

AN ALPHABET OF LEGENDARY MAGIC ITEMS

TWENTY-SIX WONDROUS ITEMS

FOR ADVENTURERS WHO AT THIS POINT COULD PROBABLY PUNCH ALL THE WAY THROUGH GOD



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Also many thanks to the profoundly 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 <https://www.facebook.com/genevieveedwardsillustration>

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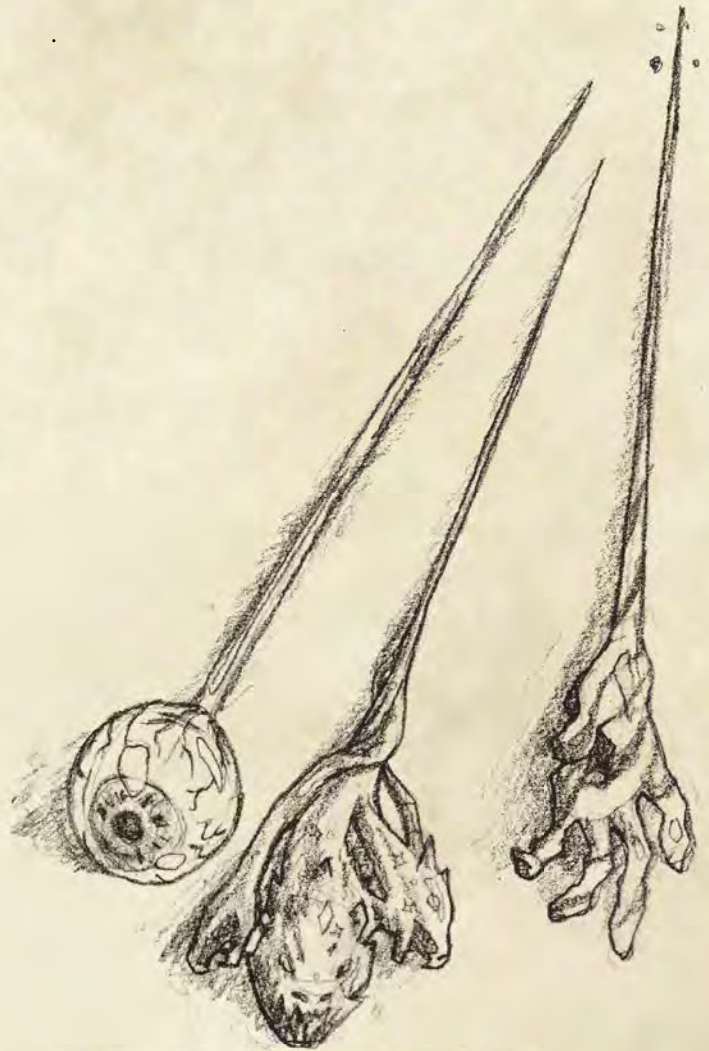
A IS FOR....

ANATHEMA PINS

Each of these three stone hairpins carries a loathsome curse. The attuned owner of the Pins is immune to all the curses, which can be resisted with a DC 20 Constitution saving throw; on a successful save the target is immune to that particular curse for 24 hours. Failing this, the curse ends only when the owner of the pins chooses. Two curses can be active at any one time.

- **Tremble** – the heads of a chimera roar from the tip of this goldstone pin, which has an extremely sharp point; pricking the skin with it bestows the curse. Tremble brings on a feverish sweating and shaking and causes the whites of the eyes to turn light purple. The sufferer has disadvantage on all Dexterity-based rolls as well as on all attacks and spells requiring a somatic component.
- **Blind Wonder** – a large bloodshot eyeball crowns this carved moonstone pin. Flicking the shaft causes the pupil to flash brilliantly; flashing it in a creature's eye bestows the curse. An afflicted creature is wide-eyed and cannot close their eyes. They cannot benefit from rest and will go blind if they spend two hours without dousing their eyes in clean water.
- **The Living End** – the head of this smooth tiger eye pin is carved with a bony hand reaching into the sky; a thick red oil seeps from the nib-like tip and bestows the curse on anyone whose skin it touches. The victim is convinced that they are undead. They may believe themselves to be a zombie, ghost, ghoul or vampire, and conduct and feed themselves appropriately.

Requires attunement



ANATHEMA PINS

B IS FOR...

BALL OF BOWLING

A sphere of blue and gold marble, measuring twelve inches in diameter, weighing sixteen pounds, and with three finger-holes bored into it.

As an action the Ball can be thrown and its command word stated. Up to eight willing creatures within 50ft are drawn inside the Ball. They remain safe and comfortable inside until the Ball comes to a stop, at which point they reappear in a circle around it.

If it stops in a position where it doesn't have space to eject its passengers, the Ball teleports back to the point from which it was thrown and ejects its passengers, inflicting 2d10 force damage on each of them.

The Ball has an AC of 20, 200 hit points and resistance to all types of damage; it takes no damage from falling. If reduced to 0 hit points it explodes and any creatures within 40ft take 10d10 force damage. The passengers each take 2d10 damage and are ejected to random spots within 40ft of the point of detonation.

C IS FOR....

CHAOS ENGINE

This complex brass box, four inches to a side, is an ever-changing confusion of gears, blades and implements which shift and rearrange themselves in apparently random patterns whenever it is being held. On attunement the user learns two randomly selected new spells – one of 5th level and one of 6th.

In the presence of magic, the Chaos Engine becomes very excitable, its mechanisms and gears moving faster and in more complex patterns. An attuned creature can activate the Engine using their reaction when another creature they can see casts a spell of 7th level or higher. It expands suddenly outward into a 10ft sphere of intricate and interconnected mechanisms spinning and clicking and buzzing in the air.

The Chaos Engine transforms the spell into a randomly selected spell two levels lower, with the same target and using the original spellcaster's modifiers. Once used in this way it cannot be used again until the following dawn.

D IS FOR...

DECK OF DELIRIUM AND DELIGHT

Each of these cards is carved from a single thin slab of jadeite and etched in fine detail with elaborate images, many of which move and react as they are looked at. The Deck is found in a simple string pouch, and contains 4d4+2 cards, determined randomly.

DECK OF DELIRIUM AND DELIGHT

Card	Image
Ace of Diamonds	The Lotus
King of Diamonds	The Heretic
Queen of Diamonds	Rapture
Jack of Diamonds	The Firmament
Ace of Hearts	The Spheres
King of Hearts	The Totem
Queen of Hearts	The Bridge
Jack of Hearts	Discovery
Ace of Clubs	Lovers
King of Clubs	Rumination
Queen of Clubs	Dread
Jack of Clubs	The Effigy
Ace of Spades	The Eye
King of Spades	The Mirror
Queen of Spades	The Mule
Jack of Spades	The Quake
Red Joker	Ire
Black Joker	The Gauntlet

The Lotus – This tranquil card depicts a pleasant grove where five naiads play lyres and feed fruit to weary adventurers resting on satin pillows. Twice per week you and six others can access this pocket dimension for an hour; short rests taken here heal an extra 20 hit points.

The Heretic – The insane figure in this card claws at her bleeding eyes and gnashes her teeth, wailing at the moon. The wail makes the card reverberate until it shatters in your hand, and your hit point total is reduced by 20.

Rapture – The face of this card is a window into the Feywild, from which a powerful Fey creature looks out. It sees you watching it and takes an obsessive liking to the idea of playing horrible tricks on you, while gaining the ability to make you hallucinate injury and death to yourself. It is compelled to leave the Feywild with a few minions, and set up a camp from which to stalk and torture you.

The Firmament – Five stars flare brightly in the night sky portrayed on this delicately engraved card. Their light fills up the card, which turns into arcane energy and suffuses your hand. For each of these stars, you may either add 1d4 to your maximum hit points, or learn a spell of 5th level or lower from your spell list.

The Spheres – This joyful card depicting seven spheres separates itself into seven pieces, each of which becomes a multicoloured leather ball stuffed with wool. You can juggle flawlessly with them, and as you do so they produce gentle and soothing music.

The Totem – This card is carved with complex runic patterns the like of which you've never seen before. Somewhere in the world, an intelligent creature of your alignment becomes aware of you and is compelled to worship you as a great and powerful hero; they build a shrine to your honour and spread the word of your greatness.

The Bridge – On this powerful card, a great arc of energy seems to stretch into the void. You gain the innate ability to cast the Gate spell five times.

Discovery – This card is etched with an image of a child reading a book which contains an image of a child reading a book, which in turn contains an image of a child reading a book, and so on... As you look, the image zooms in endlessly on itself, until you lose consciousness. When you wake you have gained proficiency in one language, one instrument and one gaming set decided by you; you also possess the instrument, the gaming set, and a novel in the language.

The Lovers – Your charisma ability score increases by 2. If you ever declare your true love and it is truthfully reciprocated, your lover also benefits from this increase.

Rumination – The kneeling figure etched into this card looks lost and confused, staring into her open hands as if she has lost something. As you look at the card, she raises her eyes to meet your gaze, and as she points one accusing finger at you a fog of confusion clouds your mind. Roll a d4; you cannot use spell slots of this level. Only a Wish spell can undo this.

Dread – The roiling, inchoate mass of flesh, bone and teeth on this card seems to cry out in agony to you; a necrotic black scar appears across your face and three of your ability scores reduce by 1. Roll a d6 to determine which, rerolling duplicates.

The Effigy – This card bears the awful visage of an effigy of yourself burning at a stake. You gain permanent weakness to fire damage, disadvantage on saving throws to avoid being Frightened, and two types of long-term madness.

The Eye – A huge eye stares out from the centre of this card; its pupil narrows to an infinitesimal point, and you forget one language, one tool or instrument proficiency and one skill proficiency.

The Mirror – As soon as you touch this card it becomes a full-length mirror, then disappears. Your image in the mirror has become a life-sized silver sculpture of yourself; each eye is a diamond worth 3,750gp.

The Mule – This card depicts a frail old man leading a heavily-laden pack mule across snowy lands. Your clothing or armour develops a new pocket which functions as a Bag of Holding. You have the carrying capacity of a creature one size category larger than you.

The Quake – As you stare at the fissure in the heavens depicted on this card, something deep within your mind becomes unstuck. You take a level of long-term madness and gain weakness to psychic damage. Every time you take psychic damage, you take a level of long-term madness.

Ire – This card shakes in your hand as a figure in the foreground screams at the distant scene of a child on the gallows. You look around the room; the DM picks two objects and two creatures, and you become permanently infuriated with them and desire their destruction.

The Gauntlet – You may choose any card to draw from the deck; first, though, you must draw three others at random, ignoring any positive or beneficial effects.

E IS FOR....

ELDRITCH EFFIGY

This ghastly figurine is made up of a series of articulated pieces of fire-blackened wood; a squat cylinder for the torso, a dented sphere for the head, and limbs made up of several smaller shapes, all bound together with black twine and heavy iron staples. It gives the unsettling impression of watching and hearing everyone and everything around it, the head and limbs moving occasionally as if to observe. To attune to it, a character must stay alone and awake in a locked room with it for a night, during which it slowly develops features reminiscent of their own.

The Eldritch Effigy has nine charges and regains three every time its owner reduces a creature of CR 5 or higher to 0 hit points. Charges can be used in a variety of ways:

- A failed death save becomes a natural 20 (3 charges)
- A Necromancy spell of 6th level or lower cast within 100 feet is negated (3 charges)
- When the owner hits with a nonmagical attack, it inflicts magical necrotic damage instead of the weapon's damage type, and the amount inflicted is restored to the owner (2 charges)
- A failed Intimidation check succeeds instead, and the target is Frightened if the owner wishes (2 charges)
- A disease that the owner has contracted is transferred to the Effigy (2 charges)

If the owner dies their soul enters the Effigy. It animates and grows to the size of an adult halfling. Use the Scarecrow stat block with size category Small and the owner's Intelligence, Wisdom and Charisma scores, spellcasting abilities and armour, weapon and other proficiencies, as well as any diseases it has taken on in its owner's stead. Only a Wish spell can undo this.

Requires attunement



GORGON MIRRORMASK

F IS FOR...

FREEDOM FIGHTER

A finely wrought pewter model of a mighty dwarven warrior in plate mail. She is roaring to the sky and holding her arms above her head, ripping apart the thick iron chains binding them together. Broken manacles dangle from her shoulders and feet.

The Freedom Fighter can be attached to the clothing by the gossamer-thin thread tied into one of the chain links. Whenever the owner of the Fighter or any of their allies are bound in chains, paralysed or otherwise restrained, the thread snaps and the Freedom Fighter falls to the ground and becomes a full-sized dwarf, still made of pewter. She rolls into the initiative order and acts on her turn; she has a movement speed of 45 and the following actions:

Liberate (3/day): A creature you touch who is Paralysed, chained or under the effect of the Hideous Laughter spell or a similar effect is freed from one such effect.

We Were Never Friends (3/day): Make a melee attack against a creature who is Restraining or Grappling one of your allies. +10 to hit; 1d4 magical slashing damage, target must succeed on a DC 22 Wisdom saving throw or release the ally.

She has an Armour Class of 20, 50 hit points and the same saving throws and ability scores of her owner, except that her Strength ability score is 20. She cannot be restrained. If reduced to 0 hit points, or after one hour has passed, she reverts to model form.

G IS FOR....

GORGON MIRRORMASK

Framed by a pair of curved, pointed horns, this fearsome helm of blackened steel covers the head entirely. When the faceplate is down the wearer, who must have proficiency in Heavy Armour, has the terrifying appearance of a bipedal Gorgon. Set into the forehead of this gruesome item is a dark-glassed mirror which reflects only the arcane; a powerful magic user may see the reflection of their eyes or hands in it at rest, but otherwise it seems like a mirror into the void until arcane power is exercised in front of it.

When the faceplate is down, the wearer has Darkvision out to 120ft and advantage on Intimidation checks. If they are targeted by a spell of 8th level or lower which targets only them, they may spend their reaction to catch the spell in the dark mirror, reflecting its power back on their attacker in the form of a Petrifying Beam. The caster must succeed on a DC18 Constitution saving throw or be turned to stone immediately. Only a Greater Restoration or Wish spell can undo this.

Once it has been used in this way the Mirrormask cannot be used again until the following midnight.

H IS FOR...

HAVOC HARP

Made of an unusual soft wood and marbled with vivid greens, oranges and blues, this magnificent miniature harp buzzes with latent magical energy. Each of its 12 strings is a different vibrant colour, and they sporadically sound out their tones and switch places with each other on the instrument. The harp is small enough to be carried in one hand, and functions as a +2 bardic focus.

As an action all the strings can be struck at once, causing a cacophony of tones audible out to 500 feet. All creatures of Medium or Large size within 60 feet of the harp disappear and instantly reappear, all having changed places with each other. The user may choose a number of creatures equal to their Charisma modifier; they control where these creatures arrive in the 'reshuffle', and they must succeed on a Charisma saving throw against the user's spell save DC (17 if they have spell save DC) or become Confused; all other creatures are randomly moved into other creature's spaces.

Once the Harp has been used in this way, it cannot be used again until the following dawn.



JADE
SONOLITH

I IS FOR....

INDIGO EYE

A smooth oval of clear, hard resin with the flat image of an eye suspended inside. Once attuned, it clings to the centre of the user's forehead and manifests an illusory headband, diadem or crown mentally designed by the wearer.

The Indigo Eye carries 15 charges and regains all charges daily at dawn. Charges can be expended to perform the following actions:

- Cast **Rary's Telepathic Bond** (5 charges), **Divination** (4 charges), or **Detect Thoughts** (2 charges [spend 4 to probe deeply without the target becoming aware])
- Name a creature you can see and a damage type – the DM will reveal if the creature is Weak, Resistant or Immune to the damage type (4 charges)
- Name a creature you can see – the DM will reveal one of its special attacks or abilities if it has any (6 charges)
- As an action, see through the eyes of another creature within sight (4 charges, then 3 charges per round to sustain)

Requires attunement by a spellcaster

J IS FOR...

JADE SONOLITH

This sculpted jade sonolith is delicately patterned with gold leaf in a motif of ravens, Death's-head moths, owls and cats arranged around a Phoenix, flaming wings spread wide.

As an action the Sonolith can be struck; it sounds out with a tone far deeper and stronger than its size suggests, and in a 20-foot radius around it the air shakes and crackles with eldritch energy.

Creatures within 20 feet of the Sonolith who have been mentally chosen by the user and have died in the last minute are brought back to life with 1 hit point; their hit point maximum is decreased by 20 and they lose 1d6 ability score points, randomly chosen by the DM.

Other creatures in the 20 foot radius are brought back as spirits who can be interrogated, their ghosts hovering over their stricken forms. This action takes the attention of the Raven Queen, who will want their spirits released within the minute, or forcibly retrieve them, taking careful note of the person who threatened to deprive her of her property.

K IS FOR....

KNAPSACK OF NEED

A heavy canvas pack with a main pocket which can hold up to 200 pounds, and a side pouch which is magically closed. Stitched in thick black twine on the back of the pack is an expressive face, one eyebrow raised inquisitively.

Once per long rest, the user can request from the Knapsack any item for which they have a need, as long as it is valued at less than 1,000gp and no greater than four feet in any dimension. To do this, they spend a minute explaining their need to the face, which nods and sympathises at length. If the request is truthful, the next time they reach into the side pouch it will contain what they asked for; after two days, or if the Knapsack is used again, the item dissolves into ash.

If the request is not truthful, roll a Deception check which the Knapsack contests with a +12 Insight modifier. If the Knapsack wins, the face on the back scowls and sulks at length, and refuses to produce anything new for one week.



MIDAS TOUCHSTONE

L IS FOR...

LIFE

It's like a box of chocolates. When you look into this beautiful rosewood box the contents appear as plain cubes of dark chocolate. However, if you withdraw a chocolate from the box and eat it without looking, it has a complex and unique flavour, and bestows one of several possible benefits on you.

There are eight chocolates in the box; when the last one is eaten, the box refills in 48 hours. Roll a D12 to determine what chocolate you eat; up to two of the effects can be active on one creature at any time, the earlier effect being negated by a new one if more than two are eaten. The effects expire after 24 hours.

1. **Marzipan Bar** – you gain 4d10 temporary hit points
2. **Champagne Truffle** – you understand all languages
3. **Pecan Praline** – your armour class is increased by 3
4. **Caramel Crème** – your charisma ability score is 20
5. **After-Dinner Mint** – you can become invisible at will
6. **Coconut Éclair** – you gain a swimming speed of 60 feet
7. **Candied Ginger** – you can speak to plants and animals
8. **Orange Crème** – you learn four cantrips of your choice
9. **Chocolate Rose** – your proficiency bonus goes up by 1
10. **Brownie Bite** – you cast spells of 5th level or lower without needing material components
11. **Hazelnut Praline** – you gain a flying speed of 50 feet
12. **Rum & Raisin Fudge** – you gain +2 to all saving throws

M IS FOR....

MIDAS TOUCHSTONE

A single moulded piece of rich gold ore, shaped into the form of a thick, four inch wide ring with a sharp spike extending out from one edge, flanked by two curled threads – the alchemical symbol for gold. In the centre of the torus a pinpoint of golden light hovers.

An item made of non-living material, which is no greater than four inches in any dimension, can be 'anchored' on the mote of light, which will hold it in space in the centre of the ring. The Touchstone can then be spun around it by twisting the spike, so that it describes a sphere around the item – after six seconds, it is turned into solid 24-karat gold.

Additionally, the Touchstone can be wielded as a magical dagger. If you hit a creature with an attack using the Touchstone, the creature must make a Constitution saving throw equal to your spell save DC if you have one, or a DC equal to 10 + CON modifier + WIS modifier if you do not. On a failed save, they begin to turn to gold. At the end of their next turn they may repeat the saving throw, whose DC increases by two each round. After three failed saves, the transformation is complete and permanent. Upon three successes, the Touchstone ceases the transmutation.

Once the Midas Touchstone has been used in this way it cannot be used again until one week has passed.

N IS FOR...

NULLIFYING NECKLACE

This well-wrought necklace is made of a linked series of 50 closed fists on a thick twine, each an inch across and carved from a variety of different woods. Ten of them, evenly spaced around the necklace, have a small white opal embedded in the centre of the palm, hidden by the closed fist. On discovery, 1d4 of the hands are open.

Whenever a spell attack roll is made against the wearer, they may as a free action cause one of the opal-studded fists to open and the gem to flare with grey light. The necklace casts Counterspell, using a +5 modifier or the wearer's spell attack bonus, whichever is higher.

Daily at dawn, 1d4 of the open hands close and can be reused.

O IS FOR....

ORB OF ACCRETION

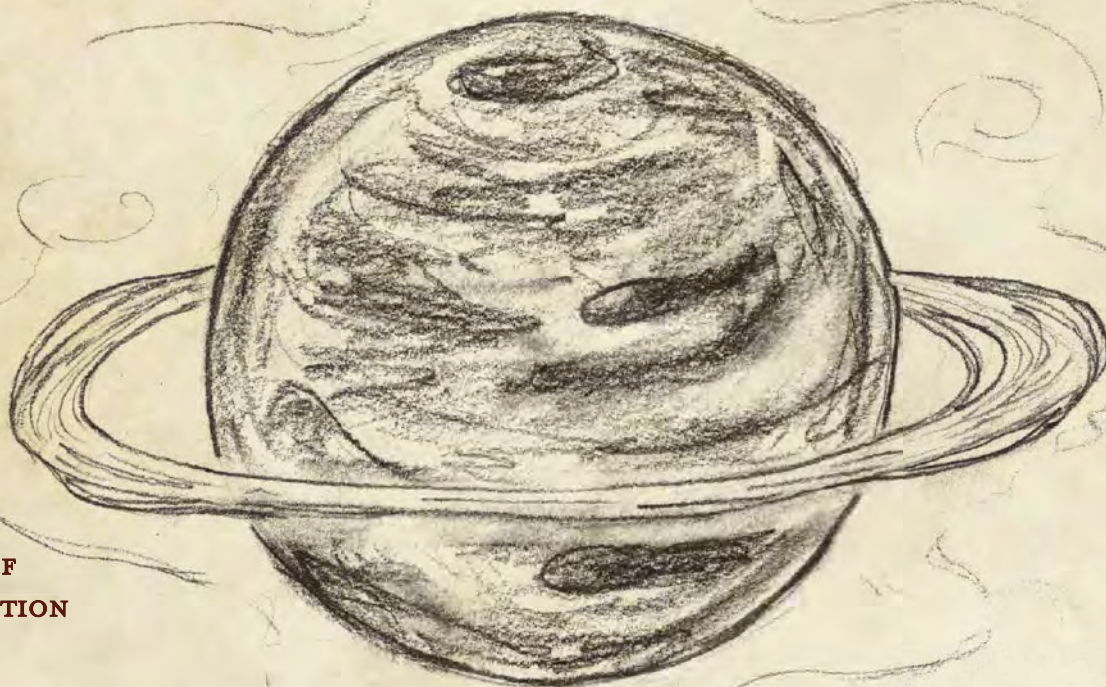
This glowing grey-blue orb, wreathed in a light smoke and about the size of a football, is circled by a band of suspended orange material, like the rings around a great planet. On close inspection this material, which moves if disturbed but quickly floats back into place, is made up of fifty tiny threads of a strange arcane substance. Faint sparks occasionally flare within the Orb, accompanied by the muffled sound of thunder.

The orb absorbs half of any thunder or lightning damage inflicted by a hostile attack on its owner. Whenever this happens, a number of the 'rings' illuminate equal to the damage absorbed. When all fifty rings are illuminated, the Orb flares mightily and bestows +1 to the ability score of the owner's choice. After one hour has passed, the rings double in number and dim to their original colour, and the process can be started again. The number of rings continues to double each time the ability score is bestowed.

If the Orb is passed to a new owner, any illuminated rings go dull again, and the number of them remains the same. Left unused, the Orb resets itself to 50 rings in a century.

Requires attunement

**ORB OF
ACCRETION**



P IS FOR...

POLYCHROMATIC RINGS

These eight rings of rainbow geode, each with a band of pure colour running through the inside, were scattered across the land many years ago and are now found in disparate locations. The wearer of at least one Ring can sense the location of any other within 50 feet. Each bestows a different boon:

Red - +1 to Strength ability score

Orange - +1 to Dexterity ability score

Yellow - +1 to Constitution ability score

Green - +1 to Intelligence ability score

Blue - +1 to Wisdom ability score

Indigo - +1 to Charisma ability score

Violet - +6 to maximum hit points

White - Double the bonus of any two other Rings

- If a creature wears three Rings, they may cast Light and Dancing Lights at will.
- If a creature wears five Rings, they may cast Daylight and Prismatic Spray once each per day.
- If a creature is wearing all eight Rings, they may cast Prismatic Wall once per day.

Q IS FOR....

QUIXOTIC ROSARY

The silver beads on this elegant rosary are moulded into the shapes of strange glyphs whose meaning is lost to time but which seem oddly reminiscent of the alphabet of the Giant language.

After committing a significant act in keeping with their god's tenets, the cleric or paladin bearing this Rosary can appeal for favour, communing through the rosary for eight hours. If the god finds the deed agreeable (as decided by the DM) they may grant one of the following boons.

The following are guidelines/suggestions for the DM.

- Every time they roll healing dice they reroll results of 1
- After each long rest they take two points of Inspiration
- All their attacks deal an extra 1d10 radiant, force or psychic damage
- They learn the Spare the Dying cantrip and the Gentle Repose and Revivify spells, or may learn new spells of equal level if they already have access to them

If the Rosary is used more than once the deity's demands are likely to be more stringent, and it will be progressively harder to accrue more and more of these permanent boons.

Requires attunement by a cleric of paladin

R IS FOR...

RUBY RING OF RUSES

This extraordinary piece of jewellery is not set with a ruby, but rather is cut from a single piece of raw ruby using a method far beyond the abilities of even a master jeweller; it appears smooth at first but on closer inspection is cut with many thousands of minuscule facets.

As an action the Ruse Ring can be held horizontally and bidden to expand up to a five-foot diameter. Any non-living item dropped through the Ring while one of its three command words is spoken will disappear, to be immediately replaced by an illusory duplicate. The original item is stored within the Ring and can be retrieved later. The illusion looks, feels, smells, tastes, sounds and weighs exactly as the original item, and for 14 days it has the same magical properties.

The Ring can store up to three items, each retrieved by repeating the associated command word, at which it will appear in a space chosen by the wearer within 10 feet.

QUIXOTIC ROSARY



S IS FOR....

SASH OF SIZES

This thick cloth sash is painted with figures of many humanoid species in a variety of sizes, from diminutive gnomes and halflings to towering firbolgs and goliaths. It is secured with a large round buckle of polished bronze.

The wearer of the Sash can tighten or loosen it as a bonus action, changing their size between Small, Medium and Large. They benefit or suffer from the effects of the Enlarge/Reduce spell, as appropriate, and the Girdle bestows a +2 to AC and to attack and damage rolls against any enemy which is at least three size categories smaller or larger than the wearer.

T IS FOR...

TALON

This vicious-looking armlet takes the form of a four-taloned claw of emaciated black flesh which grips the wrist. Between the knuckles a blue-and-black eyeball gazes, and two vibrating grey gems are set on either side. It is very painful to don, as the talons sink into the flesh, but lends an exceptional power to its wearer.

The wearer may perform a simple one-minute ritual to will their soul into the claw, which separates the hand from the wrist. They can pilot the Talon-hand, seeing through its eyeball, hearing through the two grey gems to either side, and walking on its fingers. It has the wearer's hit points, an armour class of 20, a movement speed of 30 feet, a climbing speed of 20 feet, blindsight up to 120 feet, immunity to poison and psychic damage, and advantage on stealth and investigation checks.

After an hour an overwhelming compulsion to return to the host body sets in and they must travel directly towards it as fast as possible. The owner must reattach within ten minutes; if they do not, they take 2d10 psychic damage per minute until reattached. If this reduces Talon to 0 hit points, both Talon and the hand shrivel and die, and the owner's soul returns to their body.

Requires permanent attunement



TALON

U IS FOR....

ULULATING VEIL

A crown of stylised black metal thorns around which hangs a dark organza veil covering the head entirely. The veil is dyed with the faint outline of a face in mournful agony.

The wearer can spend their action giving out a wail, at which the face on the veil animates and cries out in distress with the sound of a hundred mournful voices, audible up to 500 feet away; the wearer can continue the wail on their next turn but doing anything else, including moving, ends it.

Any death saving throws made within earshot of the Veil which fail, are considered to save instead. If the Revivify, Raise Dead or Resurrection spells are cast within earshot, the material components for the spell are not consumed; if the True Resurrection spell is cast, only 10,000 gold pieces worth of diamonds are required.

The wail can last as long as the wearer sustains it, but the Veil cannot then be used again until 1d4 days have passed.

V IS FOR...

VERNACULAR VAULT

This white marble box, small enough to conceal between the cupped hands, has a tiny purple door set in to one side. Knocking on the little door with the tip of a finger causes it to open silently inward, revealing the dark interior of the box, from which a pair of implacable blue eyes stare out, unblinking. A barely perceptible breeze is constantly drawn into the door, which will close after a single word has been whispered into it.

The word becomes sealed by the Vault's power. If anyone within 500 feet of the Vault attempts to speak the word in any language a chaotic frenzy of energy pulses in their mind; they must make a DC20 Constitution check. On a failed save they take 3d20 psychic damage and are knocked Prone. On a successful save they take half as much damage and are not knocked Prone.

W IS FOR....

WALRIDER WAISTCOAT

This elegantly-tailored double-breasted waistcoat, made of a fine dark blue felt, sizes itself to fit tightly to its wearer. Its three pockets each contain a handful of dust, and each pocket refills daily at dusk.

The wearer of the Walrider can use their action to pull a handful of dust from one of the pockets and blow it into the air; it forms into a Medium-sized humanoid controlled by the wearer and through whose senses the wearer perceives. The Walrider has one hit point, a flying speed of 50 feet, Darkvision to 120ft, the ability to move through solid surfaces less than one foot thick, and immunity to all damage types except force. It has the following action:

Hateful Grasp: Melee attack, +8 to hit, 2d10+6 magical bludgeoning damage, the target must succeed on a DC 20 Strength saving throw or be moved up to 20ft in a direction determined by the Walrider.

For the damage on this attack, roll 4d10 and choose the two highest results. If neither is a 10, the Walrider disperses into dust after completing the attack. Otherwise it disperses after five minutes have elapsed.

X IS FOR...

XVART HEART

The heavily-enchanted heart of one of the debased progeny of Raxivort. Pale white and rippling with arcane energy, the heart pulses at a distressingly rapid pace.

To attune to the Heart is to capitulate to a hideous demand for proof that the user can counter the craven nature of the Xvart – they must crack open their own ribcage and plunge it inside. The moment the Heart makes contact with the user's own heart, it nullifies the pain, restores the bone, and seamlessly closes the wound. Once this is done, however, the same ghastly process is needed to remove it, and it affords no such healing after being removed...

Aside from conferring disadvantage on saving throws against being Frightened, the Heart empowers its vessel with a great affinity for interplanar travel. They cannot be moved between planes by magical means unless they are willing, and once per day they may cast either Contact Other Plane or Arcane Gate without expending a spell slot or requiring material components.

Requires attunement by a spellcaster

Y IS FOR....

YELLOWJACKET

A large preserved yellowjacket hovering in the centre of an oval cage of force. Its translucent wings flap with an unnerving slowness. The owner's Dexterity ability score cannot be lower than 18 as long the Yellowjacket is in their possession.

As an action the owner can speak the Yellowjacket's command word, at which it grows to the size of a draft horse and can be used as a mount. The Yellowjacket acts on its own initiative – use the Giant Wasp stat block (MM 329) with an armour class of 16, 61 hit points, and a Dexterity modifier of +6. It has the following actions:

Sting As in the Giant Wasp stat block, but with a melee attack modifier of +8 and 3d6+6 damage; the DC for the Constitution save is 16.

Shake the Nest (3/day) The Yellowjacket attempts to summon its cohorts to aid in combat. Summoned creatures appear in a space adjacent to the Yellowjacket and act on its initiative. Roll a Wisdom check using the creature's stats:

- 01-09 - Nothing is summoned
- 10-12 - 1d2 Swarms of Wasps are summoned
- 13-16 - 1d4 Swarms of Wasps are summoned
- 17-18 - 1d2 Giant Wasps are summoned
- 19-20 - 1d4+1 Giant Wasps are summoned

Z IS FOR...

ZEBRA STONES

These two round, flat stones, always cool and very smooth to the touch, get their name from the uneven wavy strips of black and white that colour them. Watching the stones for more than a few moments will reveal that these stripes are moving slowly, undulating and rippling over the surface of the stones.

As an action the smooth surfaces of the stones can be clapped together, causing a single, loud clacking sound audible out to 300 feet. One creature chosen by the user of the Stones who would have heard this sound does not hear it; instead they are frozen in time for one round. When they resume animation, their alignment has changed to an alignment chosen by the user, for one hour. Afterwards, they are frozen for one round again, then resume with their original alignment and no knowledge that they've been affected by magic. They have hazy memories of the last hour, and will fill in the gaps in their memories in a way that fits to their natural alignment.

Requires attunement by a character proficient with a stringed instrument



YELLOWJACKET