

AN ALPHABET OF UNCOMMON MAGIC ITEMS

TWENTY-SIX WONDROUS ITEMS FOR THE STALWART ADVENTURING PARTY ON THE GO



Many thanks to Natural Crit and The Homebrewery for the brilliantly useful toolset with which this list was built & edited - couldn't have done it without you! Visit www.homebrewery.naturalcrit.com to find out more

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

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All original written material in this work is copyright 2019 by George Collie and published under the Community Content Agreement for Dungeon Masters Guild



A IS FOR....

ARCTIC FURS

A fabulous patchwork quilted coat, multi-hued and made from exquisitely cured leather from a range of beasts both mundane and exceptional – from boars and calves to dire wolves and owlbears – with a luxurious black-and-grey fur lining and fine deep brown trim.

The **Arctic Furs** function as a set of +1 leather armour, and bestows resistance to cold damage and advantage on Constitution checks and saving throws to avoid gaining exhaustion in extreme cold.

B IS FOR...

BESTIE BESTIE SUPER FRIENDLY HAPPYTIME FRIENDSHIP RINGS

Each of this matching pair of thick rose-gold-plated thumb rings is set with one half of a pink quartz heart; if two people wear these rings they are joined by a bond of true friendship, and if they are holding hands like bestest best friends, the half-hearts glow with a sparkling pink light.

If one of the rings' wearers takes damage which would take them to 0 hit points while the other user can see them, that wearer can use their reaction to switch places with them for a fraction of a second, taking 1d6 psychic damage plus the damage of the attack in their friend's stead. In addition, if one of the Rings' wearers is making death saving throws, the other can use their reaction to take 1d6 psychic damage and give them advantage on the saving throw. This advantage can be bestowed after the first saving throw has been made.

Requires attunement

C IS FOR....

CIRCLE OF LIFE

This beautifully smooth and well-wrought gold-and-obsidian ring has a bright red band with flecks of silver running around the centre, which appears like constantly swirling liquid when the ring is placed on the finger.

Once per short rest, when the wearer imbibes a healing potion of any level they may take the maximum amount of healing possible.

Requires attunement.

D IS FOR...

DEATHSTROKE FINGER

A long, preserved left index finger from a medium-sized humanoid of indeterminate gender or race. The finger is emaciated, skin clinging to bone, and it has the waxy pallor of the undead. It twitches spasmodically every now and then, and from the base of the finger a dozen or so tiny white undulating tendrils protrude.

The user can cut off the left index finger of an intact, medium-sized humanoid corpse which has been dead for less than seven days, then replace it with the Deathstroke Finger, which will attach itself to the hand.

The body will reanimate and, in chronological reverse, 'relive' the last minute of its life, going through the actions it went through just before death. For any time when the subject spoke, it produces no sound and its lips and tongue move in a vague way, such that they cannot be read.

After this minute the body will fall limp, and the user will find that the replaced finger on the body is as it was previously, and the severed finger in their possession has taken on the properties of the Deathstroke Finger. This new Deathstroke Finger can not be used until one week has passed.



BESTIE BESTIE SUPER FRIENDLY HAPPYTIME FRIENDSHIP RINGS

E IS FOR....

EVERYMAN'S TOOLBELT

This rugged, deep brown, calf leather belt is, when in its neutral state, etched with detailed images of everything from alembics to lenses and from hammers to lanterns - every set of tools as seen in the Player's Handbook (PHB 154). It has a neat iron clasp which clips together with a satisfying snap whenever the belt is put on.

The wearer can use an action to trace a finger around one set of tools. When they next don the belt, the leather shifts to create loops, clasps and pouches on itself to carry that set of tools, and the tools themselves will come into being and remain on the belt for 2d4-1 days, during which the wearer has proficiency with them.

After they have gone, a different set of tools may be summoned. The same set cannot be summoned twice in a row. If the wearer removes the belt for more than 8 hours, or if another character dons it, while a set of tools are on it, they vanish and the belt can't be reused for 1d4 days.

Requires attunement

F IS FOR...

FOXGLOVES

A pair of lovely, soft red-furred gloves with exquisite white-and-red fur trim around the wrist. They are made of three layers of very thin, supple leather, and constantly smell faintly of fresh-cut grass.

The Druid wearing these gloves may interlace their fingers in the gloves and spend two uses, rather than one, of their Wild Shape ability, in order to cast Mirror Image on themselves as they transform.

Requires attunement by a Druid



IMMOLATION GLOVES

G IS FOR....

GAUNTLET OF STARTING SOMETHIN'

A pale cream-coloured soft silk glove which fits to the dominant hand of the owner. It has extremely elegant silver frogging in a recurring motif of crossed blades, and feels terrifically supple.

As an action, the wearer can slap someone across the face with their gloved backhand to cast Compelled Duel. If successful, the target takes 1d4 bludgeoning damage and a pommel and grip spring from the palm of the glove; when the hand is closed around the grip, a blade protrudes from pommel and the wearer is now armed with a nonmagical rapier. The rapier disappears when the spell ends or when either opponent is reduced to 0 hit points.

H IS FOR...

HARPIST'S FORK

A steel tuning fork, wrapped in a simple oilcloth. When it is used a tremendous and harmonious power chord rings out.

The fork carries 6 charges and regains 1d4 during a long rest. The Bard to whom it is attuned can expend 3 charges as part of their Bardic Inspiration action; the character on whom the dice is bestowed can add +2 when they roll it. If you use the last charge, roll a D20. On a 1, there is a sad trumpet noise, and the Harpist's Fork loses its magic and cracks down the middle.

Requires attunement by a Bard

I IS FOR....

IMMOLATION GLOVES

These gloves are of a thick and heavy black material that seems to have been charred by fire; every now and then a flake of fabric will peel away from the gloves as if they are constantly smouldering. The wrists of the gloves are set with iron studs which fasten close to the wrist of the wearer when they are donned.

Once per short rest, the wearer can slam the gloves together when casting a spell that causes fire damage and requires a saving throw from affected creatures. The wearer can choose a number of creatures equal to their spellcasting ability modifier and bestow disadvantage on their saving throw against the spell. Additionally, for the following thirty seconds, the wearer inflicts an extra 1d6 fire damage with unarmed strikes using the hands.

Requires attunement by a Wizard, Warlock or Sorcerer

J IS FOR...

JARRING WAX

This squat and dirty brown terracotta pot has a solid clay top fastened over it, and is carved all round with stylised inscriptions of demons, devils, torture and death. It contains several ounces of a thick and heavy wax, constantly warm and swirling within.

Letters or documents can be sealed with this wax, which is bound with enchantments of horror and despair. Anyone who breaks the seal and reads the writing it guards is filled with a mortal dread, and interprets the concepts or information within to justify this dread, considering them to be a portent of doom, news of a catastrophic tragedy, or a reminder of their worst fears and traumas.

K IS FOR....

KAZOO OF LEVITATION

An extremely well-wrought pale wooden kazoo, with a small clear crystal set into the top of it. When it is lifted to the lips, the crystal rises and hovers, spinning slowly, just above the kazoo.

As long as a character is humming into this kazoo, they will rise off the ground at a rate of one inch per second. A character can hum into the kazoo a number of seconds equal to 12 + five times their Constitution modifier. The kazoo carries 120 seconds of playing time, and recharges sixty seconds per long rest.

(Alternately, of course, bring a real kazoo to the game and allow the player to determine how long their character can play.)

L IS FOR...

LAUREL LEAVES OF LIVING

Amongst this healthy bushel of laurel leaves are 1d4 leaves which are outlined with a shimmering, pink arcane aura. The bushel regenerates 1d4 each day at dawn. They have the following uses:

Cooking: Meals prepared with the Leaves will replenish hit points in those who eat equal to (8 x number of leaves / number of people sharing). So if two leaves were used in a meal to be shared between four people (16 / 4) four hit points would be recovered each.

Chewing: Using an action to chew a leaf bestows advantage on Intelligence (Medicine) checks for one minute, as the magic of the leaf works through the healer, and characters revived from unconsciousness using this method gain hit points equal to 1d6 + the healer's Wisdom modifier.

M IS FOR....

MUNCHRUG

This curious item looks like a rolled-up and colourfully patterned rug in pastel reds, blues and shades of grey, about the size of a wine bottle when found. It is intricately patterned around the edges and the central part is decorated with 51 diamond-shaped patches, 1d8 of which are filled in and the rest blank and grey.

Once per day, when the rug is laid on a dead humanoid of Medium size or smaller, it unwraps into a full sized rug, 7'x4', and wraps around the corpse. Over five minutes, with a series of sickening crunches, cracks and slurping sounds, it devours the corpse to nothing. After the process, one of the empty patches is filled in with an image evocative of the victim's life – perhaps a cabinet for a carpenter, a battle scene from a warrior's finest hour, a family crest for the matriarch of a great house, etc.

Once all 51 patches are filled in, the Munchrug's magic is expended, it remains full-sized and it becomes a fine collector's item valued at 800gp.

N IS FOR...

NACRE FINGER RING

Opalescent with seemingly constantly-shifting colours, this mother-of-pearl full finger ring slips neatly over the dominant finger on the wearer's casting-hand.

During attunement, the wearer can infuse the finger ring with a cantrip whose casting time is one action. Thereafter, once per long rest, whenever the wearer uses a full action to cast a spell of level two or higher, they can then cast the infused cantrip as a bonus action. The ring must be reattuned to change the infused cantrip.

Requires attunement by a sorcerer, wizard, or warlock.

O IS FOR....

OAKEN CIRCLET

This elegant circlet takes the form of several dozen tiny pale green branches which have grown into a perfect circle, intertwining around each other with no beginning and no end. Tiny green leaves, shaped like oak leaves, sprout occasionally from them, as if to prove the circlet is alive.

At the end of each long rest, the Circlet has 2d4 leaves sprouting from it, and each leaf counts as a charge. The wearer can expend these charges to cast the following spells without expending a spell slot or material components:

- Druidcraft – 1 charge
- Animal Friendship – 3 charges
- Speak with Animals – 3 charges
- Goodberry – 4 charges

Requires attunement by a druid

P IS FOR...

POCKET APOTHECARY

The Pocket Apothecary takes the form of a small automaton beetle with thin, opaque bronze wings. It clicks and whirrs as it crawls around, prodding at whatever surface it is on with its metal proboscis, and lives happily inside a pocket or bag.

As an action the Apothecary can be placed on the skin of a character who has been poisoned. It will then, painlessly, latch onto the skin and insert its proboscis, siphoning the poison from the blood and returning it to the body cleansed. It takes the Apothecary sixty seconds to cleanse the poison, after which its bronze wings pop open to reveal the poison distilled into a small vial which be detached and employed for ironic reuse.

Q IS FOR....

QUELLING BROOCH

This detailed and colourful enamel brooch, which takes the shape of a tortoiseshell housecat curled up on a luxuriant red pillow with a lotus flower resting on its back, comes in a pale green jewellery case lined with light green felt.

Once per long rest, the wearer can call on the Brooch's power to cast Calm Emotions as a second level spell without expending a spell slot. The spell comes with the following extra options:

- You compel a target to give you a gift of up to 20gp value. If they cannot find you a gift by the time the spell ends, they change their mind; but if they do give you the gift, they consider it your property after the spell ends.
- You compel the target to sit or lie on an appropriate surface nearby that you mentally choose – for example, they will sit or lie on a bench but not in the middle of the street. When the spell ends, they will continue convinced that it was their idea to sit or lie there.

POCKET APOTHECARY



R IS FOR...

RANCOROUS COWL

This thick cloth cowl sits around the neck like a stylish ruff when not in use, the mottled red-and-brown material bunched into neat frills which seem to conform uncannily to whatever other clothing the wearer has on. When its command word is spoken, however, it unfurls with a sound like cracking bones, and wraps itself around the outer edges of the wearer's face, contorting their features into a grotesque mask of fiendish horror. Their skin seems to sink onto their bones, veins and tendons bulging, eyes hollow and furious, and teeth and gums bared, and their voice takes on a raspy, hissing quality. When the effect ends, the cowl flips back over the wearer's head and returns to the form of a stylish ruff.

On speaking the Cowl's command word, the wearer has a fiendish appearance and gains advantage on intimidation checks (but disadvantage on persuasion checks) for 1 hour, after which the effect ends. They can end the effect early by using an action to scream, targeting a creature who must make a Constitution saving throw against the wearer's spell save DC (DC 13 if the wearer has no spell save DC) or take 2d8 psychic damage and become Frightened of the wearer for one minute.



THE SWOPSIES

S IS FOR....

SWOPSIES

Two adorable and simple cloth dolls, one of them four inches tall and the other one twice the size. They are soft and pliable, stuffed with tiny feathers and woven with tan-coloured twine, with slightly mismatched button eyes and clumsily sewn-on smiles.

When held by two willing creatures of different size categories, one of the holders can, once per short rest, use their action to squeeze their **Swopsie** and switch size category with the holder of the other for 1d10 minutes. If the other holder is unwilling they must succeed on a DC13 Wisdom saving throw to avoid the effect. There must be only one size category difference between the two subjects.

The effect is as if the spell *Enlarge/Reduce* has been cast on both parties.

T IS FOR...

TAMER'S TOTEMS

These finely-wrought polished magnetite effigies of various beasts are usually found in pairs, in a white cloth bag.

These finely-wrought polished magnetite effigies of various beasts are usually found in pairs, in a white cloth bag. Anyone in possession of one of them can form a strong bond with the beast that it represents.

The next time they meet such a beast, it will not be hostile to the carrier, who is able to make an Intelligence (Animal Handling) check with advantage against DC 15. On a failure, the beast remains passive. On a success, the beast imprints on the carrier and may be ridden. The user may cast *Beast Bond* on it twice per day, and the following individual benefits apply (roll 2d6 to decide which totems are found):

Bear – The bear's melee attack damage is considered magical; if the rider is a spellcaster, they learn the *Primal Savagery* cantrip

Deer – The deer's passive perception is 18, and it can communicate the presence of traps or ambushes

Draft Horse – The horse gains 15ft to its movement speed, its feeding requirements are halved, and it can carry two Medium sized creatures without extra effort

Elk – The elk can move in total silence if bidden, and confers a +2 to all hit die that the user rolls during a short rest spent within 50' of the animal

Giant Crocodile – The crocodile can breathe in water and swim across ten miles of open water, and the rider can hold their breath for 30 minutes while they are riding it

Giant Goat – The goat gains a climbing speed of 40ft, is impossible to knock prone and can execute its *Charge* attack using only 10ft of movement, rather than 20

U IS FOR....

UNITY STONES

Two tablets chipped out of red marble, measuring eight by three inches. In the centre of each is a rectangular bar of perfectly smooth stone, large enough to fit ten words of text. In one tablet, the smooth area is a vibrant orange, and any marks made on it come out blue; the other is the inverse, with a blue background on which orange text appears.

As long as the tablets are on the same plane of existence, they always display the same text, with colours inverted, so that if one is written on, the writing is also readable on the other. Once the face has been filled with text – of no more than ten words – the words are indelible until four hours have passed, at which they fade away, leaving the tablet usable again.

V IS FOR...

VITRIOLIC HAIRPIN

A fashionable jade hairpin with a beautifully patterned head in a motif of bees and honey including, set into the centre, a transparent honeypot with amber liquid floating inside. The point of the pin is unspeakably sharp, and always coated with a clear oil which gives off a faint magical aura.

Once per long rest, the wearer can use their action to roll a Dexterity (Sleight of Hand) check with a DC of 13 and attempt to poison a creature with the Hairpin. The oil on the tip is a magical anaesthetic so that the point cannot be felt entering the skin.

If the character succeeds, after a minute the unaware target becomes poisoned for 1d4 hours, and the honeypot appears empty. If the character fails on the check, the target feels a very noticeable scratch on their skin, is not poisoned, and may notice what the user is up to.

Roll a d6 to determine what poison is loaded in the Hairpin when it is found (DMG 257)

1. Torpor
2. Burnt Othur Fumes
3. Oil of Taggit
4. Pale Tincture
5. Truth Serum
6. Wyvern Poison

W IS FOR....

WEIRD BUNDLE OF HAIR

Wrapped in a thick white gauze, this strange hairy bundle seems to pull itself unerringly toward the upper lip of any character who picks it up. If applied to the face, it resolves itself into a stylish moustache which can be rearranged into one of three settings.

The wearer can change the setting during the course of a short or long rest.

Poirot: Confers advantage on Intelligence (Investigation) checks relating specifically to murder scenes or fine wine

Dali: Confers advantage on Wisdom (Insight) checks specifically regarding art and artists, and triple advantage on Wisdom (Insight) checks related to lobsters

Chaplin: Confers advantage on Charisma (Performance) checks of a comedic nature and on Dexterity (Stealth) checks to kick a policeman in the butt then pretend it wasn't you when they turn around

X IS FOR...

X-RAY SPECS

An absurdly ostentatious pair of spectacles, painted with black and green spirals on the large, perfectly round eyepieces. They frames and arms of the spectacles are made of a lightweight thick, grey wood.

Once per long rest, the Specs can be activated for a period of ten minutes. During this time, the wearer can see through opaque, solid materials – through up to four inches of wood, fabric, paper and other similar materials, or through up to one inch of stone or metal.

Y IS FOR....

YELLOW-TAILED EMPEROR DRAGONFLY

The perfectly preserved body of a large and beautiful Emperor Dragonfly, seven inches from end to end, its body a shining black-on-sky-blue with green highlights, its wings a translucent purple, and its tail a vibrant, almost golden yellow. When first picked up, the dragonfly will speak its name in the mind of whoever has taken possession of it, then come to life and fly to and fasten itself to the person's lapel, epaulette or elsewhere on their clothing.

Once per long rest, the wearer can say the Dragonfly's name, at which it will come to life and fly around an area in a 30-foot radius around the wearer, before alighting on the most valuable item in that area. If the item is in a closed or locked container, the Dragonfly will alight on that container and jump to the valuable item if and when it is extracted. The Dragonfly can only be active for 2 minutes at a time.

Z IS FOR...

ZEALOT'S AMULET

When found, this amulet takes the form of a simple string of knotted twine wound around a grey, shifting, amorphous putty-like mass. During attunement, the pendant resolves itself into a colour and shape, and with an inscribed symbol, relevant to the wearer's deity, and as long as it remains attuned it has the durability of stone.

Grants an extra use of the Channel Divinity ability, and an additional feature based on the deity's alignment:

Good – When the wearer uses their action to cast a spell that heals hit points or removes negative conditions from an ally, they gain +2 to their Armour Class until the start of their next turn as an aegis of holy light surrounds them

Neutral – Whenever an ally within 60' of the wearer reduces a creature to 0 hit points, the wearer and the ally may both immediately roll one of their hit die to heal as a shout of divine encouragement bursts from the amulet

Evil – Whenever the wearer reduces a creature to 0 hit points using a spell of level one or higher, they may use their reaction to move up to half their speed without provoking opportunity attacks as the amulet imbues a rush of bloodthirsty power

Requires attunement by a Cleric or Paladin