

# THE MAGICAL JUNK DRAWER



collection of over 50 magical trinkets organized by background. Some items fit in multiple backgrounds, but each background has at least 5 to choose from. Further, of these items can replace the standard equipment given to each background. For example, the Folk Hero's Cook's Cookpot can replace their iron pot.

## ACOLYTE

---

### THE LIGHT OF PELOR

*Wondrous item, common*

A small vial on a thin leather rope worn as an amulet. This vial magically emits dim light up to 5 feet.

### MONASTERY'S HABIT

*Wondrous item, common*

When wearing this brown headband with golden stitching while drunk, the wearer magically seems to a casual observer to be completely sober. A DC 14 Investigation check will reveal that the wearer is indeed drunk. You still experience all other effects of inebriation. The headband applies pressure on the temples just so.

### COMPASS OF PELOR

*Wondrous item, common*

This compass, shaped liked a sun, will magically point to the nearest Temple of Pelor if it is within 10 miles. (note: you can substitute any deity for Pelor).

### SIGNET RING

*Wondrous item, common*

Whenever this golden signet ring is pressed against a piece of parchment signed by its wearer, it magically imparts a wax seal to the parchment.

### CHASTITY'S PROMISE

*Wondrous item, common*

Rolls involving seduction or flirting against the wearer have disadvantage.

## CHARLATAN

---

### AMULET OF INFLECTION

*Wondrous item, common*

This amulet allows the wearer to perfectly emulate any accent that they have heard in the last year.

### QUILL OF MANY INKS

*Wondrous item, common*

When writing with this quill, the writer can magically change the color of the ink.

### GRIFTER'S GOLD

*Wondrous item, common*

This normal-looking gold piece teleports back to the owner after an hour of being more than 10 feet from them.

### SIGNET RING

*Wondrous item, common*

Whenever this golden signet ring is pressed against a piece of parchment signed by its wearer, it magically imparts a wax seal to the parchment.

### JUNQUE JEWELRY CASE

*Wondrous item, common*

If any piece of jewelry is left in this case for at least one day, when it is pulled out it will look like a much more valuable version of itself. The illusion lasts for one hour.

## CRIMINAL

---

### VEST OF ESCAPE

*Wondrous item, uncommon*

This well-fitting gray vest has a magical pocket that always contains lockpicks. Only the wearer can access the pocket and a "pat down" will not reveal the presence of the pocket or the lockpicks inside.

### MYSTERY KEY

*Wondrous item, uncommon*

A key in the shape of a question mark. When used on a non-magical lock, roll a d20. On a 19 or 20 the key unlocks the lock and then turns to dust. Otherwise nothing happens.

### RING GLOVE

*Wondrous item, common*

This normal-looking ring, when activated, covers the wearer's hand in a black cloth glove.

### HOOD OF TONGUES

*Wondrous item, common*

When you put this hood up and activate it, its magic causes your lips to no longer match your words, preventing any lipreaders from spying on you.

### KOJAX JOURNAL

*Wondrous item, common*

With this journal, you can magically draw an impressively realistic rendering of any face that you have seen since your last long rest.

## ENTERTAINER

---

### GIBSON'S LUTE

*Wondrous item, uncommon*

When a simple melody is played on this lute, the lute can magically play it back in a loop, even if another melody is being played on it.

### SHOWMAN'S SWORDSMAN

*Weapon, common*

When fighting with an ally who is "in on it", this normal-looking sword allows the wielder to magically stab their ally without harming them. Do not dispel during a live play.

### PLUME OF CONFIDENCE

*Wondrous item, common*

This red, three-pointed hat with a large purple feather gives the wearer confidence. However, it's only magical effect is that it convinces the wearer that it is magically giving them confidence.

### SYMPHONIC WAND

*Wondrous item, common*

A wand that, when waved in the air, magically emits the sound of a concerto. The concerto plays relative to the vigor of the wave, so a slow, gentle wave of the wand creates a sad dirge while vigorous slashing of the wand will play a loud, upbeat symphony.

### BULLSEYE BALL

*Wondrous item, common*

This soft rubber ball with a bullseye painted on it can be thrown with uncanny accuracy up to 300 feet. Does not damage.

### ELMINSTER'S EARRINGS

*Wondrous item, common*

These earrings create the effect of tiny fireworks, dancing lights, and small fluttering butterflies around the head of the wearer. Supposedly owned by Elminster himself.

## FOLK HERO

---

### LOCKET OF MEMORIES

*Wondrous item, common*

When opened, the locket shows the user a comforting memory of a time since passed.

### COOK'S COOKPOT

*Wondrous item, common*

Any soup or stew cooked in this cookpot comes out tasting just like grandma's and will magically serve a dozen people a day.

### POMPADOUR'S HAT

*Wondrous item, common*

This hat or helmet does not disturb your signature haircut, even after many hours in a hot, damp dungeon.

### SHOVEL OF LITTLE EFFORT

*Wondrous item, common*

When digging with this shovel the wielder expends little effort but still works up a glistening, shining sweat.

### EARRING OF FLOW

*Wondrous item, common*

When activated, this earring causes the wearer's hair to heroically blow in the breeze, even if there is no breeze.

### FAMILY FRIENDLY AMULET

*Wondrous item, common*

When children are within earshot, this amulet magically replaces swear words with more appropriate equivalents.

## GUILD ARTISAN

---

### SHARPENING STONE

*Wondrous item, common*

This stone can sharpen any edged or pointed artisan tool to a perfect edge. The object does not become magical, nor does it do additional damage if used as a weapon.

### TOOL POUCH OF MAINTENANCE

*Wondrous item, common*

This tool pouch is actually a pocket dimension that prevents any rust, dust, or normal wear from accruing to any artisan's tools while they are stored in it.

### LENS OF MINUTE SIGHT

*Wondrous item, common*

When used to view anything less than 1 foot away, this small, circular, highly polished lens gives advantage on Perception checks.

### THE EXFOLIATOR

*Wondrous item, common*

A pumice rock that, when scrubbed against skin, magically removes all callouses, cracks, and minor cuts that have resulted from artisanal crafting.

### SCALES OF TRUTH

*Wondrous item, common*

When a currency is put upon the scales, the scales tip if any of the currency is fake.



### HELPING HAND

*Wondrous item, uncommon*

A normal-looking ring, but when activated, an invisible hand holds whatever object the wearer is holding in place, including in mid-air, freeing up one of their real hands. The hand cannot move, has the strength of a small child's hand, and must stay within one foot of the ring.

### HERMIT

---

#### WATERPROOF PACK

*Wondrous item, common*

This medium-sized pack is magically waterproof.

#### STRAW OF LIFE

*Wondrous item, common*

This thick silver straw magically removes any contaminants that occurred naturally from a water source, up to half a gallon per day. It does not remove poisons or other contaminants that are in the water source from unnatural sources (such as being placed there by an assassin).

#### LURE OF FAITH

*Wondrous item, common*

A fishing lure blessed by a village priest. Add 1d4 to any fishing roll.

#### MONARCH'S RING

*Wondrous item, common*

Once per day, the wearer can blow on the ring to summon a magical butterfly. The wearer can issue very basic commands to the butterfly, such as "land on him" or "fly over there". The butterfly disappears after 1 minute.

#### PROTECTING POT

*Wondrous item, common*

This 1 quart earthenware pot, complete with lid, is indestructible except by magical means.

### NOBLE

---

#### THE DICTATOR

*Wondrous item, common*

This magical quill automatically writes down the words that are spoken to it by its owner.

#### TWINING'S DECANTER

*Wondrous item, common*

A decanter of the minor god of tea, Twining. Appears empty, but when tea leaves are put into the decanter and the decanter is "poured", up to four cups of perfectly brewed tea come out.

### SILVER SPOON

*Wondrous item, common*

Once per day, when this ornate silver spoon is put into a beverage, such as tea, and stirred, it magically stirs in a perfect amount of a flavoring of choice, such as milk or sugar.

#### PLUME OF CONFIDENCE

*Wondrous item, common*

This red, three-pointed hat with a large purple feather gives the wearer confidence. However, its only magical effect is that it convinces the wearer that it is magically giving them confidence.

#### ELMINSTER'S EARRINGS

*Wondrous item, common*

These earrings create the effect of tiny fireworks, dancing lights, and small fluttering butterflies around the head of the wearer. Supposedly owned by Elminster himself.

#### SIGNET RING

*Wondrous item, common*

Whenever this golden signet ring is pressed against a piece of parchment signed by its wearer, it magically imparts a wax seal to the parchment.

### OUTLANDER

---

#### SYMBOL OF DEET

*Wondrous item, common*

This small charm of the minor deity Deet, when carried, has a mild repelling effect on mosquitoes, bugs, and small gnats.

#### GENERAL POSITIONING SIGNET

*Wondrous item, uncommon*

Two paired signets worn as amulets. When activated, the wearer knows the general location (within 1 square mile) of where the other signet is. The signets must both have a clear view of the sky in order to work.

#### POUCH OF HAY

*Wondrous item, common*

This small pouch magically contains enough hay to feed four horses per day.

#### HENNESSY'S HAMMOCK

*Wondrous item, uncommon*

When pulled from its storage sack, this hammock magically sets itself up, including hanging in mid-air if no suitable trees are available. It also magically packs itself back up. Includes mosquito net and rainfly.

## NAL-JEAN'S WATER SKIN

*Wondrous item, common*

This water skin, supposedly owned by the famed explorer Nal-Jean, contains a pocket dimension that holds up to two gallons of water and weighs as if it has only a few cups of water inside.

## SAGE

### QUILL OF MANY INKS

*Wondrous item, common*

When writing with this quill, the writer can magically change the color of the ink.

### THE DICTATOR

*Wondrous item, common*

This magical quill automatically writes down the words that are spoken to it by its owner.

### TWINING'S DECANTER

*Wondrous item, common*

A decanter of the minor god of tea, Twining. Appears empty, but when tea leaves are put into the decanter and the decanter is "poured", up to four cups of perfectly brewed tea comes out.

### ARCHIVIST'S MONOCLE

*Wondrous item, uncommon*

Wearing this platinum-framed monocle helps the wearer read books in the following ways. First, the book always floats in the air in front of you. Second, the pages turn automatically. Third, you are able to automatically flip to any page whose contents you have already read by remembering those contents.

### LENS OF MINUTE SIGHT

*Wondrous item, common*

When used to view anything less than 1 foot away, this small, circular, highly polished lens gives advantage on Perception checks.

### SIGNET RING

*Wondrous item, common*

Whenever this golden signet ring is pressed against a piece of parchment signed by its wearer, it magically imparts a wax seal to the parchment.

### HELPING HAND

*Wondrous item, common*

A normal-looking ring, but when activated, an invisible hand holds whatever object the wearer is holding in place, including in mid-air, freeing up one of their real hands. The hand cannot move, has the strength of a small child's hand, and must stay within one foot of the ring.

## SAILOR

### EYEPATCH OF DARKVISION

*Wondrous item, uncommon*

While wearing the eyepatch the wearer has darkvision for 10 feet.

### STORM TRIFOLD

*Wondrous item, common*

This hat magically resists being blown off by wind, even gale force gusts, and can remain on the wearer's head even underwater.

### GENERAL POSITIONING SIGNET

*Wondrous item, uncommon*

Two paired signets worn as amulets. When activated, the wearer knows the general location (within 1 square mile) of where the other signet is. The signets must both have a clear view of the sky in order to work.

### FATHOM FATHOMER

*Wondrous item, common*

When holding this one-foot bronze rod above water and activating it, the wielder knows how deep the water below the rod is with reasonable accuracy.

### DRYING POUCH

*Wondrous item, uncommon*

Any fruits or vegetables put into this small magical pouch will dry out in one hour and remain safe to eat. Helps ward off scurvy.

## SOLDIER

### GENERAL POSITIONING SIGNET

*Wondrous item, uncommon*

Two paired signets worn as amulets. When activated, the wearer knows the general location (within 1 square mile) of where the other signet is. The signets must both have a clear view of the sky in order to work.

### POUCH OF HAY

*Wondrous item, common*

This small pouch magically contains enough hay to feed four horses per day.

### SYLVANUS' SENSATIONAL SEASONING

*Wondrous item, common*

This small pouch contains a magical seasoning that can make any food - even the blandest of military rations - taste incredible.

### LONG MARCH BOOTS

*Wondrous item, common*

These magical boots prevent both water and rocks from getting into your boots, even when submerged.



## **DRESS CLOTH**

*Wondrous item, common*

This magical cloth removes any non-magical dust, surface rust, or grime and leaves a shining polish. It never seems to get dirty. The cloth cannot repair significant damage (such as from the Rust Monster's Antennae ability).

## **URCHIN**

### **MYSTERY KEY**

*Wondrous item, uncommon*

A key in the shape of a question mark. When used on a non-magical lock, roll a d20. On a 19 or 20 the key unlocks the lock and then turns to dust. Otherwise nothing happens.

### **MONASTERY'S HABIT**

*Wondrous item, common*

While wearing this brown headband with golden stitching while drunk, the wearer magically seems to a casual observer to be completely sober. A DC 14 Investigation check will reveal that the wearer is indeed drunk. You still experience all other effects of inebriation. The headband applies pressure on the temples just so.

### **KEEP YOUR FRIENDS CLOSE**

*Weapon, uncommon*

A magical dagger that cannot be used to harm its owner. Attacks with this dagger are not magical.

### **ODEUR DE LA RUE**

*Wondrous item, common*

By uncorking this vial, the magical substance inside makes you smell indistinguishable from a homeless person.

### **CUP OF PLENTY**

*Wondrous item, common*

What looks to be normal earthenware mug used to beg for spare change is actually magical. Whenever someone puts change into the mug, an additional amount equal to how much they put in magically teleports from their coin purse into the mug.

## **ACKNOWLEDGEMENTS**

This PDF was made using The Homebrewery, which is available for free at <https://homebrewery.naturalcrit.com>.