Magic Item Cards — Free Sample

10 items · 12 cards · the complete 237-item set, plus the 2024 rules, is at etsy.com/shop/OneGoodEvening · 9 to a sheet

How to print

- Print at **100% / Actual size**. Fit to page shrinks the cards and they stop matching sleeves.
- Cut along the hairlines. Cards share edges, so one cut serves two.
- Cards are 63×88mm (2.5×3.5in) — standard poker size, so they fit sleeves and deck boxes you already own.

How to read a card

- The coloured bar is the **rarity** — the same grey/green/blue/purple/orange your players already read at a glance.
- **Attunement** is printed only when the item needs it, with the restriction spelled out.
- A long item continues onto a second card, marked **1/2** and **2/2**. Nothing is abbreviated or cut short.

Rarity

Common · Uncommon · Rare · Very Rare · Legendary · Artifact · Varies

Compatible with Fifth Edition

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at https://creativecommons.org/licenses/by/4.0/legalcode.

A note from us

We are a small studio, and we read everything our players tell us. Once you have played: what worked? What dragged? Was anything unclear?

1. **Leave an honest rating on itch.io:** onegoodeveningdnd.itch.io/dnd-5e-magic-item-cards-free-sample, *More information* › *Rate this*.
2. **Or leave a comment** at the bottom of that page. If anything is wrong or missing, we will fix it.

Bag of Holding

Wondrous item

Rarity uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Potion of Healing

Potion

Rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potions of Healing (table)

Potion of ...	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater healing	Uncommon	4d4 + 4
Superior healing	Rare	8d4 + 8
Supreme healing	Very rare	10d4 + 20

Cloak of Elvenkind

Wondrous item

Rarity uncommon
Attunement required

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Boots of Speed

Wondrous item

Rarity rare
Attunement required

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Wand of Magic Missiles

Wand

Rarity uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Immovable Rod

Rod

Rarity uncommon

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

Rope of Climbing

Wondrous item

Rarity uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1* foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Gauntlets of Ogre Power

Wondrous item

Rarity uncommon
Attunement required

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

Bag of Tricks 1/3

Wondrous item

Rarity uncommon

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

continued →

Bag of Tricks 2/3

Wondrous item

Gray Bag of Tricks (table)

d8	Creature
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

Rust Bag of Tricks (table)

d8	Creature
1	Rat
2	Owl
3	Mastiff
4	Goat
5	Giant goat
6	Giant boar
7	Lion
8	Brown bear

continued →

Bag of Tricks 3/3

Wondrous item

Tan Bag of Tricks (table)

d8	Creature
1	Jackal
2	Ape
3	Baboon
4	Axe beak
5	Black bear
6	Giant weasel
7	Giant hyena
8	Tiger

Ring of Protection

Ring

Rarity rare
Attunement required

You gain a +1 bonus to AC and saving throws while wearing this ring.