

Magic items



0th Edition. Last updated October 2020.

These're numbered so you can roll d100 for 'em if you want. Using a magic item generally takes one round, so if you're using it during a battle it takes the place of one attack.

Magic items generally can't be damaged or destroyed except by very powerful magic (unless they're meant to be broken, like the spell shells). Some of these items, like wands, can only be used by magicians or other magic users; this is at the PM's discretion.

1. Magic mask – can look like whatever you want; you can change it once per night; it's still a mask, it can't move and stuff
2. Haunted doll – is creepy as shit; seems to move when no one is looking, might be the reason people keep getting killed around here
3. Golden decal, +1 – it's a shiny sticker of the number one with a plus sign; stick this onto any non-magical item to transform it into a +1 magic item (if it's a weapon it gets +1 to ATT and damage)
4. Snakelace – necklace that allows the wearer to open their jaw and swallow any object they want; no one knows where the stuff goes – powerful magicians can swallow up to person-sized living things as well
5. Spider crown – allows the wearer to climb and/or walk on walls and ceilings
6. Enchanted arts and crafts materials – Halloween costumes made with these let the wearer earn an additional 1d4 candy per house; can they be used to craft other magical things?
7. Extremely scary mask – magical mask that can scare away dumb monsters and especially jittery people
8. Enchanted apple with an enchanted razor blade in it; 1d20+5 magical damage if swallowed
9. Joy buzzer – does 1d4+1 magical/electrical damage, user must touch target's bare skin with it via handshake, slap, etc
10. Bag of holding candy – a trick-or-treat bag that can hold infinite candy

11. Monkey's paw – you know the deal; three wishes, you'll probably regret 'em
12. Hand of glory – Google it, fool
13. Slasher mask – the wearer cannot be killed, they cannot speak, they can only walk very slowly, and they can magically appear right behind people
14. Rabbit's foot – gives the bearer a modifier of +7 on any one roll of their choice, once per night
15. Moon dial watch – lets the wearer tell the time with precision as long as moonlight is touching it
16. Steampunk watch – lets the wearer tell the time with precision, but looks dorky
17. Eternal torch – it's a magic torch that never goes out... ever
18. Bat-winged contraption – steampunk-like magic device that lets the wearer fly
19. Goggles of steampunkness – lets the wearer see invisible creatures, concealed traps, etc, all while looking like a complete dork
20. Skeleton key – unlocks anything, and in a very spooky way
21. Devil horn – blow this horn to summon a one-horned devil who would like his or her other horn back; might be willing to trade goods or services
22. Enchanted stake – for killing vampires; any ol' stick won't do it
23. Conjuror's hat – works 1x/night; roll 1d100 and pull a random item out of it – 1-30: it's harmful to the situation; 31-60: it's neutral/useless; 61-90: it's beneficial; 91-100: it's *perfect*
24. Small metal circles with engravings of old men on them – a few houses give these out to trick-or-treaters; no one knows what they're for
25. Moon amulet – can push back sunrise by an hour; it can only be used 1d4 times (and only once per night!) and then it disappears
26. Bag of wind – open this bag to release a very strong ghostly howling wind that can blow away objects and enemies, depending on their size; you can also pinch the opening to have it make an hilarious squealing sound
27. Klown Krown – can transform the wearer into a giant (3-meter) terrifying clown for 1d4 rounds; STR 5, ATT 5, DEF 5, mauling attack 1d12
28. Whoopie cushion – 25% chance target dies of embarrassment
29. Enchanted cake knife – any non-living thing you cut with this turns out to be cake; powerful magicians might be able to use it on monsters too
30. Ghostly chains – unbreakable magical transparent glowing chains, good for binding magical creatures like ghosts/spirits/demons/etc; comes with a ghostly lock and key

31. Litch amulet – made from a chip off the tomb of an ancient litch (that’s a lich-witch, get it?); gives the wearer +2 to MAG
32. Magic shovel – can dig holes all by itself; it mostly just wants to dig graves but it’ll dig whatever kind of hole you want
33. Prism staff – magical staff that concentrates magic abilities; gives +3 to MAG
34. Demonic ear/mouth broaches – they’ve got an ear and a mouth on ‘em; they work like magical walkie-talkies and are usually found in a set of 1d4+1
35. Black cat amulet – causes one very bad luck event to happen to a target; can be used once per night
36. Terror torch – put this under your face in the dark to project a terrifying glowing demonic face over your own; can scare away dumb/cowardly monsters
37. Magic hourglass – freezes time in a 5-meter circle for 1d4 rounds for everyone but the bearer; can be used once per night
38. Necronomicon – contains elaborate spells used to summon horrible demons and worse – don’t read this thing; what are you doing??
39. Enchanted pumpkin carving kit – goes through magic pumpkin armor like a hot knife through butter, can also be used to carve award-winning jack o’lanterns
40. Ocean bottle – has a whole ocean in it; tiny fish might come out too
41. Umbrella that lets the bearer float downward slowly from any height
42. Enchanted candelabra – it floats and follows its owner; candles can be lit and unlit at owner’s will
43. Basilisk tongue amulet – freezes 1d4 enemies in their place; they can resist with MAG
44. Extremely small golem – a tiny living statue about 3 cm tall; it can take complex instructions and can lift about half a kilogram
45. Tiny horse figurine that transforms into a beautiful, spooky, full-size steed (roll 1d100 one time to determine; 1-50: spooky normal horse, 51-75: spooky pegasus, 76-100: spooky unicorn)
46. Amulet of instinct – +5 to initiative rolls
47. Illusion amulet – can project any illusion, roll MAG, with a modifier based on how big and how complex the illusion is
48. Dragon scale pendant – gives the wearer +1 DEF, and +1 MAG for purposes of defense
49. O’Lantern’s drink token – unlimited free drinks for the holder only; probably best if you don’t let Zack O’ see you using it

50. Can of peanut brittle — 3d4 spring-loaded snakes jump out; they can bite for 1d6 damage each before slithering away (can be used once per night)
51. Can of snakes — 3d4 spring-loaded pieces of peanut brittle jump out; they can bite for 1d6 damage each before slithering away (can be used once per night)
52. Sea serpent tooth necklace — lets the wearer breathe underwater
53. Bat amulet — allows the wearer to echolocate in the dark
54. Skull ring — looks badass, tells jokes, can bite people if you want
55. Snake ring — looks badass, detects danger and squeezes your finger to alert you that somethin's up
56. Mood ring — really works!
57. Spider automaton — can weave metallic thread into any shape you want (up to 1 meter); items are delicate, they have a see-through, lattice-like appearance, and they can be malleable or solid
58. Fast zombie ring — Any zombie who wears this turns into a Hollywood-style "fast zombie"; get a bonus of +3 ATT and +4 QUI (for purposes of running only), but DEF is a big ol' 0 with no modifiers
59. Secret compartment ring — can hold an unlimited quantity of anything you can fit through the tiny (1 cm) door
60. Shield ring — DEF +3, or for magicians, MAG +3 for purposes of defense
61. Switcheroo rings — set of two rings; two characters can switch places at any time with these
62. Bottomless flask — always full of tasty drinks
63. Coffin trap — small wooden coffin can be thrown at a target or set down as a trap; when triggered it grows life-size and snaps shut around the target
64. Magic tattoo needle — requires MAG 3 or better to use, creates tattoos that can change design and move around; the tattoos can turn into magical sigils that help you and they seem to have a mind of their own
65. Enchanted lily — can be placed on any unconscious dead or undead creature to keep them unconscious/dead
66. Dragon mask — projects the illusion of a full-size dragon; will cause almost any enemy to flee and/or panic (except a dragon I guess?)
67. Cursed broom — can only fly backwards, and slowly/badly; 25% chance it crashes on any trip
68. Crystal ball — requires MAG 5 or greater to use; lets the user see a vision of the past or present — or maybe even the future?? — once per night

69. Ouija board — lets a group of 3 or more people ask questions of the spirits, up to 3 questions per night, and the answers may be cryptic or useless or spelled poorly; there's also a 5% chance the spirits break through and come terrorize you
70. Spell shells — enchanted egg shells, often found in cases of 1d12; a magician can cast any spell into a shell (no roll required), and later when the shell is broken, that spell affects the closest person/monster; magician can make a MAG roll when the egg breaks as though they're casting the spell at that time
71. Pumpkin-eaters — a box of 1d20 metallic worm automata that eat anything or anybody that's made out of pumpkin (even *enchanted* pumpkin); they do 1d4 damage each to pumpkin targets each round. They can't harm anything non-pumpkin-y.
72. Magic balloons — requires MAG 2 to use, creates magical balloon monsters and animals that have the stats and abilities of their real-life counterparts, e.g. a small balloon bear is as strong and ferocious as a real life-size bear
73. Infinite candy tablet dispenser — pop back the whimsical cartoon character head to dispense small rectangular candies, up to d100/night; these do not count as candies for XP or money, but they can be eaten, used as bait, etc
74. Litch finger wand — must be a magician LVL 8 or greater to use; shoots beams of dark energy, MAG +4 to attack, 1d20+5 damage
75. Dragon tongue wand — must be a magician LVL 6 or greater to use; shoots fireballs; MAG +1 to attack, 2d12+2 fire damage
76. Cockatrice beak wand — must be a magician LVL 5 or greater to use; MAG +1 to attack, turns target to stone; roll 1d100 — 1-50, it's for 1d6 rounds, 51-90, it's for 1d6 hours; 90-100 it's permanent. Can only be used successfully once per night.
77. Gummi wand — must be a magician LVL 3 or greater to use; MAG +1 to attack, makes target turn soft and squishy; their QUI and DEF become -2 for the duration of one battle
78. Sunlight wand — must be a magician LVL 4 or greater to use; MAG +3 to attack, blinds enemies, hurts vampires (3d10+3); it's also a stake!
79. Wand of transmogrification — must be a magician LVL 7 to use; lets you turn anything into anything; must have MAG 5 or greater to use (dragon caveat applies)
80. Wand of random curses — must be a magician LVL 5 or greater to use; see curses table; must have MAG 3 or greater to use (dragon caveat applies)

81. Spider wand – must be a magician LVL 3 or greater to use; shoots out 1d100 spiders per round; it's very upsetting
82. Wand of more candy – must be a magician LVL 3 or greater to use; turns any magic candy into 1d4+1 of the same type of candy (can be used 1x/night)
83. Speed demon boots – +5 QUI for purposes of running real fast
84. Scorpion boots – you can take 'em off and shake scorpions out of 'em, 1d4 per round; scorpions have 1 HP each and do 1d6 damage – the boots won't hurt you while you're wearing them
85. Frog clogs – shoes that look like frogs; they let you jump a number of meters equal to your MAG+1 or LVL+1, whichever is higher
86. Pumpkin grenade – 4d4 magical damage, creates a huge mess
87. Toilet paper bomb – TPs the heck out of anything/anybody
88. Glowing skull trinket – glows in the dark, emits a constant hum, might actually be radioactive?
89. Hood of infinite reveals – any time you pull off this mask there's another mask underneath; once you've put it on there's no way to take it off, but it'll be off at the next nightfall
90. Spidey bracers – give you Spidey powers like swinging around all crazy (QUI +5) and shooting webs that trap people (like the Spider Web spell); each nightfall they start with 3d4 rounds worth of web fluid
91. Fake fangs – allow the wearer to drink blood like a vampire; 1 HP restored per gulp
92. Spooky music box – wind this up and it'll play one hour of spooky music and haunted house sounds (screams, footsteps, creaky doors, etc) like those cds for Halloween parties; might scare away small/dumb monsters
93. Tiny barrel charm – throw this and it grows into a life-size barrel and rolls over enemies like the bowling ball in the Rock This Town video; enemies can roll QUI to dodge, otherwise they're knocked down and they take 2d10 damage
94. Magic rotten egg – when thrown/broken, always returns to owner's pocket (so be careful!)
95. Sklormfrith's Most Excellent Propulsion Device – it's a rocket pack; has enough juice for 1d4 short trips per night
96. Pet will o' the wisp – lives in a little bottle; when released it flies right to where any candy is hidden

97. Haunted candy bowl — conjures 1d20 candies each night (starts at 0 each nightfall) but has an indestructible monster hand that stops you from getting them; is there a possible solution?
98. Haunted welcome mat — yells spooky puns — or sometimes just screams — to startle visitors; can scare away cowardly monsters and/or work as an alarm system
99. Mysterious rectangle — it's got apps and email and Instagram and stuff; no one knows what any of this means
100. An astounding combination of two of the above??