

# MAGICOULRO ITEMS



**MAGIC  
ITEMS  
FOR  
CLOWNS &  
CLONNISH  
ADVENTURERS**



**RED  
NOSE  
DAY**

# MAGICOULRO ITEMS

## MAGIC ITEMS FOR CLOWNS AND CLONNISH ADVENTURERS



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### CREATED FOR



**Red Nose Day** is a charity campaign by the non-profit organization **Comic Relief** with the goal of ending childhood poverty. They use the red nose as a symbol of laughter and solidarity.

You can learn more and donate directly at <https://rednoseday.org/>

### INSPIRED BY



**Clown Corps** is a comic series by **Joe Chouinard** that features clowns fighting crime and solving mysteries. You can follow along at <http://clowncorps.net/>



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# GIFTS OF THE MAGICOULRO

**LONG AGO, THERE EXISTED A COVERT GROUP OF** magical crafters who called themselves the Magicoulro. They never appeared in public, nor did they make their faces known. The only evidence of their existence came in the form of the gifts they left behind, complete with a calling card that featured a crudely drawn face with a bulbous nose.

The Magucoulro would leave their handiwork out in public places for anyone to find. These items were colorful and inviting, but powerful and unpredictable. They would wreak unimaginable chaos in the wrong hands, where they frequently fell.

The original intent of the Magicoulro may be lost to time, but their relics have been recently rediscovered and successfully reproduced. These reproductions are now used for both entertainment and nonlethal security. Those with an affinity for wielding this wacky gear may prove to be clues in the greater Magicoulro mystery.

## NEW MAGIC ITEMS

### AMULET OF THE TROUPER

*Wondrous item, very rare (requires attunement)*

As an action, you can hold the amulet above your head, causing a beam of light to project down from the sky or ceiling to illuminate a creature you can see within 60 feet of you.

This spotlight follows your target. While in the spotlight, the target has the following properties:

- If they can see the target, opposing creatures have disadvantage on attack rolls against anything other than the target.
- Any attack rolls against the target have advantage.
- The target must make a DC 15 Wisdom saving throw at the start of each of their turns. On a success, they gain an additional action on their turn. On a failure, their speed is halved, and they lose their reaction until the start of their next turn. Clonns, clowns, and individuals who are proficient in the Performance skill can make this saving throw with advantage.

On your subsequent turns, you must use your action to hold up the amulet, or the spotlight disappears. Once the spotlight disappears, you can't target the same individual again until you finish a long rest. When the amulet's property has been used on a specific individual for a total of 15 minutes, the magic no longer works on them.

### BALLOONCRAFT

*Wondrous item, rarity by size*

This flexible bag inflates as it is stretched and twisted. While inflated, it rises into the air and can drift away on the wind unless it is fastened to something secure. It maintains its volume for a whole day before it deflates.

If an inflated ballooncraft is punctured or destroyed, it releases a sudden loud burst of force energy. Creatures within range that are close enough to the pop must succeed a Wisdom saving throw or be stunned until the start of their next turn. The pop DC and the radius of the pop can be found below:

Size	Rarity	Pop DC	Pop Radius
tiny	Common	10	2.5 feet
small	Uncommon	12	5 feet
medium	Rare	15	10 feet
large	Very Rare	18	15 feet

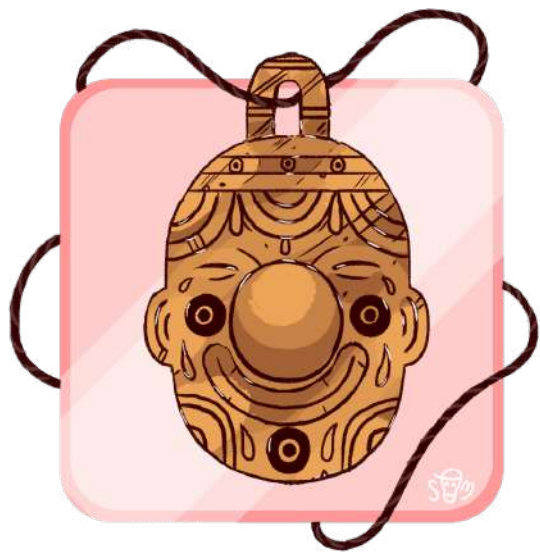
You can change its shape by twisting and pinching it with a successful Dexterity (Sleight of Hand) check, whose DC varies based on the forms below. If you are a clonn or a clown, or if you have a background as a clown, you can make this check with advantage. Failing this check causes the ballooncraft to pop on top of you. Each of the ballooncraft's potential forms has its own DC and properties:

**Apparel (DC 10).** You can wear the ballooncraft like a hat or other accessory. Whenever you would take external damage, the ballooncraft pops, affecting everyone in its range except yourself.

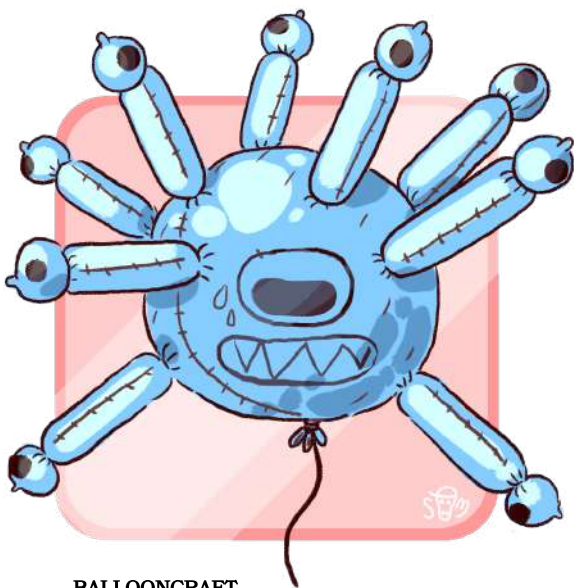
**Weapon (DC 15).** You can wield the ballooncraft like you would an appropriately sized mundane weapon. It has all the intended weapon's properties, except that it deals 1d4 force damage on a successful hit and pops, affecting everyone in its range except yourself.

**Creature (DC 18).** You can twist the ballooncraft into a creature of its size that you have seen before. It will not float away. You can command it to take actions as a bonus action on your turn. It has all the same properties of that creature, except for the following:

- It has an AC of 16 and 2 hit points.
- Its movement speed is reduced by half.
- It is immune to psychic damage and all conditions.
- If it makes a successful attack roll, it deals 1d6 force damage and pops, affecting everyone in its range except yourself.



AMULET OF THE TROUPER



BALLOONCRAFT



CLARITY BULB HORN

## CLARITY BULB HORN

*Wondrous item, Uncommon (Requires Attunement)*

You can communicate your thoughts and emotions in a series of harsh honking noises by squeezing the elastic bulb on the back of the horn. Anyone that can hear the honking can understand you, even if you don't share a language.

Honking the horn too much within a short period of time can become physically difficult to listen to. Any magical effects that are charming creatures to be friendly towards you are immediately dispelled.



GLOVES OF PIEING

## GLOVES OF PIEING

*Wondrous item, rare (requires attunement with exceptions)*

The gloves do not require attunement if you are a clonn or a clown, or you have a background as a clown.

These gloves have 5 charges. While you wear them, you can use an action to conjure a tin of nontoxic whipped cream in the palm of your hand (expends 1 charge). You can choose to immediately throw it as part of the action.

You have proficiency with this pie, and it has the Thrown property (10/30ft.). On a hit, the pie deals 1d4 bludgeoning damage, and the target is restrained in whipped cream until they break free.

A pie that misses lands behind the target and covers the 5-foot area of ground directly behind them with whipped cream. A creature that starts their turn in the cream or enters it during their turn must succeed on a DC 15 Dexterity saving throw or be restrained by whipped cream until they break free.

A creature restrained by whipped cream can use their action to make a Strength check against a DC 12. If they succeed, they are no longer restrained.

Conjured pies last 1 hour before they disappear. While the pies are nontoxic, their adhesive nature makes them dangerous to consume.

The gloves regain 1d4+1 of their expended charges daily at dawn.

## MUSTARD'S MAGNIFICENT UMBRELLA

*Weapon (rapier), rare (requires attunement with exceptions)*

The umbrella does not require attunement if you are a clonn or a clown, or you have a background as a clown.

Opening or closing the umbrella once during your turn is a free action.

While this umbrella is open, it counts as a +1 shield. It also provides you with the effects of *feather fall* for as long as you are holding it.

While the umbrella is closed, it counts as a +1 rapier that deals bludgeoning damage instead of piercing.



MUSTARD'S  
MAGNIFICENT  
UMBRELLA

## NIGHTCAP

*Wondrous item, uncommon (one horn), rare (two horns), very rare (three horns) (requires attunement with exceptions)*

The hat does not require attunement if you are a clonn or a clown, or you have a background as a clown.

A nightcap horn hangs low, falls gently from the hat, and is tipped with a soft ringing bell. As an action, you can pull on a horn to cause your eyes to immediately close shut and put yourself into a sleep-like trance for the next hour.

While in this state, you gain the following effects:

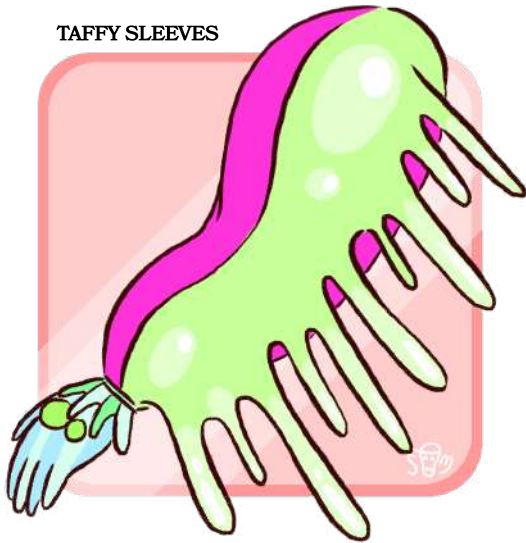
- You have blindsight out to a range of 20 feet.
- Your speech is slurred.
- You are under the effects of the Dodge action.
- Any damage dealt by you is halved.
- You can use your action to spend a Hit Die like you would at the end of a short rest.

This state uses your concentration. When your concentration is broken, you wake up. After pulling a nightcap horn, you shouldn't pull the same horn again for a full day. Doing so will cause you to not gain Hit Dice or take advantage of any of the effects of your next long rest.



NIGHTCAP

### TAFFY SLEEVES



### TAFFY SLEEVES

*Wondrous item, very rare (require attunement with exceptions)*

The sleeves do not require attunement if you are a clonn or a clown, or you have a background as a clown.

These sleeves are a little sticky to the touch. They can be worn on either your arms or your legs.

The sleeves have 2 charges. When taking an action on your turn or while falling, you can use your reaction to expend a charge on your taffy sleeves, suddenly stretching the limbs they cover. Until the start of your next turn, you gain the following benefits:

#### If worn on your arms

- You have advantage on grapple checks.
- When you make a melee attack on your turn, your reach for it is 5 feet greater than normal, or 10 feet greater with disadvantage.
- You can perform minor interactions with your limbs, such as activating buttons, using touch spells, or retrieving small items, from a distance of up to 10 feet.

#### If worn on your legs

- You have advantage on Dexterity (Acrobatics) checks.
- You are granted the effects of *freedom of movement*.
- You are considered to have a running start when jumping.
- You can move an additional 10 feet.

If you are a clonn, the taffy sleeves can be activated at the same time as you would use your *Stretch* ability.

The sleeves regain 1d2 of their expended charges daily at dawn.

### WALL OF WONDER TUBE

*Wondrous item, common*

This small, colorful tube is packed tight with a mysterious paper-like material. When it is destroyed it erupts into a colorful wall of fluttering cloth and paper. The size of the wall depends on the tube's form.

If the wall cuts through a creature's space when it appears, that creature must succeed on a DC 15 Dexterity saving throw or be stunned until the wall disappears. The wall provides three-quarters cover and heavily obscures vision. The wall's space is difficult terrain. The wall vanishes at the end of your next turn.

The tube either comes as a popper or an arrow. A popper can be fashioned into an arrow (if you have a spare arrow) or vice versa with a successful DC 15 Dexterity (Sleight of Hand) check. Failing this check causes the tube to break on top of you.

**Popper.** The tube features a string on one end. You can aim the popper and pull the string either as an action, or as a reaction to being targeted by an area of effect attack, destroying the tube. The wall appears right in front of you, up to 10 feet high and 5 feet long.

**Arrow.** The head of this arrow is encased by the tube. You can use this arrow like you would a normal arrow and target either a creature or a point on the ground. The tube is destroyed on impact, bursting into a wall up to 5 feet high and 10 feet long.



WALL OF WONDER TUBE