

AN ALPHABET OF COMMON MAGIC ITEMS

TWENTY-SIX WONDROUS ITEMS OF LITTLE OR NO CONSEQUENCE TO THE WORLD AT LARGE, OR TO ANYTHING, REALLY.



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Also many thanks to the wonderful and very talented Genevieve Edwards, whose artwork brings this document to life! More of her work as an illustrator, animator and all-round splendid human being can be found at www.genevieveedwards.com.

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A IS FOR

AQUA GLACIS

Two small ice sculptures, carved into the shape of pouncing quasits. Their temperature is always zero degrees and cold water drips slowly from them as from a normal piece of ice, but they never shrink or dissipate.

B IS FOR

BOY SCOUT'S CHEAT SHEET

When found, this 2ft by 2ft sheet of thick, stained parchment is rolled up and tied with a length of twine. Unrolled, it shows one side to carry an abstract image of a campfire, painted in charcoal and oils with flames and charred kindling and glowing embers.

If the Cheat Sheet is dry and clean, and no creature is standing on or within 2ft of it, a character can use an action or bonus action to snap their fingers and cause a roaring fire to burst forth from the Sheet. The fire will burn for eight hours, during which time the user can snap to douse or relight it up to eight times. After the eight-hour period has elapsed, the Cheat Sheet cannot be used again until 24 hours have passed.

C IS FOR

CHEATER'S COINPURSE

A light-brown leather coinpurse with a brass clasp, capable of holding a hundred coins. When closed, the purse makes no sound, even if shaken, and every other time it is opened, it is empty – so on subsequent openings it alternates between containing what was put in it, and being empty.

Anything put into the purse when it appears empty will, next time it is closed, reappear at a random place within 2ft of the purse.



AQUA GLACIS

D IS FOR

DRAMATIC ENTRANCE

A fetching red bycocket hat sporting a light green band with silver trim, and a single absurdly ostentatious ostrich feather whose colour changes after every long rest.

The person wearing the hat may at any point choose to 'prime' it by running their finger along the front of the brim. Thereafter, the next time they stride decisively through a door, put their hands on their hips and say "AHA!" the Dramatic Entrance will play out an obnoxiously loud fanfare of trumpets, with accompanying drumbeats, and fire out a shower of illusory confetti to announce the wearer's arrival.

Once this effect has been used it cannot be used again until 1d4 days have passed.

E IS FOR

EXPRESSIVE WHETSTONE

This long, ovoid oilstone can be used in the normal way to sharpen a blade. After doing so, the sword, axe, dagger or other weapon that has been sharpened will, when swung through the air, make a satisfying 'swish', 'whoosh' or 'shawing' noise, as though an excited child is narrating its motion.

F IS FOR

FRUIT OF FRUITS

A simple hessian bag with a leather drawstring, big enough to hold up to three pieces of fruit.

Once per short rest, one to three pieces of fruit can be put into the bag and the bag can be tied closed. When it is reopened after at least two hours, roll a d6 for each piece to find out what fruit it has turned into.

- 1 – Apple
- 2 – Orange
- 3 – Banana
- 4 – Peach
- 5 – Star Fruit
- 6 – Pineapple, the best fruit

If you roll any 6s, all pieces of fruit, however many were initially in the bag, have been replaced by a single pineapple, which as mentioned above is the best fruit. The bag will not function if anything other than fruit is inside it.

G IS FOR

GREEN THUMB

This attractive pair of sturdy gardening gloves appears to be made from some light green reinforced suede material.

They require attunement over the course of a week; thereafter, once per day, the wearer may touch a sapling or other nonmagical plant in the early stages of growth – for the next 24 hours, the plant will grow 10% faster than it otherwise would, and benefit from perfect nutrition regardless of the quality of soil in which it sits.

Removing the glove or donning another glove or gauntlet over it nullifies attunement.

H IS FOR

HANDLEBARS OF HORSERIDING

A pair of chromed steel handlebars, which meet in the middle to form a rough, hairy pad about a foot across, in an oval shape with two indents cut into the outside edges.

When riding a horse, a character can place the hairy pad in the centre of the Handlebars, with the indents fitting between the horse's ears. They can then be used as a steering column for the horse, who if anything feels less discomfort from the Handlebars than from the normal experience of reins. And yes, they have wing mirrors.

I IS FOR

INKWELL OF RAINBOWS

Whatever writing implement is dipped in this small blue glass bottle of multi-coloured, swirling oily liquid, the ink changes colour through the spectrum, from reds to yellows to greens to blues, as it writes.

J IS FOR

JUMPING SPIDER

The reanimated but mindless corpse of a large Funnel-web Spider, four inches from front feet to back.

The spider stays where it is placed; it does not walk but makes small cursory movements and twitches as if alive. At irregular intervals, roughly once every ten minutes, the spider jumps seven feet into the air, stopping short of impacting on any ceilings above it, then returns to rest.

While airborne, its eight legs waggle about maniacally and it attaches to anything which moves into its path of flight for ten seconds, before falling harmlessly back to the ground.

K IS FOR

KLAMOUR HAMMER

A blacksmith's hammer with a light, well-varnished wooden handle and a solid steel head. Each time it is struck against a solid surface, it makes a different crashing, breaking or crunching noise, as if being smashed against bone, china, wood, nails, glass, teeth, machinery, cymbals – but always loud. Very loud.

L IS FOR

LOVELY CUPPA

A smoothly-carved wooden mug, with a thick wax lid engraved with the image of a steaming mug of dark liquid.

A character can pour a large pinch of tea leaves or coffee beans into this mug then close the lid and give it a good shake. When the lid is removed, the cup will be full of steaming hot tea or coffee. For best results add milk and sugar before shaking.

M IS FOR

MISCHIEF SHEAF

A sheaf of thirty pieces of thin light grey parchment – ten of them are labelled KICK ME in large letters, ten are marked I LOVE TROLLZ, and the final ten read MY OTHER BUTT IS A GOOD BUTT.

Whenever the name of a sentient humanoid within 20ft of the parchments is whispered to one of them, it becomes invisible then whips through the air, avoiding all obstacles, and affixes itself to the back of the indicated humanoid with a small daub of paste, before losing its magic and becoming visible.

N IS FOR

NOT-ACTUALLY-DEADLY NIGHTSHADE

This innocuous houseplant needs no watering or feeding and produces small white berry-like buds which blossom into bell-shaped flowers. Squeezing one of these buds or flowers will produce a drop of oil which will 'poison' up to a litre of liquid.

The liquid can be tested with a keen nose or a herbalism kit - passing a DC10 Wisdom (Medicine) check will show it to be a deadly poison, but only passing DC20 will show the truth - that it's a fake, harmless pseudo-poison.



NOT-ACTUALLY-DEADLY NIGHTSHADE

O IS FOR OWL OF HOOTING

This sloppily-painted lightweight balsawood owl has a simple arcane device hidden in its head, connected to a bird call imitating the sound of a barn owl in the beak.

It can be activated by placing it on the shoulder of any humanoid, at which point it gives out a loud, obnoxious HOOOOOOOOT whenever the wearer says their own name.

If the wearer repeats their own name more than six times in rapid succession, the Owl's head explodes and the wearer takes 1d4 bludgeoning damage from the detonation.

P IS FOR PYRAMID OF PROJECTION

This stone, shaped like a flattened pyramid about the size of an adult orc's fist, looks like polished light-grey marble with softly-glowing red lines along the edges, and a small capstone also illuminated red. Two round buttons, one red and one black, are found on the base.

Holding down the red button causes the four edges of the capstone open out, and pointing the pyramid at a humanoid of Small to Large size for at least ten seconds will allow the pyramid to permanently 'learn' its image.

Thereafter, pressing the black button causes the pyramid to project a holographic image of the humanoid as it was when it was 'learned', at one third of its real size.

The Pyramid can only learn one image, and it cannot be replaced.

Q IS FOR QUADBOX

This delicate ceramic lockbox, inlaid with bronze filigree and with an intricate bright silver lock, contains a single compartment lined with a felt cloth.

The Lockbox comes with four distinct keys – one ivory, one jade, one pewter and one petrified wood – and the box itself contains four tiny pocket dimensions measuring five by four by two inches, each with a different-coloured felt lining. Only one appears at a time, dependant on which key is used to open the box.

When it is first found, roll a d100 and a d4 – the d100 decides what trinket from the Trinket Table (PHB 160) is in the box and the d4 decides which key opens the compartment in which it sits.

R IS FOR REVERSER PAD

Whenever this circle of soft silver-coloured woven fabric, two feet in diameter, is pressed against a flat surface such as a wall, floor or piece of furniture, it becomes a mirror for two minutes, before falling away again.



QUADBOX

S IS FOR STILL LIFE

This detailed 4ft by 3ft watercolour depicts a poker game, held in a musty, low-ceilinged attic.

The scene is lit by two lanterns, one in the centre of the table and the other hanging from the wall behind one of the players, and the light of dusk from the single window, through which a cutter can be seen on the distant ocean.

The four players - a tabaxi, half-orc, elf and gnome, all dressed in tatty seafaring garb - are sat on barrels and crates, and several dozen gold and silver pieces are in the centre of the table as they play.

The scene in the painting *moves* with incredible slowness – slow enough that the casual watcher may not notice until a few minutes have passed – and actually depicts the progress of an hour of this poker game, played out over the course of 120 hours in real time. During this, it is clear that the tabaxi is cheating, and the gnome calls them out, throwing a tankard at them – a fight erupts between all four, resulting in the lanterns being knocked to the ground. As they impact, flames explode slowly, filling the painting over the course of ten minutes with red, then white, then it fades back to the beginning of the scene.

T IS FOR

THIRSTY COMPASS

This compass sits in a small round case of varnished dark wood, emblazoned with a stylized image of a great wave. Inside, a black needle drifts slowly in a pool of translucent, milky-green liquid under a tiny wall of force. The needle always points unerringly toward the nearest large body of non-running water within ten miles. When immersed in a large body of water, the compass points true North.

U IS FOR

UNCANNY COIN

A battered, tarnished electrum piece. The coin is perfectly round and has a clear heads and tails, but when flipped it always lands on its edge.

V IS FOR

VINDICTIVE TANKARD

This thick, dented tin tankard is etched on one side with a sneering, apathetically judgmental face. When filled with ale, cider or wine and held up meaningfully, the face will animate for a few seconds and grievously insult the humanoid which it is most directly facing, seeming to have an uncanny knack for genuinely annoying even the thickest-skinned of subjects. If there are no humanoids in view, the tankard insults the owner for wasting its time.



VINDICTIVE TANKARD

W IS FOR

WALLFLOWERS

Whenever one or more of this bunch of 4d4 flowers, which come in a range of bright blues, yellows, pinks and oranges, are pushed against a flat wall, they meld into the wall and take the appearance of beautiful and detailed drawings of themselves in coloured chalk. After one hour, the stems of the Wallflowers begin to 'peel' back into three-dimensionality from the bottom up, and can be pulled back off, or will eventually fall away from, the wall. When found, roll a d4 to decide what the flowers are - tulips, lilies, irises or peonies.

X IS FOR

XORN TOY

A detailed clay model of an adult Xorn (MM 304), six inches tall, complete with tiny teeth and swivelling eye.

If it is put near a gemstone worth at least 10gp, the toy will give a tiny roar, animate, walk toward the gem, pick it up and insert it into its mouth with the largest facet facing up, making a tiny nom-nom-nom noise. The teeth do not damage the gem, but hold it in place as a white light switches on inside the Xorn's mouth, projecting a beautiful constellation of light through the gem onto the ceiling.

Y IS FOR

YELLOW EWER OF YELLING

A tall, yellow ceramic ewer painted with a detailed scene depicting a choir of several dozen people including men, women and children of various different races. Close inspection reveals that each figure's mouth is actually a tiny hole in the Ewer.

Once per hour, the user can yell something into the Ewer, and shortly after the Ewer will yell it right back, the singing faces on its side harmonising the phrase in unison at a volume slightly louder than that with which it was originally yelled.

If any liquid is poured into the Ewer, it dribbles from the mouths of the singers. If any phrase is yelled into the Ewer while it is filled with liquid, it is repeated back in a barely-audible, burbling mutter.

Z IS FOR

ZOMBIE DROPS

A squat, rectangular tin box containing a few dozen hard green pills the shape of raisins or – more accurately – shrivelled nuggets of dead flesh. They emit a faint sulphurous stench but the outer surface tastes of nothing.

If chewed, the Zombie Drops induce immediate vomiting as the flavour of rotting flesh floods the mouth. If swallowed whole, however, after 1d4 minutes the consumer's skin will seem to turn grey, rot and peel, and their eyes sink and darken, over the course of one minute, after which they retain the illusory appearance of a zombie for 1d4 minutes.