

AN ALPHABET OF VERY RARE MAGIC ITEMS

TWENTY-SIX WONDROUS ITEMS
FOR ADVENTURERS WHO DON'T HAVE TIME TO MESS ABOUT ANY MORE



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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/geneviveedwardsillustration>

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A IS FOR....

ABYSSAL TEARS

Inside this small, thin bottle is a vortex of black and red light, pulsing rapidly like a terrible arcane heart. Listening closely to the dark glass, the muffled sounds of an endless chorus of demonic roars is heard.

The Tears are taken by pouring a droplet from the pipette-like neck of the bottle into the eye. If the creature taking the Tears is not attuned to them, they are assailed by desperate visions of decay, torture and unthinkable pain. They take 8d10 psychic damage and a level of long-term madness (DMG 260.) There is a 20% chance that they also take a level of permanent madness.

If the creature is attuned, their consciousness leaves their body and travels to a point of their choosing in the Abyss which they can describe accurately. They control an invisible sensor with a flying speed of 100 feet, for 1d6 minutes, during which they understand the Demonic and Abyssal languages, and can speak them through the sensor. On returning they take a level of short-term madness.

Requires attunement by a creature who has visited the Abyss or studied it extensively.

B IS FOR...

BELLICOSE BANNER

A four-foot hexagon staff of polished brass, the upper part of this eminently useful martial apparatus is divided into six segments, each etched with the sigil of a different god of the Faerūnian pantheon. It can be used as a +1 quarterstaff whose attacks inflict magical bludgeoning damage.

As an action, one of the segments at the top of the staff can be twisted and it can be planted in the ground. An illusory banner of the chosen god unfurls from the top of the Banner and divine light emanates outward in a 30-foot radius – while inside this radius, creatures chosen by the user receive benefits based on which god's sigil was used.

- Ilmater: Creatures receive +1 to their AC and once per round a single saving throw automatically succeeds
- Asmodeus: Creatures receive the benefits of the Mirror Image spell, cast on them once per minute
- Oghma: Spells cast at 1st or 2nd level have a 50% chance of not expending a spell slot
- Talos: Each round, each creature's first attack deals an extra 1d10 lightning damage if it hits
- Selune / Sune: Only works by night / day. Once per minute, the first time an ally is reduced to 0 hit points they immediately restore 3d8 hit points

C IS FOR....

CLOCKWORK CALICO

Six inches from nose to tail and covered in fuzzy patches of tortoiseshell fur, this adorable automaton mews faintly against the clicking and whirring of its dozens of tiny gears and mechanisms, and lives happily on its owner's shoulder or curls up in the small cloth pouch in which it is first found. It loves to have its snoot booped.

The Calico carries six charges, and regains all charges daily at dawn. It can use its action to expend charges and perform one of the following actions:

- Cast Calm Emotions on a creature by booping their nose (1 charge)
- Bestow advantage on a Sleight of Hand check by standing on its hind legs and pawing at the air to distract the mark (1 charge)
- Cast Aid as a second- or third-level spell by playing with a ball of yarn in front of everybody (2 or 3 charges)
- Cast Catnap by snoozing adorably (3 charges)
- Cast Circle of Power by flicking its tail back and forth and purring loudly (5 charges)

D IS FOR...

DESOLATE DUST

Found in a tall terracotta pot splattered with black and purple paints and sealed with a black wax lid, this loathsome substance is odourless, tasteless and looks like a fine grey dust. When found it contains 2d4+2 doses, each of which carries a wealth of necrotic, ruinous magic.

As an action a dose can be applied to a surface or item, or dispersed into the air with a breeze.

- A dose can affect half an acre of land, one large tree, or a similar mass of plantlife. Thereafter any foods grown from the earth or from plants affected by the dust provide no nourishment, and any creature eating such a product becomes Poisoned for 28 days.
- A dose can cover 5 square meters of non-living material such as wood, stone, glass or metal. The material ages 5 years and weakens accordingly, becoming splintered, cracked or rusted.
- A dose can cover a meal. A creature eating the meal ages 2d4 years over the course of a week, and if their alignment is Good, it changes to a random Neutral or Evil alignment. They contract a permanent disease of the DM's choosing, their skin becomes ashen grey, and all animals become Frightened of them on sight.

E IS FOR....

ERUDITE EARRING

Delicately inscribed with quills, parchments, scrolls and other symbols of learning, this shining brass earring carries a lifetime of learning, and never loses its sheen.

The Earring confers a +1 to both Wisdom and Intelligence scores, proficiency on Intelligence saving throws, and advantage on Wisdom (Insight) checks. In addition, the wearer's reading speed is trebled, their writing speed is doubled, and they can learn up to three new languages by conversing with a creature in the target language for 48 hours in a one-week period.

If they have the Spellcasting feature they can learn two cantrips and one spell from the Wizard spell list. They must watch it being cast at least four times per level of the spell, and study it for 48 hours in a one-week period.

Requires attunement by a creature with an intelligence score of at least 14



ERUDITE EARRING

F IS FOR...

FEATHER DUSTER

A long coat with a stylish cape, made entirely of a mesh of red-and-white feathers. It's unclear how the coat is held together as the feathers don't seem to be attached to any hide or fabric, but it is warm, comfortable and sturdy and has an uncanny knack for creating pockets as and when the wearer puts anything away within it, folds of feathers opening and closing to envelop items as they are stowed.

The wearer of the Feather Duster can change the colours of the feathers at will. They gain a flying speed of 30 feet, and once per short rest can use an action to fly 50 feet directly upwards; for thirty seconds while hovering at this elevation and not moving, they can see up to a distance of two miles, inspecting details of items and places as clearly as if they were within 20 feet.

Requires attunement

G IS FOR....

GRICK-IN-THE-BOX

This sky blue wooden box, eight inches to a side, has a tightly-fastened lid and a clockwork crank on one side, which is unaccountably slimy and warm.

As an action, a character can begin turning the crank, which produces an arrhythmical music composed of the sounds of teeth grinding, bones cracking and flesh tearing. If the crank is turned for twelve seconds the 'music' reaches a sickening crescendo and the lid clacks open.

In a burst of grey slime a Grick (MM 173) springs from the box (there is a 10% chance that it is a Grick Alpha) and immediately senses the nearest creature, who may use their reaction to make a DC15 Animal Handling check. On a success, the Grick becomes permanently Charmed. On a failure, it attacks the nearest creature.

The box regains its magic in a week and a new Grick can be obtained, even if previous Gricks remain.

H IS FOR...

HELIOS CHOKER

This dense and detailed gold choker is inset with a large yellow garnet with a dozen small citrines arranged neatly around it. Three motes of radiant energy swirl in the centre of the garnet.

As a free action the wearer of the Helios Choker can speak its command word, at which all sources of light within 50ft of it begin to radiate sunlight, with the same brightness that they normally emit.

As an action the wearer can cast Daylight by expending one of the citrines. They can also use an action to expend one of the motes of energy to cast Sunburst. If the last mote is expended the garnet explodes in a harmless burst of radiance, and the Choker loses its magic.

I IS FOR....

ICE SICKLE

The iron handle of this sickle remains warm to the touch despite the huge crescent blade being a solid, translucent shard of ice. Vapour drifts from the blue-white blade, and flecks of diamond dust sparkle around it. The Ice Sickle functions as a +2 sickle which inflicts cold damage, and can be used to cast the Frostbite cantrip as long as the wielder has the Spellcasting feature.

Herbs, crops and other plants cut by the Sickle are automatically kept cold and preserved indefinitely, until brought into the warmth of a fire or cookpot.

Once per day as an action the tip of the Sickle can be used to pierce the surface of an object. If the object is no longer than 5 feet in any dimension, it is transmuted into solid ice. Individual items inside are not transmuted. The transmuted object has an AC of 5, 20 hit points per inch of thickness, immunity to cold damage and weakness to fire damage.

As an action the blade can be smashed against a solid surface, causing it to explode in a storm of razor-sharp ice in a 60-foot radius. Creatures not attuned to the Sickle who are caught in the explosion make a DC15 Dexterity saving throw. On a failure they take 5d10 cold damage and 5d10 piercing damage, and are Blinded; on a success they take half damage and are not Blinded.

Requires attunement

J IS FOR...

JEWEL OF CHANGING

When found, the jewel set in the centre of this dented and battered bronze diadem looks like a large cut stone transforming from one colour to the next at intervals of a few seconds. Once attuned, the jewel settles to one form at random and bestows a certain set of benefits on the wearer.

Thereafter the jewel takes on a new form after each long rest. Roll 2d10 and pick one result to determine its form.

1. Emerald - Immunity to poison and poison damage
2. Red beryl - +2 to Strength, resistance to fire damage
3. Opal - +2 to Constitution, resistance to force damage
4. Sapphire - +2 to Charisma, resistance to cold damage
5. Zircon - Resistance to slashing and piercing damage
6. Jadeite - +2 to Intelligence, resistance to acid damage
7. Diamond - +2 to all saving throws
8. Amethyst - +2 to Wisdom, resistance to psychic damage
9. Aquamarine - +2 to Dexterity, speed increased by 10ft
10. Ruby - First attack each round inflicts +1d8 fire damage

Requires attunement



ICE SICKLE

K IS FOR....

KNOTWEED

A bundle of inch-long pieces of gnarled, pale green root wrapped in a soft swatch of black leather. There are 2d6 pieces when found.

When one of the roots is planted in the ground and watered, the Knotweed grows underground to a radius of 50ft over the course of a minute. Within the radius, 1d6 effects chosen by the user occur:

- Thick grasping vines cover a door or window, and require a DC23 Strength check to break
- A creature of Medium size or smaller must succeed on a DC20 Strength check or become Restrained by vines
- A ladder of vines forms on a vertical surface up to a height of 60ft
- A small shrub bearing 10 Goodberries sprouts
- A single cream coloured leaf large enough for a Medium humanoid to lie down in blooms; anyone who lies in it for 10 minutes loses a level of exhaustion
- A plant bearing 10 Pink Tiger Peppers forms. Any creature who eats one gains resistance to cold damage and to exhaustion from cold for six hours
- A thick canopy of leaves and vines with a 20ft radius forms; beneath it, it is always warm, comfortable and protected from adverse weather effects.

L IS FOR...

LOVE HEARTS

These tangy, delicious pastel-coloured sweets are each the size of a coin and stamped with a cartoon heart and a simple message, and are found in rolls of 3d10 + 10, wrapped in coloured paper.

Each sweet carries one of six messages and bestows a different enchantment on a creature who eats it:

- **I Love You:** After each long rest for the next week, the eater will become Charmed by the first creature they see until the start of the next long rest.
- **Hug Me:** For 48 hours the eater loses 10 hit points every time an hour passes without them having a hug.
- **For Keeps:** Items up to a total value of 2,500gp become bound to the eater for a year, and if separated from them will return to their possession after one hour.
- **Don't Cry:** The eater takes 3d10 necrotic damage and weeps uncontrollably for 2d4 days, imposing disadvantage on ability checks and saving throws.
- **Sweet Kiss:** For 2d4-1 days the eater can, up to five times per day, use their action to kiss a creature on the cheek or hand to restore 1d6 hit points.
- **Let's Dance:** For a week the eater has expertise in Performance checks when dancing, and once per day can perform a special dance to cast Charm Person

M IS FOR....

MAGE'S MELDING MANCHETTES

These attractive manchettes appear as inversions of each other – the left is black silk printed with white, with a gold bracelet at the wrist and a silver clasp gripping the elbow; the right is black-on-white with a silver wrist and gold elbow. The very fine silk is patterned with dozens of runes, and the bracelets are intricately carved with symbols of the eight schools of magic.

A character wearing the Manchettes gains +1 to their spell save DC. Additionally, when casting a spell which takes an action and deals fire, cold, acid, thunder or lightning damage, they can spend their bonus action to change the spell's damage type to another from that list.

If two characters of full spellcasting classes each wear one of the Manchettes, their spell slots are pooled, each of them able to use the other's slots if they have assent. If one of the casters is unconscious, the other can attempt to use one of their slots by succeeding on a Spellcasting ability check whose DC is equal to 17 + the spell's level; on a failure, the action is wasted and they take 1d8 psychic damage per level of the spell.

N IS FOR...

NIGHTSIGHT BANDANA

This purple linen bandana is painted with two round closed eyes with long stylised lashes. It sits comfortably on the forehead, resizing itself to perfectly fit the head of its user. The wearer gains +2 to their Wisdom ability score.

In dim light or darkness, including magical darkness, the wearer can slip it down over the eyes, at which the painted eyes on the Bandana open and the wearer has Darksight to 240ft. Additionally, once per short rest while in this state the wearer can use a free action to touch one hands to either side of the Bandana, at which they gain Truesight to 120ft for ten minutes.

O IS FOR....

OUTRIDERS

Wrapped in a length of thick hessian, these onyx effigies are polished to a mirror shine, and depict a host of mounted scouts – a hobgoblin on a Worg, an orc on a Dire Wolf, a human atop a horse and an elf riding an elk.

As an action, an Outrider can be placed on the ground and its command word can be spoken. It will grow to full size and await instructions on a direction in which to scout.

Outriders move 100ft per round and have Passive Perceptions of 18. They leave no tracks and will travel for up to an hour, or until they detect danger they cannot circumvent, before returning to give a detailed report on creatures, settlements and landmarks in the area. If they come across an entrance to a 'dungeon' such as a cave or ancient ruin, they will venture very briefly inwards to take stock of it. Each Outrider also offers an additional benefit:

- **Hobgoblin:** Gives accurate counts and thorough descriptions of Beasts, Monstrosities, Aberrations, Humanoids and Undead in the area
- **Orc:** Offers a detailed count of weapons wielded by any humanoids, of their martial prowess, and of how well-fitted he feels the party is to taking them on
- **Human:** Relays details of the functioning of settlements of humanoids and their alignments, as well as the minutiae of traps in the area
- **Elf:** Describes the magical abilities of creatures in the area, and the presence of magical items

P IS FOR...

PERIAPT OF PERIPATETIC PERSPICACITY

This annoyingly alliterative amulet is formed of a solid oval of rose gold, etched with a symbol of a long and winding road, hanging from a chain of square chrome links. It is disproportionately heavy, but its weight is offset by a great feeling of lightness in the feet of the wearer.

A creature wearing the Periapt never tires from walking and receives a +5 to Passive Perception if they have been walking for at least ten minutes. Their movement speed is increased by 10ft and they leave no footsteps or other trace unless they choose to, even when running.

Once per day they can call on the Periapt's power to bestow these abilities on up to eight other creatures for one hour.

It also has a built-in step counter.

Q IS FOR....

QUICKSTEP RAZOR

An ebony-handled straight razor with a white ceramic blade, etched with the jawless skull of Cyric. The blade appears lethally sharp but never cuts organic material.

As a bonus action the razor can be drawn in a five-foot line across any surface; along the line a dimensional rift opens into a pocket dimension large enough to hold three Medium creatures. From within the dimension the rift can be closed and opened at will with a bonus action; it is invisible from the outside when closed.

After thirty minutes the dimension closes, and creatures inside take 3d10 force damage and are displaced outside.



OUTRIDERS

R IS FOR...

REAPER

This gnarled six-foot shaft of black petrified wood houses a long, vicious scythe blade of fulminating shadow, which can be deployed with an action by stamping the foot of the shaft into the ground. Halfway up the shaft are three smooth oval panels, each a few inches wide.

This scythe blade can be swung through the body of a humanoid who died in the last 24 hours; the process leaves a great necrotic scar across the body, and their weeping profile appears as a cameo in one of the oval panels.

The body is then preserved indefinitely from organic decay. Resurrection magic can be cast on the Reaper to return the soul to the body as long as it is within 100 miles.

The Reaper can also function as a martial weapon with the Heavy, Reach and Two-Handed traits, inflicting 1d12 necrotic damage on a hit. If an attack from the weapon reduces a humanoid to 0 hit points, it collects their soul.

If the Reaper is used when all three cameos are filled in, the earliest soul to have been housed within it is forced out and replaced. The usurped soul explodes from the Reaper and inflicts 3d12 psychic damage on the user.

S IS FOR....

SOOTHING SUNBRELLA

A sturdy, bright red umbrella with a handle of solid rose gold. The outer edge of the canopy is patterned with symbols of sunlight and each panel is illustrated with a stylised depiction of a different kind of weather. When closed, the Sunbrella is a +1 divine focus.

When it is opened with a bonus action and held aloft, up to four characters of Medium size can stand beneath it. Gentle sunlight streams from the Sunbrella, under whose cover it is always warm, dry and comfortable; looking up from beneath it gives the impression of looking through a skylight up to a clear blue sky with a gentle midday sun.

The column of space directly beneath the Sunbrella is unaffected by any magical weather effect caused by a spell of 7th level or lower, and it restores 1d6 hit points for every unbroken hour that a character spends beneath it.

T IS FOR...

TRICKSTER'S TURNKEY

With a solid square handle styled like the head of a minotaur, the shaft of this large and heavy brass key is a labyrinthine knot of sharp angular bands, like a tiny three-dimensional maze which constantly rearranges itself with a rhythmic mechanical clicking.

Once per day when you pass through a door which leads to an interior room no larger than 100ft in any dimension, you may turn the Key in the lock behind you; it resizes itself to fit the lock. The door is not locked, but the next time a character passes through it the door takes them somewhere else entirely, then locks behind them. Choose one of the following to determine where the door leads.

1. A different doorway within 500 feet decided by the user.
2. A different doorway more than 100 miles away which the user knows well.
3. A pocket dimension which is a closed room with white cushioned walls and a simple bed.
4. A pocket dimension which is an illusory duplicate of the room the door leads to, complete with contents. Only the door which was used to enter can be used to leave.
5. The centre of a labyrinth with grey stone walls, floors and ceilings, whose exit leads to the real door. Negotiating the labyrinth takes a number of minutes equal to $20 \times (26 - \text{INT check.})$
6. An infinite, black and empty space through which the target falls before coming to a stop when the doorway is unlocked, or unlocks itself.

For options 3-6, the next time the Turnkey is turned in any lock the door will open into the pocket dimension. Until then, the door inside the dimension remains irrevocably locked for 2d10 days, when it unlocks with a loud click.

U IS FOR....

USURER'S TRICK PENNY

This finely-wrought octagonal platinum coin is stamped on one side with an image of the landscape of the Sword Mountains, with a sun and moon hanging in the sky above them, and on the other with the eight-armed star of Erevan Ilesere.

The coin can be offered to a tradesperson as full payment for a single item of any value. It must be possible to carry or wear the item. The user makes an Arcana, Deception or Persuasion check (their choice) contested by the trader's Insight, which is made with disadvantage.

On a success, the trader believes that the Coin constitutes the full and exact value of the item and is convinced that a good trade has been made, until the Coin's magic depletes in 2d4 days. On a failure, the trader knows that they are being conned.

V IS FOR...

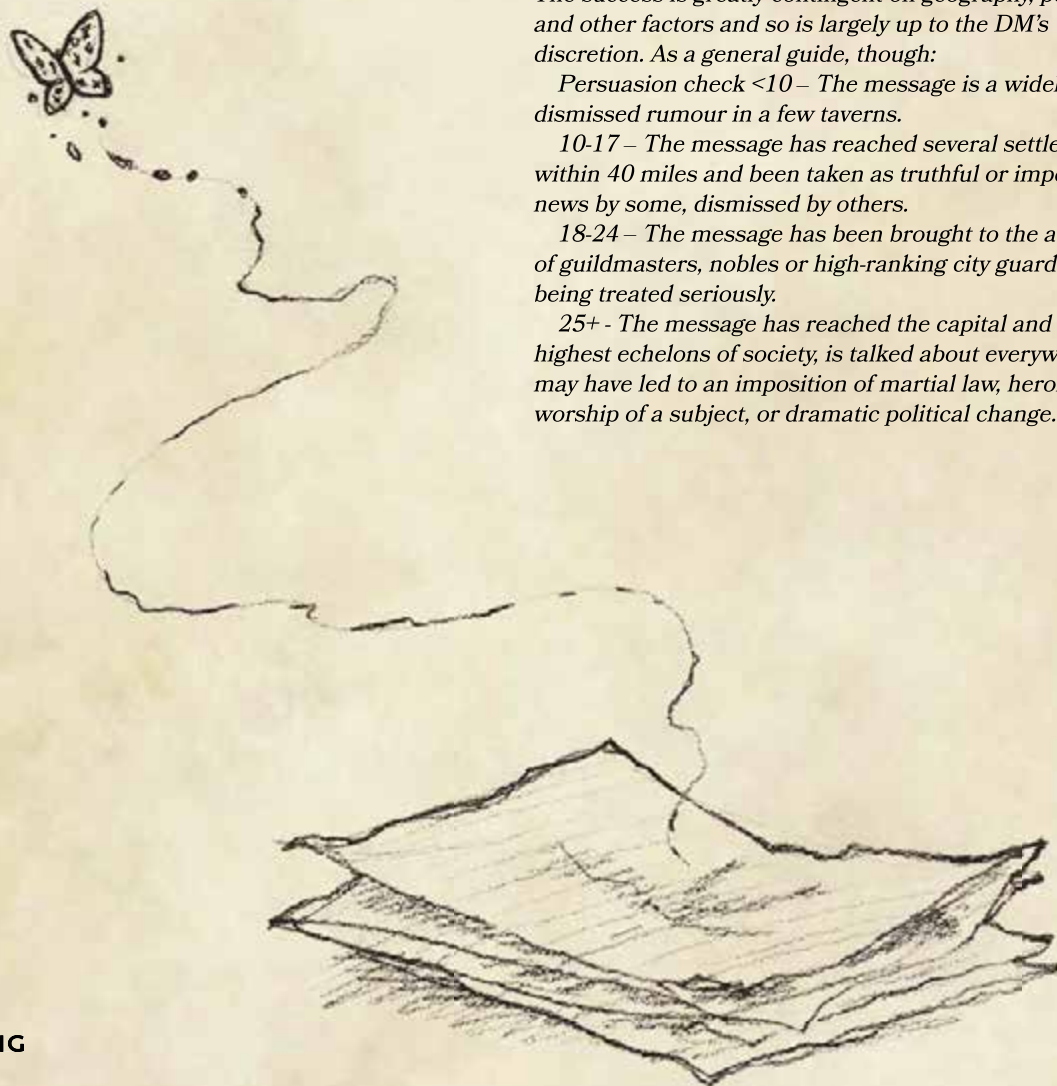
VICE GRIPS

These slender and stylish gloves seem to be made of a shimmering silver-painted fabric, but on closer inspection are composed of a chain mesh with links so fine that their manufacture seems impossible.

Once per long rest the user can spend an action to activate the Grips for up to three minutes, during which time each of the individual links in the Grips has the properties of an Immovable Rod, controlled mentally by the wearer.

Following are some examples of their many uses.

- If a creature attempts to disarm the wearer, they always make their attack roll with disadvantage and the wearer always makes their roll with advantage.
- The only way to escape a grapple by the wearer is to tear the grappled part of their body through the space of the gloves, taking damage determined by the DM.
- The wearer has a climbing speed of 10 feet + 5 x STR modifier (minimum of 15) and can 'climb' in any direction through empty space as long as they can support their own weight.
- The wearer can stop themselves falling by 'grabbing' empty space as they fall.



WHISPERWING

W IS FOR....

WHISPERWING

Wrapped in several layers of purple gossamer, the Whisperwing is a white moth the size of a thumbnail. Its wings are marked with a series of tiny enchanted glyphs. The moth can be bidden to listen to a message of up to 25 words, along with an instruction in the form of a cardinal direction. Roll a Persuasion check with advantage to determine how successful its mission will be.

It will fly away and, for twelve hours, spread the content of the message in the direction indicated. Once every two hours, it can whisper the information into the ear of a humanoid who will then compulsively work the information into the next conversation they have.

It cannot seek out a specific person or place, but it can follow a cardinal direction to the best of its ability – for example, it might flit about a town seeking out someone who is currently leaving at speed for a big city, or alight on a cart delivering ale barrels in order to visit several taverns.

Once the Whisperwing has spent twelve hours spreading the message, it becomes a mundane moth and will only regain its magic if the original user is able to find it again.

The success is greatly contingent on geography, population and other factors and so is largely up to the DM's discretion. As a general guide, though:

Persuasion check <10 – The message is a widely-dismissed rumour in a few taverns.

10-17 – The message has reached several settlements within 40 miles and been taken as truthful or important news by some, dismissed by others.

18-24 – The message has been brought to the attention of guildmasters, nobles or high-ranking city guards and is being treated seriously.

25+ – The message has reached the capital and the highest echelons of society, is talked about everywhere and may have led to an imposition of martial law, heroic worship of a subject, or dramatic political change.

X IS FOR...

XANATHAR'S EYEBALL

This shining brass-coloured eyeball, as big as a grapefruit and with a great vertical pupil like a cat's eye, is rumoured to have been sliced from the corpse of the very first Beholder to carry the name Xanathar. It seems to shine with life, and looking into it gives an eerie sense that a powerful intelligence is looking back.

As an action the Eyeball can be thrown like a grenade; whenever it lands on a surface it sticks as if with Sovereign Glue, and immediately deploys a spherical antimagic field with a radius of 40 feet. As they throw, the user rolls 4d8, rerolling any duplicates. The antimagic field blocks spells of a level shown on any of the dice from being cast, and spell slots of their level being spent.

The antimagic field and the effect gluing the Eyeball down end after one minute.

Y IS FOR....

YETH COLLAR

A ragged, thin and grisly ring of soft leather, carved from the neck of an adult Yeth hound and covered in tufts of deep grey fur. On attunement it will snap tightly around the neck of the wearer, apparently unbroken, and remain there like a choker.

The Collar bestows advantage on Survival checks, +5 to Perception, and immunity to the Charmed and Frightened conditions. Once per short rest the wearer can drop to all fours and emit a monstrous howl, audible within 300 feet. Creatures of their choice must make a Wisdom saving throw against their spell save DC or become Frightened of them for one minute. While they remain on all fours the wearer has a movement speed of 40ft and advantage on attack rolls against Frightened targets.

Z IS FOR...

ZITHER OF ZEPHYR

This beautiful instrument is made of a light hard wood, painted in wavy stripes of blue, white and black, and delicately etched with the symbols of Talos and Silvanus. It has no peg board, but delicate strings of arcane energy seem to hang a half-inch over its surface.

Playing the Zither for one minute causes a 10mph breeze to emanate from it in a 50ft cone in front of the user. Thereafter, every 30 seconds of playing the windspeed increases by 20ft and the size of the cone increases by 50ft.

- At 10mph, it disperses gases and puts out candles
- At 30mph it blows away papers and very light objects, and can put out small torches
- At 50mph ranged attacks which pass through the cube are made with disadvantage
- At 70mph it can uproot saplings and damage shop signs; verbal spell components cannot be executed
- At 90mph, the wind knocks over light vehicles. Small or Medium creatures must succeed on a DC15 Constitution saving throw or be knocked prone and pushed 20ft each turn; if prone they are pushed 40ft. Creatures wearing heavy armour roll with advantage.
- At 110mph the wind knocks over vehicles; small creatures make the saving throw as above with DC25, Medium creatures with DC20, and Large creatures with DC15. If they fail they take 4d8 bludgeoning damage and are lifted 1d4x10ft into the air and thrown 1d4x20ft in the wind's direction.

Once the Zither reaches 'full speed' the user can break the strings, throwing them forward; they whip through the air and each creature in the cone must make a DC20 Dexterity saving throw or take 8d10 magical slashing damage. The wind then dies down over thirty seconds and the instrument regenerates its strings in one week.

Requires attunement by a character proficient with a stringed instrument