

PATREON: COMMON MAGIC ITEMS

MAGIC ITEM OPTIONS

Tales and legends are often spun relating to items of great power, marked by prophecy, divine favor, or the hand of an especially powerful magic user. However, not every magic item is renowned or even particularly mighty, and scattered throughout the planes are many simple, common magic items that nevertheless serve small, important purposes, ranging from improving one's quality of life to providing simple amusement.

The items contained here hold very little in the way of potent benefits, and are intended primarily for the enjoyment of players and the DM.

ANIMAL MASK

Wondrous item, common

Each of these masks comes with a likeness of a different animal, which may be a creature such as a fox, wolf, cow, snake, rat, or any similarly common beast. While a creature wears this mask, it is considered under the benefits of a *Speak with Animals* spell, but only for the specific beast the mask depicts. A dog mask allows communication with dogs, while a snake mask enables the wearer to talk to snakes, as examples.

BIGBY'S BOUNCING BOOTS

Wondrous item, uncommon

These simple boots appear ordinary to the untrained eye, but cause their wearer to walk with a slight bounce in their step. If the wearer of these boots falls or comes down from a vertical jump and impacts a horizontal surface with the soles of their feet, they immediately bounce upwards for half the height of the jump or the fall. This effect can take place multiple times as the wearer comes down from their bounce on their feet, though the effect ceases if the bounce would be no greater than 1 foot.

While wearing these boots, a creature only takes half damage from falling if they land on their feet. Bouncing with these boots does not cause additional fall damage after the initial fall, regardless of the height of the bounce.

BOX OF HOLDING AND HIDING

Wondrous item, uncommon

This small wooden cube is 2 inches on each side, and appears to be made out of tiny wooden planks and nails. As an action, the cube may be thrown to the ground at the feet of a creature sized Medium or smaller. This causes the cube to vanish in a puff of smoke, transforming it into a large cubic crate 5 feet on each side that fully encompasses the creature, forcing it to stoop if necessary.

This cube may be thrown up to 30 feet and, if a creature subjected to the cube's effects is unwilling, it may make a Dexterity saving throw with a DC of 10 to not be placed inside the crate. A success on this saving throw enables the creature to move to any available space within 5 feet as the cube expands into an empty crate. There is no light within the crate, and a creature without darkvision or that has no light source cannot see while

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within it.

While it exists as a crate, this cube has an AC of 10, and dealing 5 damage to the crate destroys it. After one minute or when the crate is destroyed, it vanishes in a puff of smoke, leaving only the original wooden cube in its place.

Once used, this cube may not be used again until the next sunrise.

CHEST OF CHANGING COINS

Wondrous item, common

This small wooden box is a favored possession of banks and merchants, and comes with the design of a golden merchant's scale inlaid into the top of its lid. The box measures 2 feet by 1 foot, and is half a foot high. A creature may place any amount of coinage or non-magical gemstones within the box, speak its command word, and state a type of gemstone or currency. The box then transforms all coinage or gemstones within it into the exact same value of the specified gemstones or currency. As an example, the box may transmute 1,000 copper pieces into 10 gold coins, or an assortment of various coins and gems collectively worth 25 platinum into 25 platinum coins.

A creature holding the box may request that it generate a specific non-magical gemstone, or currency belonging to a named culture or nation. The box may transmute 100 gold coins into a diamond worth 100 gp, or it may convert 50 silver coins from a human empire into 50 sp bearing the marks of an elven nation.

EVER-BOILING KETTLE

Wondrous item, uncommon

This kettle is lukewarm to the touch, but any water placed within this kettle is immediately purified and raised to a boil. While water is within this kettle, one of three command words may be spoken, each of which transmutes any water poured from the kettle into a specific type of tea, chosen when this kettle is first created. A fourth command word ends this effect.

This kettle may be used as an improvised weapon, dealing 1d6 bludgeoning damage on a hit, and is similar enough to a mace that those have proficiency with that weapon may add that bonus to attacks made with the kettle. If the kettle is at least partially filled with water, a creature holding it may take the Use an Object action to release steam from the kettle, targeting a single creature within 10 feet of the kettle. If the target fails a DC 15 Constitution check, it takes 1d10 fire damage and has disadvantage on attacks made against the creature holding the kettle until the end of the target's next turn.

GLOVES OF GRASPING

Wondrous item, common

While wearing these gloves, you may as an action remove one or both of them, speak their command word, and name one item that exists within 120 feet of you. If you removed both gloves, you may choose to instead name two items.

The gloves then move at a speed of 15 feet per round to the nearest object of that description not actively held by a creature, and attempt to pick it up and bring it back to you. If the object weighs more than 5 lbs an individual glove cannot lift it, but two gloves working together can lift and transport a single object of up to 10 lbs. A glove must be able to transport the object while keeping at

least two fingers free, enabling it to walk itself as necessary.

If a glove cannot find an object of the description you have given it, or it cannot lift the object in question, it returns to you after a minute of fruitlessly attempting to follow your instructions.

JUGGLER'S ORBS

Wondrous item, uncommon

A set of three crystal orbs, having a small yet pleasant heft to them, each measuring 4 inches in diameter. While held or juggled by a creature, that creature may expend a bonus action to choose one of the following effects for any orb they are holding or juggling. Effects may be chosen independently for each orb, and are ended after 1 minute or by using a second bonus action to end a single active effect.

Illusion. An illusory scene plays out within the confines of the orb. The scene may be anything chosen by the creature using the orbs, but may not extend outside the orb or produce any sound.

Light. The orb may emit a soft light of any color, shining dim light out in a radius of 5 feet.

Music. The orb plays a simple melody involving a single instrument for the duration. Different instruments may be chosen for different orbs, allowing multiple orbs to play in harmony.

Transformation. The orb transforms into an object that can be held in one hand. An object the orb transforms into may not have any practical purpose beyond being juggled or thrown, but an orb may be transformed into a weapon with the thrown property.

PENDANT OF MISTS

Wondrous item, uncommon

A palm-sized crystal of smoky quartz strung upon a black thread, the interior of this crystal appears to contain a swirling, claw-like mist. When worn by a creature with the Spellcasting or Pact Magic features, spells that



creature casts are altered, similar to if they were cast within the confines of the demiplane of Barovia.

Examples of this effect may be found under the Cosmetic Spell Modifications header on page 24 of *Curse of Strahd*. In general terms, spells cast by the wearer of this pendant take on a deathly aspect. Spells that summon creatures instead summon undead versions of those creatures, immune to being turned, when applicable. Sounds created by spells may be replaced with shrieking wails or haunting melodies, as appropriate. And any spiritual, ethereal conjurations take on the motif of clawed, skeletal hands, often grasping out towards nearby creatures before gently fading into nothingness.

RARY'S RING OF COLORS

Wondrous item, common

While wearing this ring, you may choose to focus on it and state the name of a color. If you do, any spell you cast will be of this color only, even if the spell explicitly states it would be a different color or multiple colors. Changing a spell's color makes no changes to the other effects of the spell. Removing the ring ends this effect.

SCROLLS OF EAVESDROPPING

Wondrous item, uncommon

Each day at dawn, this unadorned scroll is magically imprinted with a message, copied from a different note written down by any creature on the same plane within the last 24 hours. The message is chosen by the scroll completely at random, and has as great a chance of being a peasant's shopping list as being a page from the secret journal of a diabolical archlich. The message may be in any written language, and shows no preference to languages known by the scroll's holder.

STAFF OF CONSUMABLE CREATION

Wondrous item, uncommon

As an action while you hold this staff, you may create a simple cube that is 1 foot on each side, made of a non-toxic, edible substance of your choosing in a space you can see within 30 feet of you. This cube of food may be cooked or uncooked, at your choosing, and is typically bland but nourishing. This staff has 10 charges, and conjuring a 1 foot cube of food consumes 1 charge.

When you conjure a cube of food, you may instead choose to consume 10 charges and make the cube measure 5 feet on each side. Regardless, all of the staff's charges return every day at dawn.

WALKING CHAIR

Wondrous item, common

This chair is typically crafted by wizards for creatures whose natural walking abilities are somehow impaired. The legs of this chair bend magically, and it is capable of walking with a movement speed of 30 feet. A creature sitting in this chair may, on their turn, telepathically direct it to travel in a direction of their choosing. Doing so uses up the movement speed of the creature sitting in the chair. The chair may travel its normal movement speed even if doing so would exceed the movement speed of the creature it is carrying.

If a creature sitting in the chair takes the Dash or Disengage action, the chair may take that action as well, applying its benefits to the chair's movement.

CREDITS:

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Psyche Opening the Golden Box, John William Waterhouse

A Pair of Shoes, Vincent van Gogh

Gauguin's Chair, Vincent van Gogh

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