

DUNGEON WORLD 2

MAGIC ITEMS

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MAGIC ITEMS

Magic items are any objects that have exceptional or supernatural components to them. Sometimes they might not technically be magic, but with their effect they might as well be. They often increase a user's power, agency, and ability to effect the world around them.

The below are guidelines for how to use magic items in your game. You can change all of these how you see fit to fit your world, tone, and goals for your game, but these are the default suggestions.

Some magic items may tell you to mark a specific Condition. If ythe condition is already marked, lock it instead. If it's already locked, lock another condition of the GM's choice.

ENCOUNTERING MAGIC ITEMS

Magic items are almost never merely purchased. They are rare, often unique, and usually can only be found through adventures. Some campaigns might not have magic items at all.

When a PC acquires a magic item by Leveling Up, they choose from the Example Items starting on this page, or create it themselves (page 48). When a magic item is found in the fictional world, the GM creates it.

Most magic items existed before they were found by the PCs, and likely effected the world and narrative then. Perhaps an enemy was using the item before they were felled, or the item was specifically sealed or hidden here for a purpose. Maybe the previous owner perished or lost it. The GM may often use them to shape or inform the adventure before the PCs acquire them.

IDENTIFYING MAGIC ITEMS

There are several ways to handle recognizing and learning to use magic items, depending on how you want to portray them and varying depending on the item itself.

- ♦ **Once you trigger its effects.** This is the default since players need to engage the item narratively before they see its mechanics. Even without definitively identifying it, PCs can intuit, research, Recall Lore, or ask around to get information about the magic item and how it might work.
- ♦ **When you Make Camp,** you automatically learn how it works, maybe you spend some time during your break experimenting and learning. This encourages Making Camp a bit more for groups that might want to avoid it, and can make the choice of when to do so more interesting.
- ♦ **When you first pick it up.** Maybe it imprints knowledge onto its holder, communicates directly, has written instructions, or it's just really obvious how to use it.
- ♦ **When you get a specialist to reveal or unlock it.** Perhaps this magic item has a protective charm that needs to be broken before someone new can use it, or perhaps figuring magic items out is a very involved and dangerous process that has a dedicated profession in your world.

WEAPONS & ARMOR

ADAMANTINE ARMOR ○○○ USES

This suit of medium or heavy metallic armor is reinforced with adamantine, one of the hardest substances in existence

While you're wearing it, any time you would suffer max DMG, instead they just roll with ADV.

ANIMATED SHIELD ○ USE

This shield has been enchanted to follow its owner around and protect them. It's sometimes overzealous in its duty

This shield floats near you, and protects you of its own volition without you needing to hold or wear it. Mark a use to ignore all DMG from one attack.

ARMOR OF VULNERABILITY ○○○ USES

This golden suit of armor never needs to be polished

Choose one type of DMG from the following: divine, magical, or physical. While you're wearing it, you suffer only half the DMG of the chosen type.

#cursed. You cannot take this armor off unless you find a way to lift its curse. While you're wearing it, you suffer double the dmg of any type not chosen above.

BERSERKER AXE

This giant, double-headed axe has a bloodstain that always look fresh—and can't be rubbed away

While you wield this axe, you get +1 to your DMG rolls and your max HP increases by your STR (min 1).

#cursed. You cannot wield any other weapon or let go of the axe unless you find a way to lift its curse. While you're wielding it, any time you deal DMG you or one of your allies (your call) suffers the same amount.

DANCING SWORD

A long thin blade, emits a faint humming tune, even while sheathed

When you **toss the sword into the air**, it begins to sing, flies around within #near range, and attacks your foes until the end of the scene. If it fights alone, it deals 1d6 DMG and becomes Helpless if attacked. If you fight alongside it, add 1d6 to your DMG.

MITHRAL ARMOR ○○○ USES

This suit of medium or heavy metallic armor is made of mithral, a light and flexible metal

A mithral chain shirt or breastplate can be worn under normal clothes. Any mithral armor has no STR requirement to be used properly.

STAFF OF THE ADDER

A wood staff carved into the face of a snake

When you **wield and command this staff**, it transforms into a venomous snake, which understands and follows your commands until the end of the scene.

Venomous Snake. 3 HP, 1 Armor (bark-like skin), 1d4 DMG (bite). **POISON:** PCs bitten must roll+STR. *On a 7-9, they suffer 1d4 extra poison DMG. *On a 6-, they suffer 2d4 extra poison DMG.

SWORD OF LIFE STEALING

This blade's crossguard and pommel are ornate, decorated with skull motifs. The grip is wrapped in black material with red accents and tied with red ribbons

While you wield this sword when you **TRADE BLOWS**, *on a 12+, you inflict +1d6 DMG as long as your opponent isn't a construct or undead, and you regain HP equal to the total dmg you inflicted.

TRIDENT OF FISH COMMAND ○○○ USES

This trident has a staff made of dark, weathered wood, adorned with rough, organic textures and sharp, dark green barnacle-like growths near the base

While you **wield this trident**, you can mark a use and roll+WIS to telepathically connect with a beast native to water. *On a 10+, you take total control of the creature's actions until the end of the scene. *On a 7-9, you can give the creature a single, simple command that they'll follow to the best of their ability. *On a 6-, the creature sees you as a menace; mark 1 XP and the GM makes a Move.

VICIOUS WEAPON

A weapon with an ornate gold basket hilt and a long, thin steel blade

While you wield this weapon when you **TRADE BLOWS**, *on a 12+, you inflict +1d6 DMG.

POTIONS

PHILTER OF LOVE

○ USE

This philter's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart

When someone drinks this philter, the next time the imbiber sees someone they become charmed until the end of the scene. If the imbiber's alloromantic, they regard that person as their true love while this effect lasts.

POTION OF ANIMAL FRIENDSHIP

○ USE

Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair

When you drink this potion, you can charm one beast you can see until the end of the scene. While charmed, the beast will try to fulfill your commands to the best of their ability.

POTION OF CLAIRVOYANCE

○ USE

An eyeball bobs in this yellowish liquid, but vanishes when the potion is opened

When you drink this potion, you choose seeing or hearing. Until the end of the scene, you can either see or hear in a location you're familiar with or in an obvious location unfamiliar to you until the end of the scene.

POTION OF CLIMBING

○ USE

The potion is separated into brown, silver, and gray layers resembling bands of stone

When you drink this potion, you can climb any surface at the same speed you usually walk until the end of the scene.

POTION OF DIMINUTION

○ USE

The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it

When you drink this potion, your size is halved in all dimensions, and your weight is reduced to one-eighth of normal until you next **MAKE CAMP**. You get ADV to **SNEAK PAST** while this effect lasts. Everything you're wearing and carrying changes size with you, and returns to normal when you drop it.

POTION OF FLYING

○ USE

This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it

When you drink this potion, you can fly and hover at the same speed you usually walk until the end of the scene.

POTION OF GASEOUS FORM

○ USE

This potion's container seems to hold fog that moves and pours like water

When you drink this potion, you and everything you're wearing and carrying transforms into an #incorporeal misty cloud until the end of the scene.

POTION OF GROWTH

○ USE

The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it

When you drink this potion, your size doubles in all dimensions, and your weight is multiplied by 8 until you next **MAKE CAMP**. You inflict +1d4 DMG while this effect lasts. Everything you're wearing and carrying changes size with you, and returns to normal when you drop it.

POTION OF HEALING

○ USE

The potion's red liquid glimmers when agitated

When you drink this potion, recover half your lost HP (rounded down) or clear one locked Condition.

POTION OF HEROISM

○ USE

This blue potion bubbles and steams as if boiling

When you drink this potion, you get +1d4 to your next Move roll and to your next DMG roll. Also, the next time you **FACE DEATH**, if you choose to **GAMBLE WITH DEATH**, you get ADV.

POTION OF INVISIBILITY

○ USE

This potion's container looks empty but feels as though it holds liquid

When you drink this potion, you become invisible until you **CAST A SPELL**, **TRADE BLOWS**, or the end of the scene. Anything you wear or carry is invisible with you.

POTION OF POISON

○ USE

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion

#cursed When you drink this potion, roll+STR. *On a 10+, you were able to withstand most of the poison's effect; suffer only 1d6 DMG #piercing. *On a 7-9, you suffer 2d6 DMG #piercing and are #poisoned (DIS to all rolls until you stop being poisoned). *On a 6-, you need to **FACE DEATH**.

POTION OF _____ RESISTANCE

○ USE

The color of this dense liquid varies depending on the type

When you drink this potion, any dmg rolls of the chosen type gets dis against you until the end of the scene. The types (and potion colors) include: acid (caustic green) ♦ fire (molten red) ♦ holy (golden yellow) ♦ lighting (electric blue) ♦ magic (jade black) ♦ poison (mud green) ♦ psychic (wild rose) ♦ unholy (crimson red)

POTION OF SPEED

○ USE

The potion's yellow fluid is streaked with black and swirls on its own

When you drink this potion, you can move twice as quickly, you get +1 to your Armor and ADV to any DEX-based rolls until the scene ends. When the effect ends, mark Exhausted.

POTION OF WATER BREATHING

○ USE

Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it

When you drink this potion, you can breathe underwater until the end of the scene.

MISCELLANEOUS

ALCHEMY JUG

A seemingly-ordinary 1 gallon ceramic jug

When you **speak its magic word and state one of the following liquids**, the jug fills with it: *acid, basic poison, beer, fresh water, mayonnaise, oil, saltwater, vinegar, wine*

ANIMATED ROPE

A rope that listens and sometimes wags one of it ends like a tail. Does tricks, too, like a smart and more obedient snake might

When you command the rope to perform a simple action within its capabilities, it does so. Examples include: ♦coil ♦come here ♦slack

ARROW OF _____ SLAYING ○ USE

This arrow is a magic weapon meant to slay a specific kind of creature

Examples include: angel, demon, devil, dragon, or giant, just to name a few. Against such a creature the arrow has #piercing and, *on a 12+ when you **TRADE BLOWS**, it kills the creature immediately and the arrow's magic is gone.

ARROWS OF ACHERON ○○○ USES

Crafted in darkness by a blind fletcher, these arrows disintegrate if ever touched by the light of the sun

Mark a use to have your arrows ignore all darkness, blindness, and concealment until after you next **TRADE BLOWS**.

BAG OF HOLDING

This ordinary-looking belt pouch that smells faintly of ozone

This bag can contain a cart's worth of volume and weight, while still weighing and measuring as if it was empty.

BARB OF THE BLACK GATE ○ USE

A nail or spike, twisted and forever cold, said to have been pried from the Gates of Death themselves

When you **embed the barb into a corpse**, it disappears and ensures that corpse will never be risen again—no one and nothing but Death himself can reignite the flame of life (or unlife) in the body.

BEAD OF FORCE ○○○○○○○○ USES

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce

Typically, 1d4+4 beads of force are found together. You can throw it up to #near and the bead explodes on impact (and is destroyed). Everyone within #close of the explosion is trapped inside a sphere of transparent force that fills the area until the end of the scene. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

DUST OF DISAPPEARANCE ○ USE

Found in a small packet, this powder resembles very fine sand

When you throw the dust into the air, you and each creature and object within #close of you become invisible until the end of the scene. If someone under the effect of the dust **TRADES BLOWS** or **CASTS A SPELL**, the invisibility ends for them.

DUST OF DRYNESS ○○○○○○○○ USES

This magical sand contains a mote from the earth dimension

This small packet contains 1d6+4 pinches of dust. When you sprinkle a pinch over a cube of water it transforms into one marble-sized pellet. The pellet's weight is negligible. You can smash the pellet against a hard surface, causing the pellet to shatter and the water to be released.

When you expose a creature mostly composed of water to a pinch of dust, you need to **TRADE BLOWS+DEX**. *On a 12+, the creature's destroyed. *On a 10+, you inflict 2d6 DMG #piercing on them. *On a 7-9, you inflict only 1d6 DMG #piercing.

DUST OF SNEEZING & CHOKING ○ USE

This powder appears to be dust of disappearance

When you throw the dust into the air, you and each creature and object within #close of you that needs to breathe become unable to do so while sneezing uncontrollably. Roll+DEX for everyone involved. *On a 10+, everyone escapes quickly, each suffering only 1d6 DMG #piercing. *On a 7-9, the escape takes longer, so everyone suffers 2d6 DMG #piercing. *On a 6-, everyone is at 1 HP and you all become unconscious.

EARWORM WAX ○○○ USES

A yellowish candle. Seems never to burn out and the light it casts is strange and weak. Its wax is always cool, too

When you **drip the wax into someone's ear**, mark a use to ask your target a question and force them to answer with the whole truth.

EFFICIENT QUIVER

The quiver connects to an extradimensional space that allows it to hold numerous items while never weighing more than 2 pounds

While wearing the efficient quiver, any weapon with #ammo loses the tag.

ELEMENTAL GEM ○ USE

This gem contains a mote of trapped, vibrant elemental energy

When you break the gem, an elemental is summoned from their home dimension and the gem's magic is lost. The type of gem determines the elemental summoned:

- ♦ blue sapphire — air elemental
- ♦ green emerald — water elemental
- ♦ red corundum — fire elemental
- ♦ yellow diamond — earth elemental

EVERSMOKING BOTTLE

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound

When you remove the stopper, a cloud of thick smoke pours out in a #near area from the bottle. The cloud's area is heavily obscured. As long as the bottle remains open and within the cloud, the area increases until it covers up to #far. The cloud persists as long as the bottle is open. Closing the bottle requires someone speaking a command word. Once the bottle is closed, the cloud disperses.

FORGET-ME-NAUGHT ○ USE

This highly secretive and illegal smoky liquid is magically synthesized rather than harvested

When you or another **ingests Forget-me-naught** and focuses on a specific memory, you/they forget it forever.

HELM OF COMPREHEND LANGUAGES

This shiny helm is inscribed with all manner of hieroglyphs, letters, and runes

While wearing this helm you can mark a Condition to understand the literal meaning of any spoken language that you hear until the end of the scene. You also understand any written language that you see, but you must be touching the surface on which the words are written.

HORN OF BLASTING

This silver horn bears the enchantment of the thunder rune

When you speak a command word and blow the horn, mark a Condition to have it emit a thunderous blast. Then, roll+CHA. *On a 10+, all your enemies #near suffer 1d6 DMG #piercing and are deafened until the end of the scene, and all your allies clear a Condition. *On a 7-9, choose one or the other. *On a 6-, you get both but the horn explodes, causing you to suffer the same DMG as your enemies and losing all its magic permanently.

IMMOVABLE ROD

A funny metal rod with a small button on it

When you **press the rod's button**, it freezes in place—in midair, standing up or lying down. It can't be moved. Pull it, push it, try as hard as you like, the rod stays. Maybe it can be destroyed, maybe it can't. Push the button again and it's free to move once more.

MAGIC WAND

Wizards and politicians have spent generations debating the risks and benefits of anyone being able to use magic with these

A wand acts like a *Spell Scroll (Minor)* but isn't consumed when used. When you first receive the wand, you learn which spell it can perform. When you **unleash the magic within a wand**, choose one:

- ◆ The wand drains itself, and can't be used again until you next successfully **MAKE CAMP**
- ◆ The wand drains you, mark a Condition

MARVELOUS PIGMENTS ○○○○ USES

Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total)

These pigments allow you to create three-dimensional objects by painting them in two dimensions. When you complete the painting, mark 1 use and the object or terrain feature depicted becomes a permanent, nonmagical part of reality.

OIL OF SLIPPERINESS ○ USE

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured

Mark a use to cover someone of human size or smaller (along with the equipment they're wearing and carrying). Until they **MAKE CAMP**, the target cannot be slowed down, paralyzed, or restrained.

Alternatively, the oil can be poured on the ground, covering up to #close. Anyone inside this area—or who enters it—falls prone. This effect lasts until the end of the scene.

PORTABLE HOLE

A silky black cloth, folded like a handkerchief, that can unfold to 6 feet across

When you **spread the full cloth across a surface**, such as a wall or floor, it becomes a 10ft deep extradimensional pit. Fold it up again, and anyone or anything inside is trapped if they don't escape in time.

RESTORATIVE OINTMENT ○○○○ USES

This glass jar, 3 inches in diameter, contains 1d4+1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound

When you apply to the skin or swallow a dose, you recover 1d8 HP, stop being #poisoned, and are cure of any disease.

RING OF WARMTH

Three miniature white arctic foxes curled together on the outer side of a ring lined with fluffy white fur on the inside

While wearing this ring you don't mark Conditions or suffer DMG from extremely cold environments. In addition, everything you wear and carry are unharmed by low temperatures.

SENDING STONES

Two identical marbles with matching symbols carved into them

When you speak into one stone, the other emits your voice.

SOVEREIGN GLUE ○○○○○○ USES

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. When found, a container has 1d6+1 uses left

One use can cover a 1-foot square surface and it takes 1 minute to set. Once it has done so, the bond it creates can only be broken by the application of universal solvent or oil of etherealness.

SPELL SCROLL (MINOR) ○ USE

An ancient-looking parchment scroll sealed with a pale-white ribbon and a golden wax seal impressed with a unknown symbol

When you read this scroll, its magic is consumed and you can **CAST A SPELL** with an effect of MAG 0 or 1. The spell scroll is considered a magic item you can use and *on a 7-9 it doesn't grant you a unique option.

TEARS OF ANNALISE

Cloudy red gemstones the size of a thumbnail, the tears of Annalise are always found in pairs

When you and another PC each swallow a tear, you can feel the other's strong emotions, particularly sadness, loss, fear or desire. Whenever one of you marks a Condition, the other may mark one instead. The effects last until one spills the blood of the other.

UNIVERSAL SOLVENT ○ USE

This tube holds milky liquid with a strong alcohol smell

When you mark a use and pour the contents of the tube onto a surface within reach, the liquid instantly dissolves up to 1 square foot of adhesive it touches, including sovereign glue.