket of nobility.** When wearing this jacket, everyone will believe the wearer is nobility even if they are not.
- 45. Hat of metaphor.** When wearing this hat, the person can only speak in metaphors.
- 46. The best piece of art.** This is a painting that anyone who looks upon it believes it is the greatest piece of art ever so long as they are looking at it. They are unable to describe it, even after looking at it.
- 47. Staff of Staffs.** This staff can turn any piece of wood into a staff.
- 48. Blindfold of Blindness.** Any individual who knowingly and voluntarily puts on this blindfold is permanently blind.
- 49. Stick of Amplification.** This appears to be a normal stick. When talked into, it greatly amplifies their voice so it can be heard by whoever the nearest one hundred people are. Anyone at an equal distance to the nearest hundred people also hear it.
- 50. Statue of Bartending.** This is a statute that, when put behind a bar, is the world's best bartender with whatever resources are available for it.
- 51. Horn of Friendship.** This is a horn of alcohol that provides the drinker their favourite drink. It has to be refilled when it is empty, but then it continues to provide their favourite drink.
- 52. Tusk of Scrimshaw.** When you have this tusk in your possession, you are incredibly talented at scrimshaw.
- 53. Book of Terror.** This book records the greatest fear of whoever touches it. The pages are filled with names and greatest fears of everyone who has ever touched it.
- 54. Saddle of Mounts.** This saddle works on whatever mount you put it on.
- 55. Drums of Blam.** These drums can make whatever sound the player wants them to make when they are played.

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Roll D100

56. **Crown of Suggestion.** When worn, any suggestion made by the wearer of the crown is accepted as a good suggestion. They may or may not follow it, but it will sound perfectly reasonable.
57. **Flask of Uncongealing.** This flask contains a clear liquid. When it comes in contact with anything that has congealed, it undoes the congealing process. The congealing process can happen again.
58. **Beads of Acceptance.** These are magical beads that, when meditated upon, allow you to accept something you were previously unable to accept. Doing so uses up one bead.
59. **Knapped Apt Knapsack.** This is a beautiful backpack made of stone. It is wearable like a normal knapsack and appears to not be particularly heavy despite being made of stone. It is immune to fire.
60. **Glasses of Betrayal.** These glasses will show you if the person you are looking at has ever betrayed you for any reason. It does not show you when or how.
61. **Always-Tuned Guitar.** This stringed instrument is always in tune.
62. **Cheese of Addiction.** This cheese, once eaten, cures you of any addiction.
63. **Blade of Perfect Shaves.** This blade always gives a perfect shave and cannot cut through skin for any reason.
64. **Wig of Jurisprudence.** This wig makes you perfectly aware of all laws and legal traditions within the jurisdiction the person is currently within.
65. **Chessboard of Invincibility.** This is chessboard that, while being actively played, makes the players not need to eat, sleep, hydrate, or breathe.
66. **Compass of Fame.** This compass will always show you towards the place that, if you take the right actions, will make you the most famous.
67. **Stone of Memory.** This stone when held and the holder concentrates on a specific memory, will show that memory through the holder's eyes on the side of the stone.
68. **Box of Compost.** Anything put into this box instantly composts if it is able to be. This includes living things. The box is best emptied by pouring it out.
69. **Ring of Rage.** When wearing this ring, the wearer is always angry.

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Roll D100

- 70. Ring that never fits.** No one can wear this ring – it will always adjust its size so the person trying to wear it cannot wear it.
- 71. All Books Book.** This book can be any book that the owner can remember reading. They must remember the writer, the title, and at least half a dozen other things about it. When closed and opened while thinking on this, it will contain the contents of that book until the owner wills it to be blank.
- 72. Cloth of Stain removal.** This cloth removes all stains that it comes in contact with for any reason.
- 73. The Silliest Hat.** When worn, no one can look at this hat without laughing. When not worn, it has no effect.
- 74. Potion of Potions.** When this potion is drank, you are perfectly aware of the effects of anything you drink for the next ten minutes.
- 75. Suit of Saws.** This is a suit of armour. Anything wood you touch while wearing the suit is perfectly sawed through where you touched it.
- 76. Tunic of Potatoes.** This tunic makes you incredibly skilled at peeling potatoes.
- 77. Glasses of Hunger.** When worn, these glasses allow you to tell who is hungry just by looking at them.
- 78. Tea of Relaxation.** This tea perfectly relaxes whoever drinks it, making them immune to fear, panic, anger, or other non-relaxed emotions.
- 79. Dust of Repulsion.** This dust pushes anything it is sprinkled upon ten feet directly away from the person or object sprinkling it.
- 80. Greaves of Rabbit Foot.** These greaves are covered in tiny rabbit feet. They make the wearer more luck, but also smell like dead rabbits.
- 81. Plate of Perfection.** This plate makes anything put upon it look like the greatest meal the person has ever seen.
- 82. The Pen of Perfect Circles.** This pen is era appropriate. Whenever the person tries to draw a circle with it, they draw a perfect circle.
- 83. Jug of Ducks.** This jug when it is filled with water and then the water is poured out will attract any and all ducks in the nearby vicinity.

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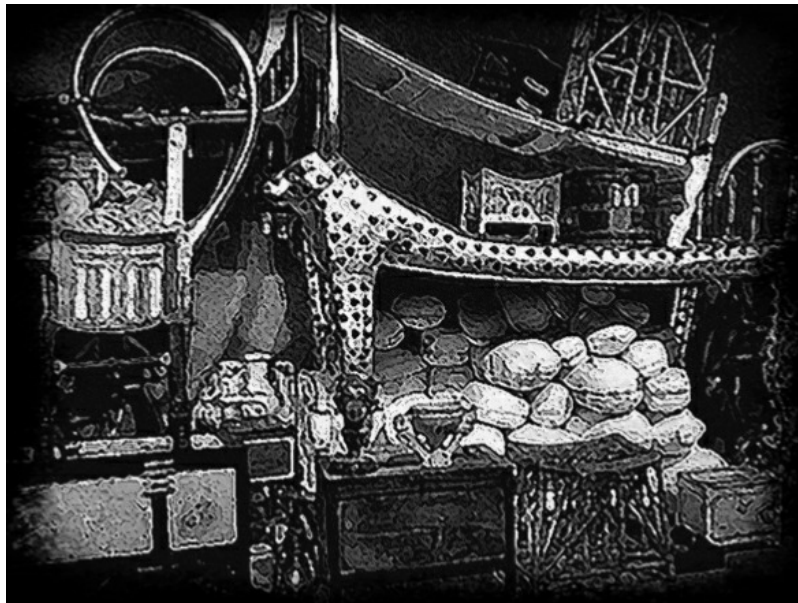
Roll D100

84. **Goggles of Protection.** These goggles, when worn, will protect your eyes from any damage so long as they are intact. They can be destroyed, and protect no other part of your person but your eyes.
85. **Gorget of Vampire Trapping.** This gorget is invisible to vampires. When they attempt to bite you in your neck, their teeth are trapped in it and they cannot move unless you voluntarily let them go, or their rip out their canines.
86. **Whistle of Dog Whistle Negation.** Whenever this whistle is blown, it negates the effects of all dog whistles near it.
87. **Proboscis of Draining.** This proboscis can be used by anyone as a giant straw. It can pierce through any organic structure and pull liquid out from within it.
88. **Ink of Truth.** This is magical ink that can be used for the creation of tattoos. Any tattoo that is inked into a person becomes a prophecy for that person, though it may be metaphorical rather than literal.
89. **Abacus of Perfect Math.** When using this abacus, you can solve any math problem you are presented with within five minutes.
90. **Amulet of Silent Laughter.** While wearing this amulet, all laughter is silent.
91. **Water Drops of Hope.** Each drop of this water provides one week's worth of hydration for any living thing that consumes it.
92. **Potato of Eyes.** This potato instead of growing "potato eyes" or the roots of a potato, grows real human eyes. These eyes can be cut from the potato and transplanted into a person. After a short time, they will grow into the person and act as an eye.
93. **Sun Hat.** This hat makes the wearer always feel as though they are walking around in a bright sunny day.
94. **Toban Turban.** This turban, when worn, makes a bubble of minus forty degrees around the wearer with a five-foot radius.
95. **Council of Cats.** This is a mask that is carved like a cat. When worn, you can hear the voices of all the cats of the area in your head. They will attempt to convince you to do things for them.

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Roll D100

96. **Hat of Parliamentary Privilege.** This hat has two uses. The first of which is that, if you die while wearing it, you live forever as a spirit within the hat. The other is that, while wearing the hat, your consciousness is replaced with a parliamentary process that is happening for every decision. The person who puts on the hat serves as Prime Minister within a Westminster-style Democratic body. Every person who has ever died wearing the hat has a vote within the parliament. Decisions happen near instantly from an outside observer, but can seem to take hours if not days for the wearer of the hat. No decision can be made without a majority vote within the Parliament.
97. **Cloak of Unwilling Transformation.** When wearing this cloak, you turn into anything that anyone around you says that you turn into. It does not change your personality, only your physical form.
98. **Lamp of Lies and Truths.** This lamp, when rubbed, produces a djinn that has to give you an answer for any question you ask it, up to three questions per day. Every millennium, the number of truths and answers told have to be within five of each other.
99. **Wallet of One Last Meal.** This wallet always has exactly enough cash for one last meal at the nearest restaurant in it.
100. **Symbol of Lies.** While wearing this amulet, you can always tell if you are lying, even if you didn't know you were lying.



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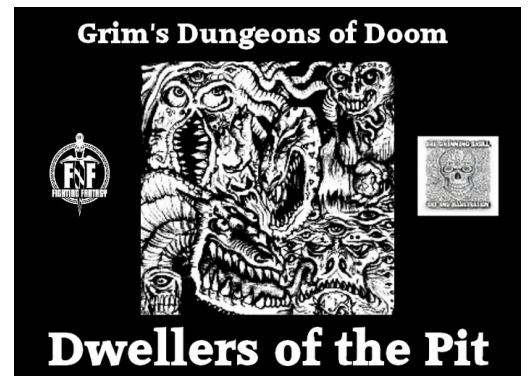
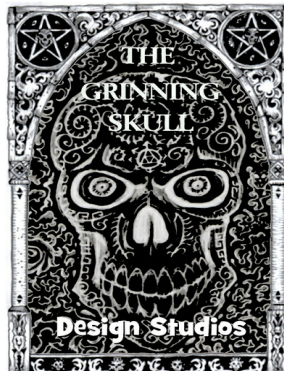
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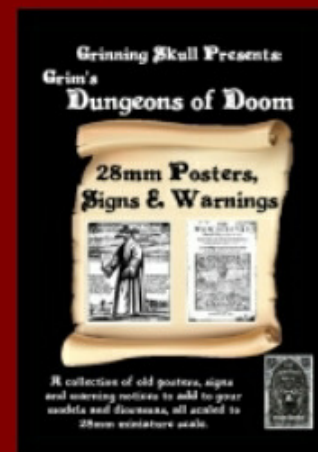
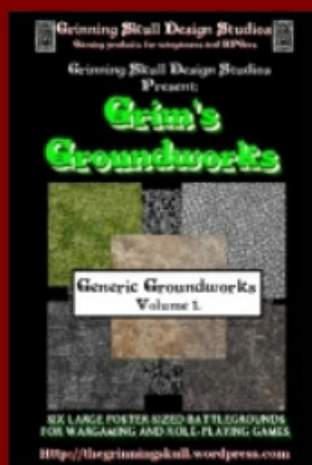
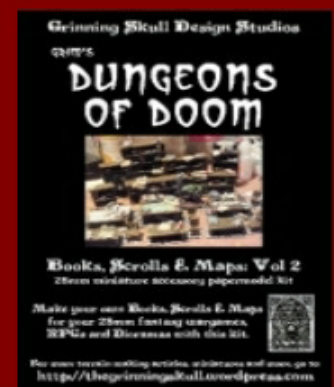
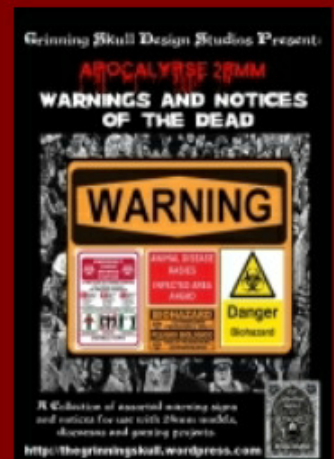
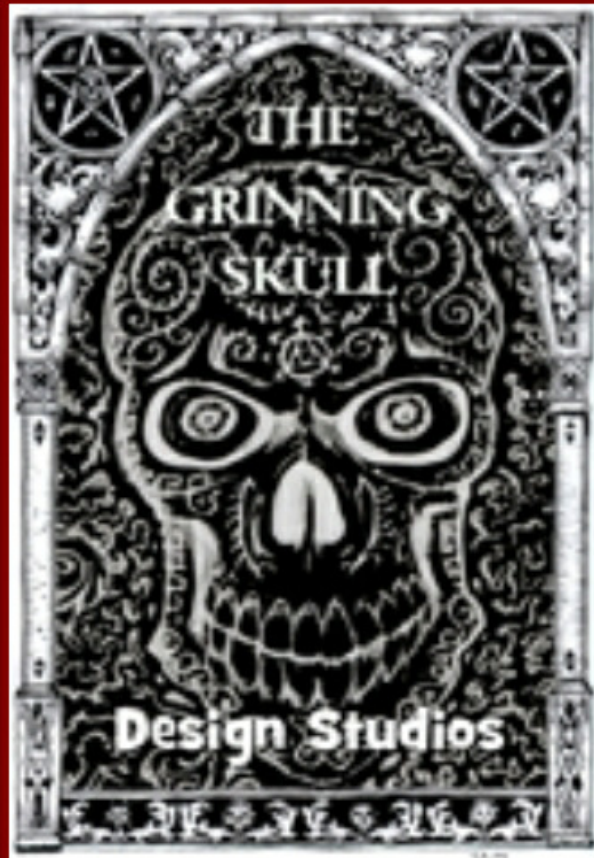
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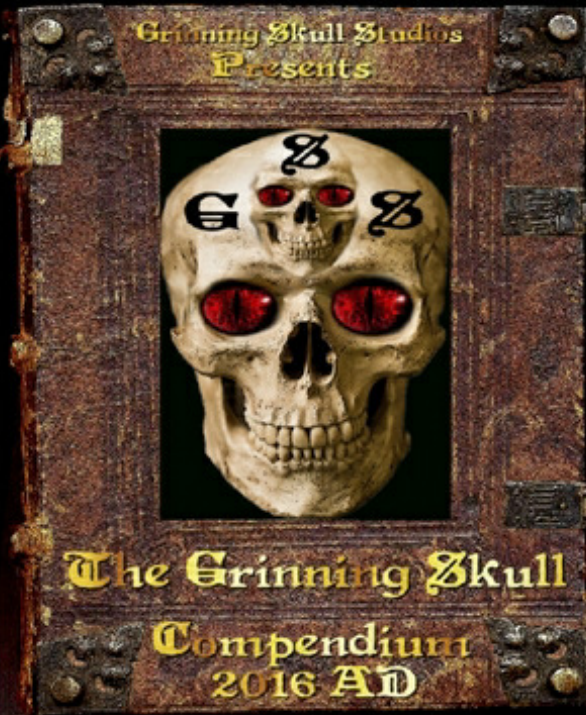
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