

## Random Properties of magical items

W%	Besonderheiten
1	Unusually normal looking ;)
2-3	Hovers 1d6 feet above the ground, if not somehow protected - can be blown away
4-5	Feels slimy to the touch
6-16	Has an unusual [material] as [ornament]
17-25	Has an unusual [ornament] of [precious metals and jewels]
26-30	Partially made from magically hardened [precious metals and jewels]
31-34	Differs in small [details] from normal objects of its kind
35-36	Moves, almost imperceptibly, by itself
37-38	Bends / deforms a little (and back) on its own
39-40	Feels very warm to the touch
41-42	Feels very cold to the touch
43-45	Low power [sound] *
46-50	Has an unusual [color]
51-60	[Visual effects] when used / enabled *
61	Collapsible
62	Dismantable into several parts
63-68	Secretes [liquid]
69-70	Sprays the goal with [liquid] *
71-73	[Smell]
74-85	Made out of an unusual [Material]
86-97	Made out of two unusual, composed [material]s
98	Carrier / user will rarely** staged by dramatic wind
99	Carrier / user will rarely** look transparent / as a skeleton / as a demon / as an angel
100	Roll two times

W12	Material	Precious metals and jewels
1	Bone	Jade
2	Wood	Gold
3	Copper	Bloodstone
4	Bronze	Platinum
5	Ivory	Rock crystal
6	Braided grass	Silver
7	Plastic***	Pearl
8	Ceramics	Electrum
9	Chitin	Tiger's eye
10	Stone	Tin

11	Meat or skin	Glass
12	Unicorn Horn	Lead

W16	Ornamentation
1	Bone motif
2	Leaves and tendrils
3	Runes
4	Head (roll on any random dice table for wandering monsters in order to determine the type)
5	Hands / paws / tentacles (roll on any random dice table for wandering monsters in order to determine the type)
6	Naked women / men
7	Barbed wire
8	Ruffles
9	Abstract or geometric shapes
10	Clockwork parts
11	Knots
12	Astrological / Arcane Symbol
13	Rivets
14	Strass
15	Religious motives of a random deity
16	Calligraphic prayer to a random deity

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W12	Details
1	Turned wood (handle, buttons, etc.)
2	Slight signs of wear or damage (without loss of function)
3	Edges / parts in [color]
4	Comes with matching pocket / sheath / pouch
5	Secret compartment / pocket
6	Was reworked before / repaired
7	Furnished with a dedication
8	Furnished with a manufacturer's mark
9	Furnished with a coat of arms
10	Furnished with an address, promised reward for delivery (1d1000 miles distance)
11	Comes with matching accessories (eg whetstone / spare buttons, etc.)
12	Brand new – original package;)

W12	Sound
1	„Swoosh“
2	Unholy / holy hymns
3	Drums in the distance
4	Catchy melody
5	Ring
6	Silent - makes no noise
7	Animal noise
8	Deep hum
9	Bright bleeping (tube TV)
10	Thunder
11	Exclamation ("Huzzah!", "Ouch!" Etc.)
12	Consistent ticking

\* Of course, elven boots shouldn't make sounds, invisibility rings shouldn't shine in random colors, etc.

\*\* Discretion of the GM

\*\*\* Maybe not in some campaigns. Could be replaced with something specific for the campaign.

W10	Farbe
1	Blood-red
2	Nachtschwarz
3	Neon green
4	Pale yellow
5	Brilliant white
6	Navy
7	Marble – white with 1-3 colors (1d6 on this table)
8	Pattern in two colors (1d6 on this table)
9	Chameleon - takes on color of environment, takes 1-3 rounds
10	Anti chameleon - takes on contrasting color to surroundings, takes 1-3 rounds

W6	Visual Effects
1	Glow in [color] when used
2	Glow under certain circumstances [color] (crit, at night, orcs around, etc.)
3	Sparks / flames run over the object, under certain circumstances
4	Light is damped in 10ft. radius
5	Light is increased in 10ft. radius
6	Darkness is dripping down from the object

W8	Odor	Liquid
1	Wet dog	Bile
2	Flowers	Blood
3	Viscera	Beer
4	Decay	Wine
5	Cake	Water
6	Roasted Meat	Tears
7	Snow	Mucus
8	Ozone	Slobber

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