AssassinNPC's

# STARTER MAGIC ITEMS

5th Edition Equipment

## BALANCED MAGIC ARMS FOR LOW-LEVEL ADVENTURES

AssassinNPC

# Balanced Magic Items

**"balanced magic items" is a 5e compendium filled with weapons you can safely give to your low-level players without worrying about breaking your games.**

All visuals and literature are created by Assassin NPC unless otherwise stated. Legal stuff legal stuff legal stuff. More legal stuff. Pretend there's ultra secret and important legal stuff here. Honestly, this is a resource I made, and I just want you to have fun with your friends :) go nuts, my legends!

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# Introduction

## Greetings, Legend!

**My name is Assassin,** and I am delighted to present to you these magical oddities from my forge! You may be wondering, *how did these slabs of magic and metal come to be?*

That's a great question. I believe having a mentor is a shortcut to success. Just as the son of a nobleman has the *potential* to inherit **many gold pieces**, finding a mentor gives you the *potential* to inherit the secrets of your mentor's **success**.

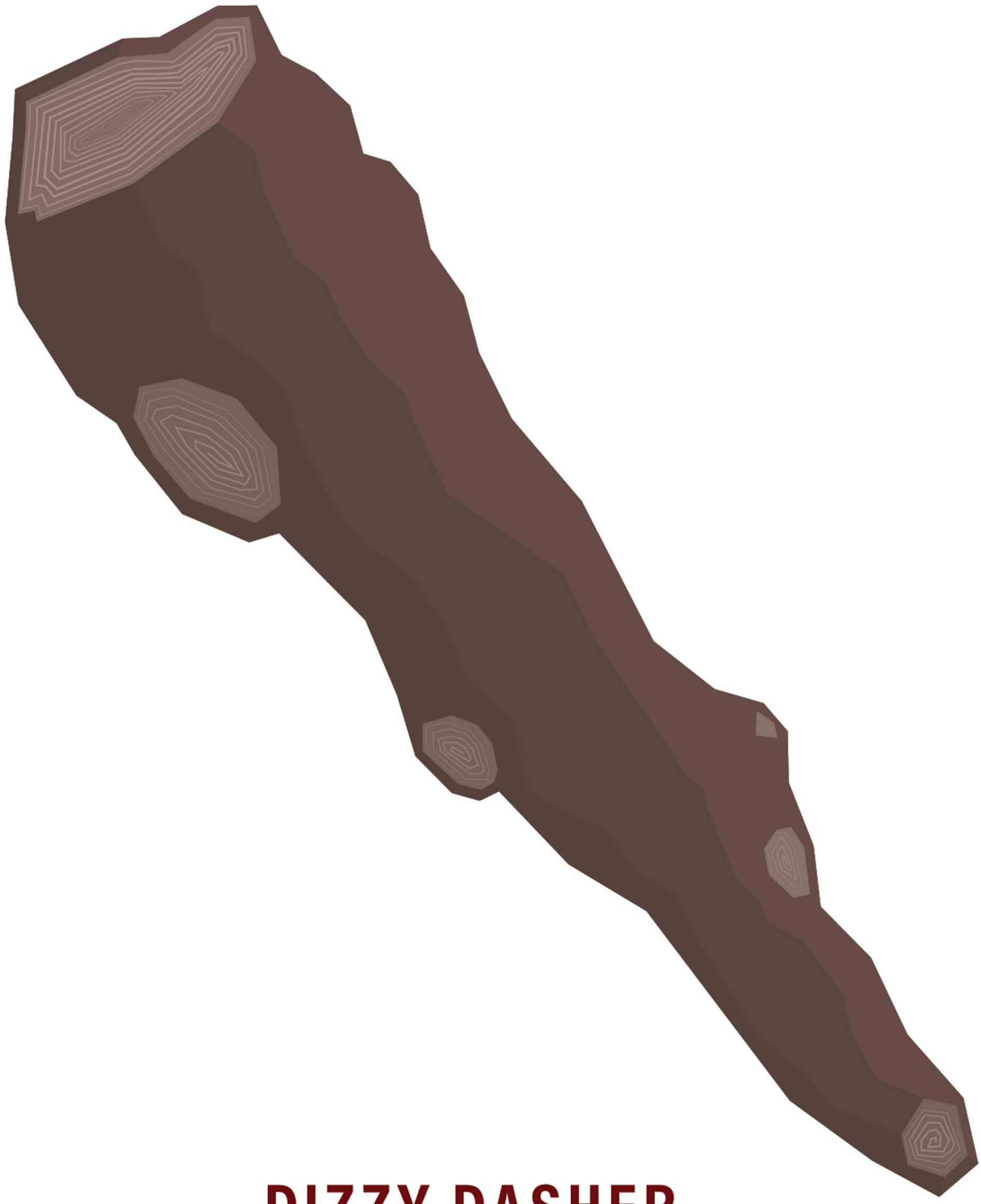
So my mentor once told me, *"There is redemption waiting on the other side of failure if you're willing to pick yourself back up. You only truly fail once you've given up."* So I made my decision that day: giving up is *not an option.*

The items I present to you in this compendium were originally *failed attempts* at **perfection**: rejects in my forge that never made the cut. But instead of tossing out my failures, I searched to find a way that *my failures* could be of use to others, until I finally found one: *magical gear for adventurers on a budget!*

Maybe you feel you've failed in certain areas of your life. If that's you, I'm here to tell you that **your story doesn't end here.** March forth, and ask yourself the question, *"How can my failure be of help to the people around me?"* Though an answer may evade you, don't stop until you find one. And once you find your answer, **you will be remembered** as one who helped make this world a *better place*. Now that's the kind of person I want in my party :)

*Cheerio, my friend,* and I hope you enjoy my compendium of ~~failed attempts~~ quirky magical items for brave adventurers on a budget!

*Your NPC,*



# DIZZY DASHER

SIMPLE MELEE WEAPON (GREATCLUB)

COMMON MAGIC ITEM, TWO-HANDED

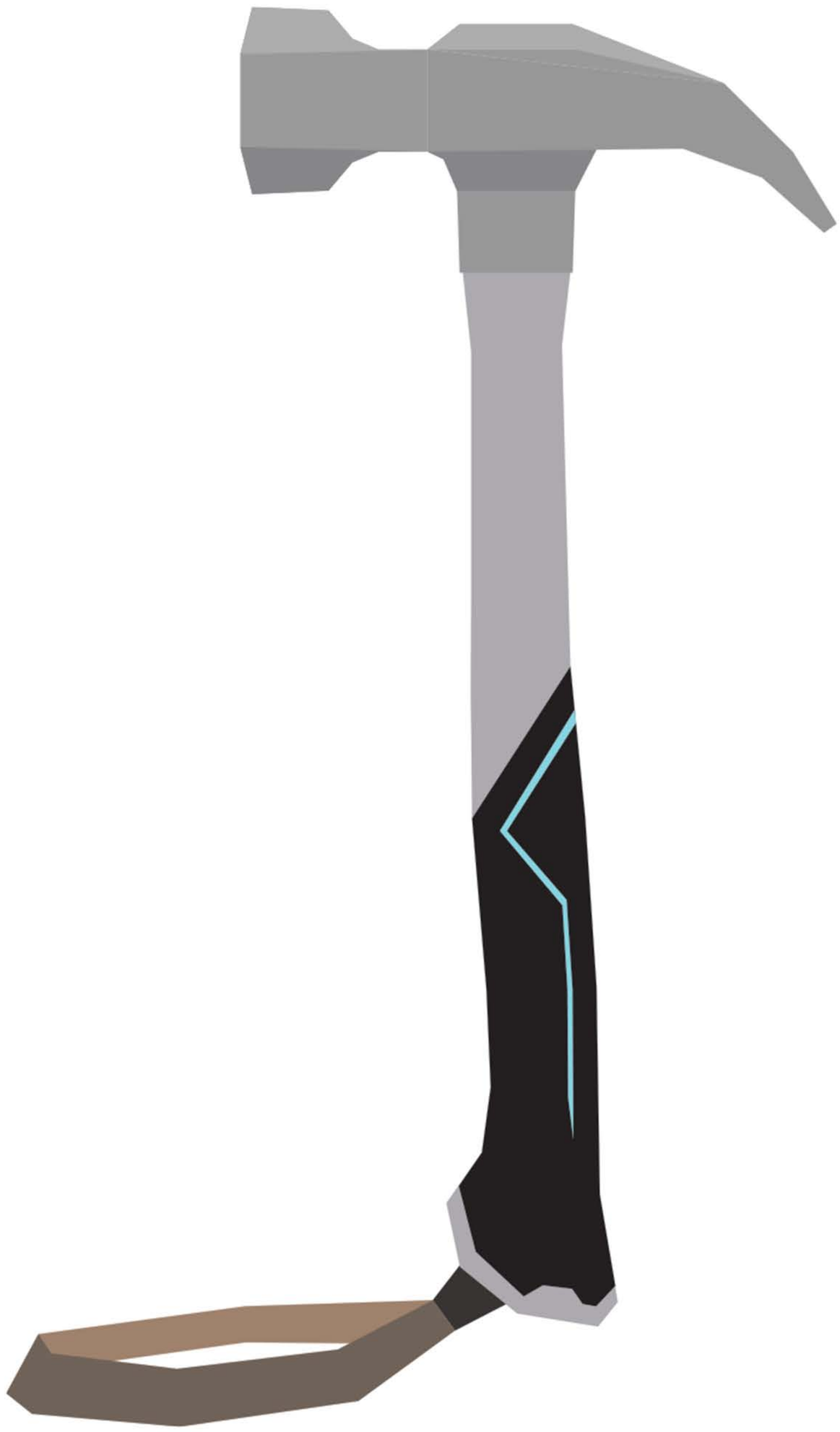
ASSASSIN NPC

# DIZZY DASHER

*This greatclub was fashioned from the magical vertigo tree!* Upon being hit, your target is dizzied and must succeed on a STR save **(DC 14)**. On a fail, they are knocked prone! Each of your attack rolls with this great-club have **disadvantage,** because simply using it makes you dizzy too! **(1d8 M,B 5ft.)**



ASSASSIN NPC



# LIGHT HAMMER OF LAUNCHING

SIMPLE MELEE OR RANGED WEAPON (LIGHT HAMMER) COMMON MAGIC ITEM, ATTUNEMENT

ASSASSIN NPC

# LIGHT HAMMER OF LAUNCHING

*This hammer is a great conductor of electricity!* You may spend an action to spin your hammer and throw it, causing it to drag you **20 ft**. in any straight-line direction you want, even straight up! When you use this ability, the raw, unbridled power from your hammer surges through your hand in a not-so-nice-kind-of way, causing you to take **1d4** lightning damage each time you do. If you colide with an object mid-flight, both you and the object take **1d6** bludgeoning damage for every **10 ft.** you traveled in a single direction before collision. *Ain't flying great?* **(1d4 M,B,L 5ft.,20/60)**


ASSASSIN NPC

ASSASSIN NPC

# SICKLY SICKLE

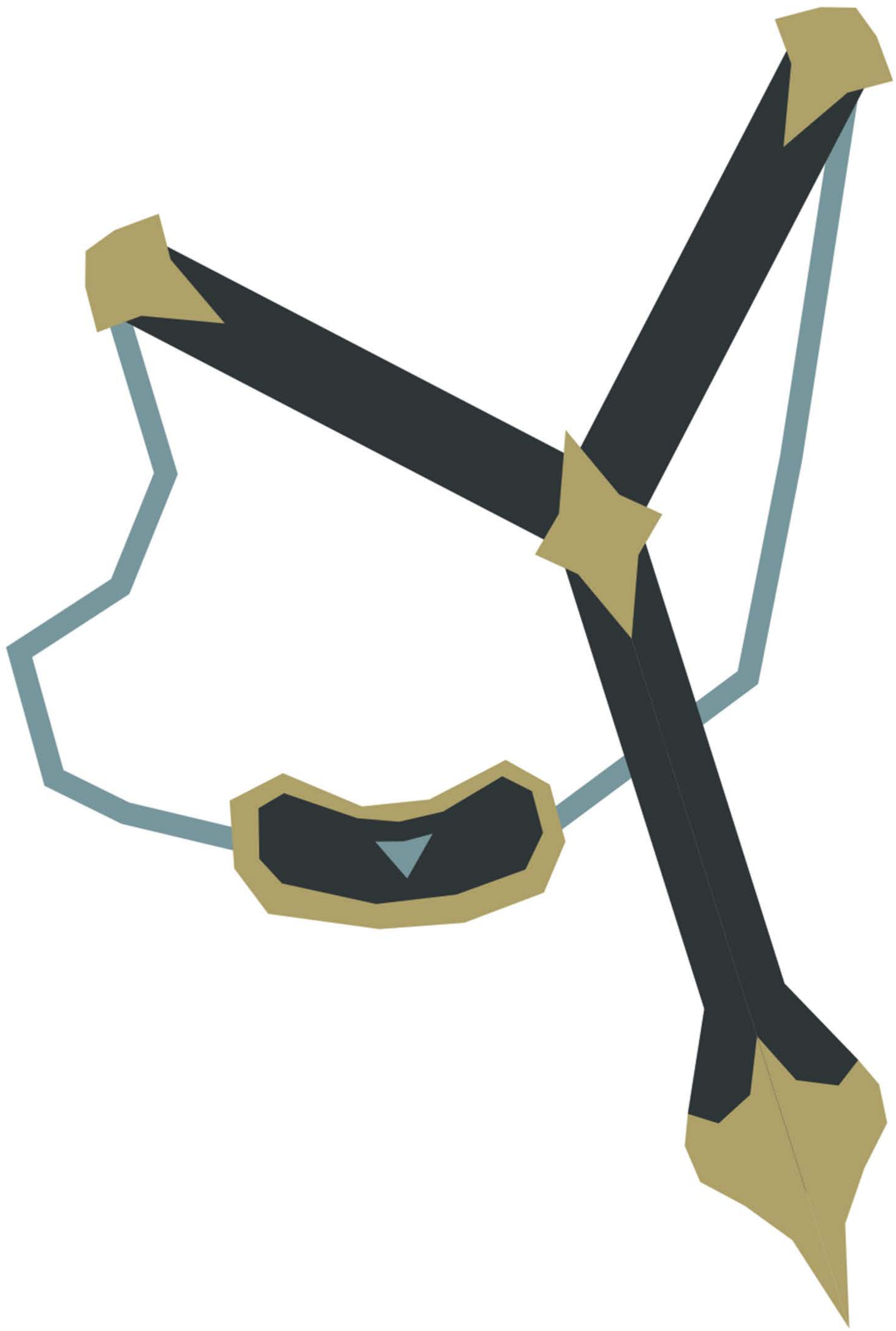
SIMPLE MELEE WEAPON (SICKLE)

COMMON MAGIC ITEM

## SICKLY SICKLE

*The poor sod who forged this sickle had a nasty cold, and sneezed all over it! His sickness was left in the sickle, and no one in the foundry wanted anything to do with it.* When you make an attack with this sickle, you become **poisoned**. On a successful hit, this sickle **poisons** your target. The poison effect given by this sickle lasts for 1 minute. Each creature this sickle poisons may make a **CON save (DC 12)** at the end of each of their turns to end its poison effect.
**(1d4 M,S 5ft.)**

ASSASSIN NPC



# THE BLING SLING

## SIMPLE RANGED WEAPON (SLING)
## COMMON MAGIC ITEM

ASSASSIN NPC

# THE BLING SLING

*The bling sling was designed for ranged fighters who've got pocket change to spare!* When you fire a **platinum piece** from this sling, you gain **+5** to your attack and damage rolls for that attack, and your platinum piece is consumed. If you want to take your bedazzle (and damage) to the next level, you may fire a **gemstone** from this sling granting you a **+10** to your attack and damage rolls for that attack, consuming your gemstone in the process. A pricey way to damage your foes! **(1d4 +5,+10 M,B 30/120)**


ASSASSIN NPC

ASSASSIN NPC

# GARGANTUAN GREATAXE

MARTIAL MELEE WEAPON (GREATAXE)
COMMON MAGIC ITEM, TWO-HANDED
ATTUNEMENT

# GARGANTUAN GREATAXE

*This greataxe hits hard, but leaves you open to attack!* This greataxe has a **-1** to attack and damage rolls made with it. Gain **advantage** on all attack rolls made with this greataxe. Once you attack with it, all attack rolls against you have **advantage** until the start of your next turn.
**(1d12 M,S 5ft.)**


ASSASSIN NPC

ASSASSIN NPC

# LOPSIDED GREATSWORD

MARTIAL MELEE WEAPON (GREATSWORD)

COMMON MAGIC ITEM, TWO-HANDED

# LOPSIDED GREATSWORD

*This magical shredder deals brutal damage, but suffers from a severe structural imbalance.* Attacking with this greatsword deals **3d6** slashing damage to your target, but all attack rolls using this greatsword are made with **disadvantage**.
**(3d6 M,S 5ft.)**


ASSASSIN NPC

# LAUGHABLE LONGSWORD

MARTIAL MELEE WEAPON (LONGSWORD)
COMMON MAGIC ITEM, VERSATILE
ATTUNEMENT



ASSASSIN NPC

# LAUGHABLE LONGSWORD

*This longsword has a sassy attitude, casting vicious mockery on random targets each time you attack with it.* When you make an attack roll, first roll 1d4. On a **1-2**, your sword casts vicious mockery on your enemy, on **3** it targets you, and on **4** it targets an ally within 60 ft**.** of your location, or **you** if you have no allies (oof). **(1d8/1d10 M,S 5ft.)**



ASSASSIN NPC

# MAULÉ

MARTIAL MELEE WEAPON (MAUL)
COMMON MAGIC ITEM, TWO-HANDED
ATTUNEMENT

ASSASSIN NPC

# MAULÉ

*Designed for the aristocrat with a penchant for cleanliness, this magic maul is the hammer for class and spiffiness.* When you attack with this maul, it casts **prestidigitation** on your target to ensure your target stays spiffy too!
**(2d6 M,B 5ft.)**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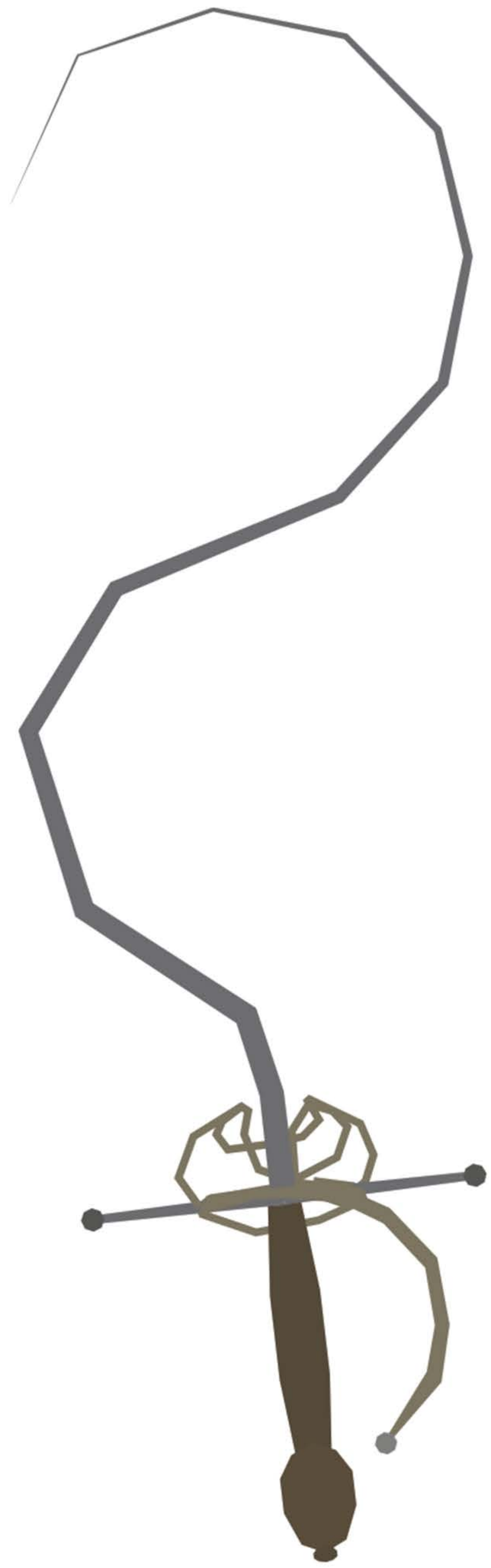


# WOBBLY RAPIER

MARTIAL MELEE WEAPON (RAPIER)

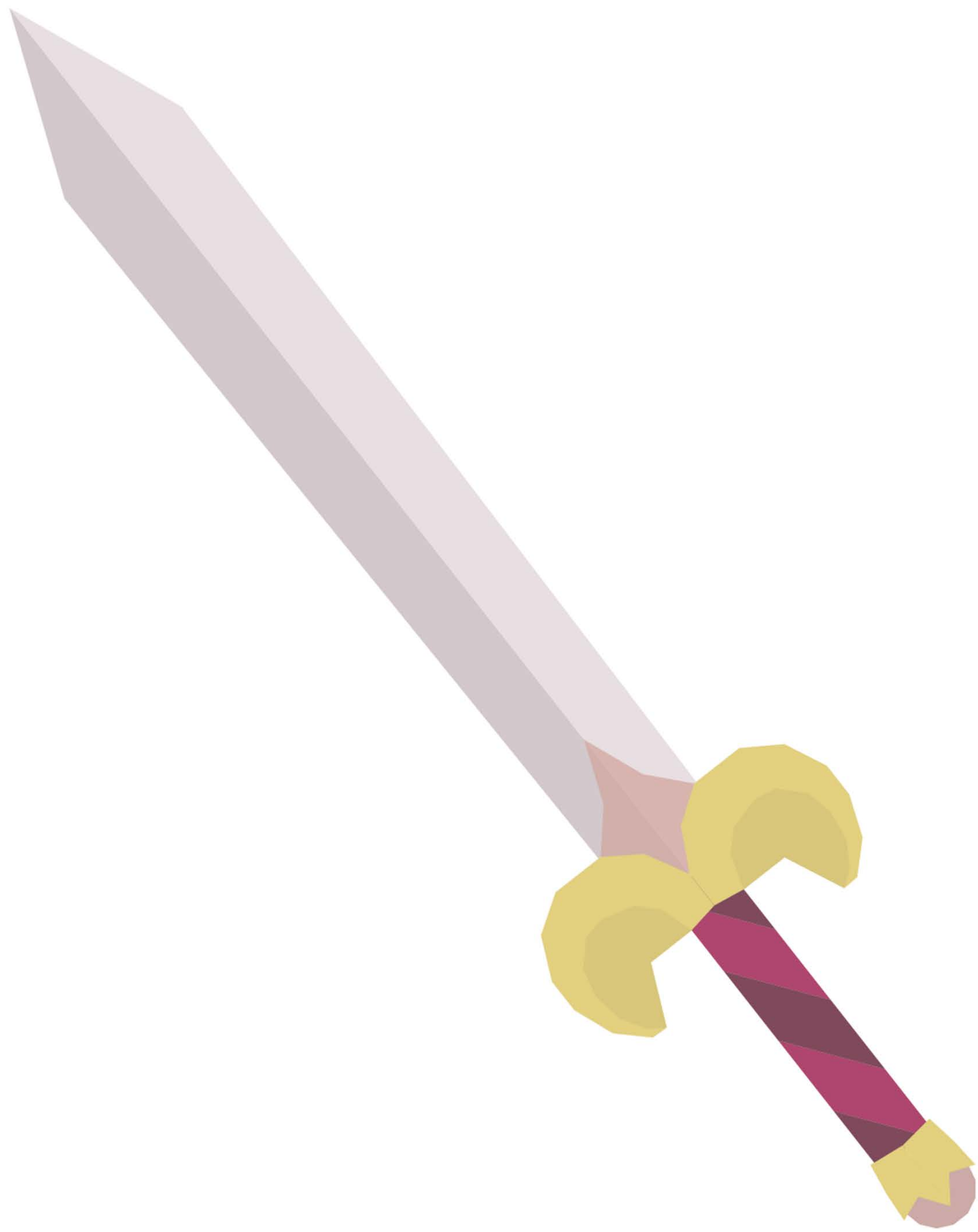
COMMON MAGIC ITEM, ATTUNEMENT

ASSASSIN NPC

# WOBBLY RAPIER

*This rapier has trouble standing still.* All attacks made with the wobbly rapier are made with **disadvantage**. Once you make an attack with the wobbly rapier, all incoming melee attacks against you have **disadvantage** until the start of your next turn. *This item requires proficiency with martial melee weapons.*
**(1d8 M,Pi 5ft.)**


ASSASSIN NPC



ASSASSIN NPC

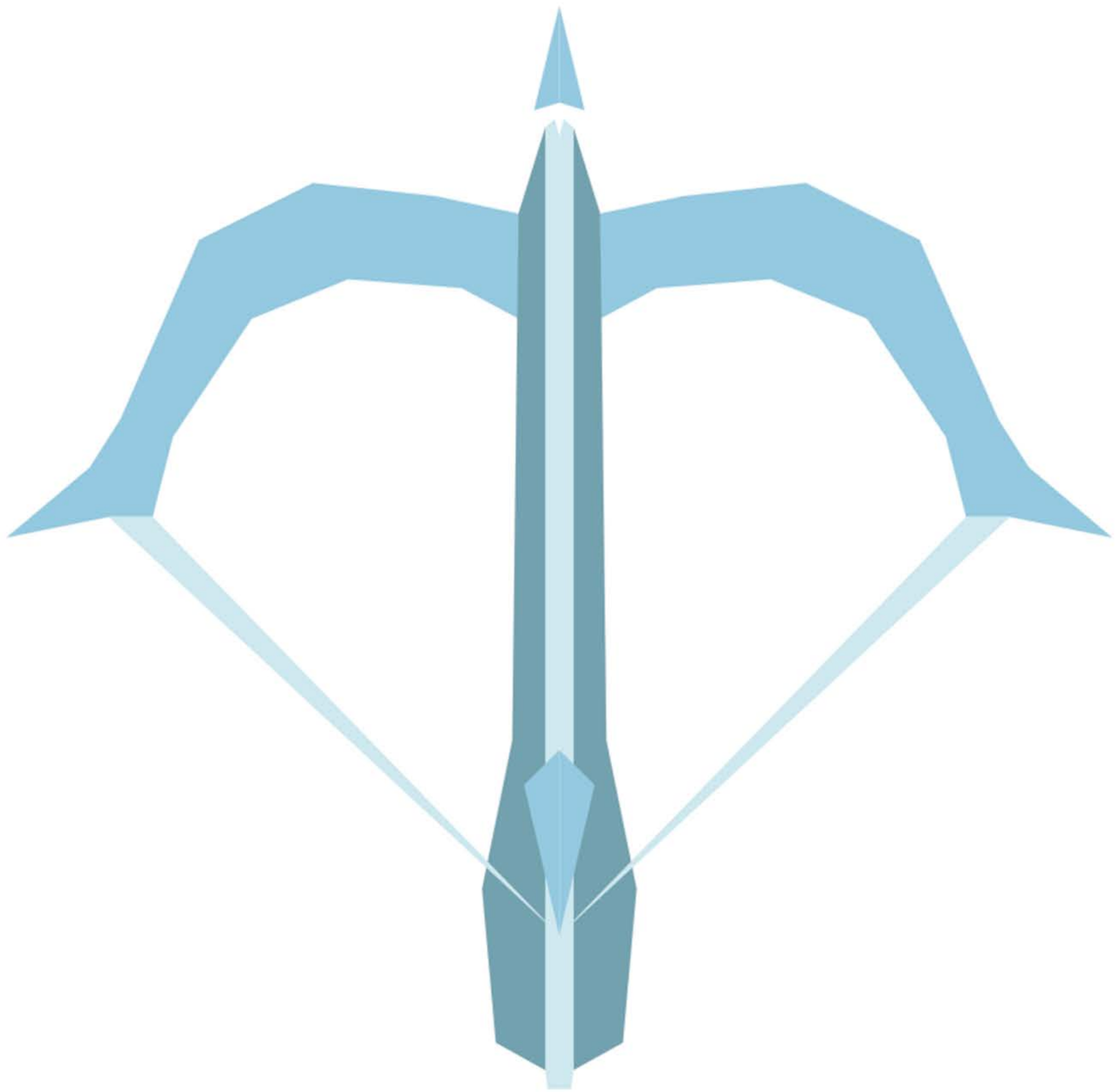
# SHORTSWORD OF STABBING

MARTIAL MELEE WEAPON (SHORTSWORD)
COMMON MAGIC ITEM

## SHORTSWORD OF STABBING

*This shortsword seems to stab with a mind of its own!* Once per turn when you roll a 1 on your damage die with this sword, it takes control, causing you to immediately make one additional attack with this sword against a different target within 5 ft. of your location, regardless of whether or not you have any attacks left. Once you do this, your movement speed is reduced to zero until the end of your next turn due to magical nausea.
**(1d6 M,Pi 5ft.)**


ASSASSIN NPC



ASSASSIN NPC

# MAGE-HAND CROSSBOW

MARTIAL RANGED WEAPON (HAND CROSSBOW) COMMON MAGIC ITEM ATTUNEMENT

# MAGE-HAND CROSSBOW

*This spectral crossbow sports an eerie-blueish glow!* While attuned to this crossbow, you gain the ability to cast **mage hand** as a cantrip. You can use your mage hand to carry this spectral hand crossbow and make attack rolls from your mage hand's location. If you roll a **1** on your damage die while your mage hand is active, it becomes disappointed in you, and leaves for the rest of the day. When this happens, you regain your ability to use the mage hand cantrip again at the **next dawn.**

**(1d6 M,Pi 30/120)**


ASSASSIN NPC

# ITEM CARD LEGEND

*Flavour text for your item goes up here in italics.* Your item information goes here in easy-to-read helvetica neue. The important **details** in the text will be written in bold to save you and your players time.
**(damage dealt, type, range)**

ASSASSIN NPC

ASSASSIN NPC

# DAMAGE TYPE LEGEND

*Below are all damage types and their abbreviations.*

**A:** acid
**B:** bludgeoning
**C:** cold
**Fi:** fire
**Fo:** force
**L:** lightning
**M:** magic (ignores resistances)
**N:** necrotic
**Pi:** piercing
**Po:** poison
**Ps:** psychic
**R:** radiant
**S:** slashing
**T:** thunder

ASSASSIN NPC

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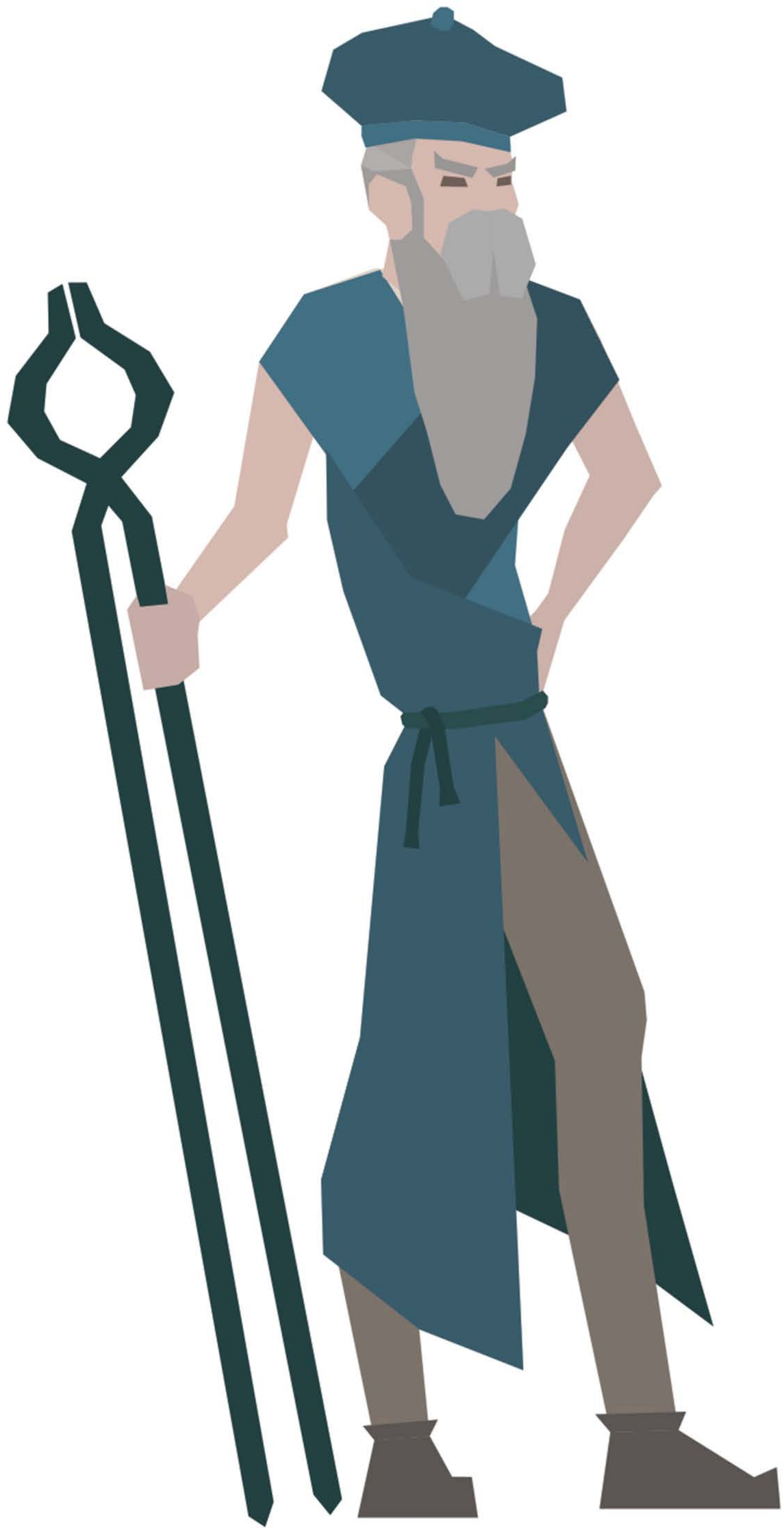

ASSASSIN NPC

# JORDY FORSHIN

## BLACKSMITH

# JORDY FORSHIN

***Personality.***
Snappy, impatient, preoccupied in the head with brilliant new ideas that keep coming with no end.

***Goal.***
To create a wondrous work of iron art that the world will remember.

***Quest.***
"My rival recently sculpted a statue in the town square. If you would deface it for me, I would give you my sentient magical longsword and forget it ever happened."

*Jordy uses the "Cult Fanatic" stat-block.*


ASSASSIN NPC

# Acknowledgements

## My Incredible Patrons

I would like to thank all of my incredible patrons! The Good ones, the Great ones, The Bright ones, the Brilliant ones, and the Magnificent ones! Your generous contributions help keep this content coming, and I want to thank you very much for your support. I want to especially thank those who supported my work before this compendium was released. You believed in me and my work before I became popular, and I will never forget that. Thank you, from the bottom of my heart.

## My Instagram Community

I am delighted to extend a special "thank you" to my incredible community of dedicated followers on Instagram! You gave me feedback, and helped direct the flow of the concepts found here in this compendium. Your continued support of my Instagram page (@assassin_NPC) is valued, recognized, and highly appreciated! So thank you!

## My Alpha Testers

Special thanks to the Alpha Testers who helped me to review the initial drafts of my compendium, ensuring it met the quality standards that our hardworking GM's deserve! Your feedback, reviews, and helpful suggestions offered me new perspectives that helped to make this collection the work of art it is today. So thank you!

## My Inspiration

Finally, I want to thank God because he gave me the idea to create this Instagram account, to post these silly roll tables, to branch out into compendiums, and to make this book for you. All my greatest ideas come from him. He truly is the best.

Thank you for reading this! Before you go, I just wanted to say that you **matter**, you are more **valuable** than you know, and your life has a **purpose** far greater than you can see today. Revelation is coming.

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