

Magic Items

Die	1d4	1d6	1d8	1d10	1d12	1d20
1	Wielder	Familiar Item	Shoddy	Minor	Alter	Animal
2	Touch	Uncommon Item	Scarred	..	Animate	Vegetable
3	Distance	Clothing	Dark	...	Compel	Mineral
4	Area Effect	Jewelry	Ancient	Conjure	Metal
5		Armor	Mundane	Delude	Fire
6		Weapon	Bright	Dispel	Earth
7			Ornamented	Distort	Water
8			Wondrous/Weird	Divine	Air
9				Evoke	Shadow
10				Very powerful	Shield	Light
11					Summon	Dead
12					Transmute	Demonic
13						Time
14						Space
15						Humans
16						Demi-humans
17						Humanoids
18						Monsters
19						Terrain
20						Anything