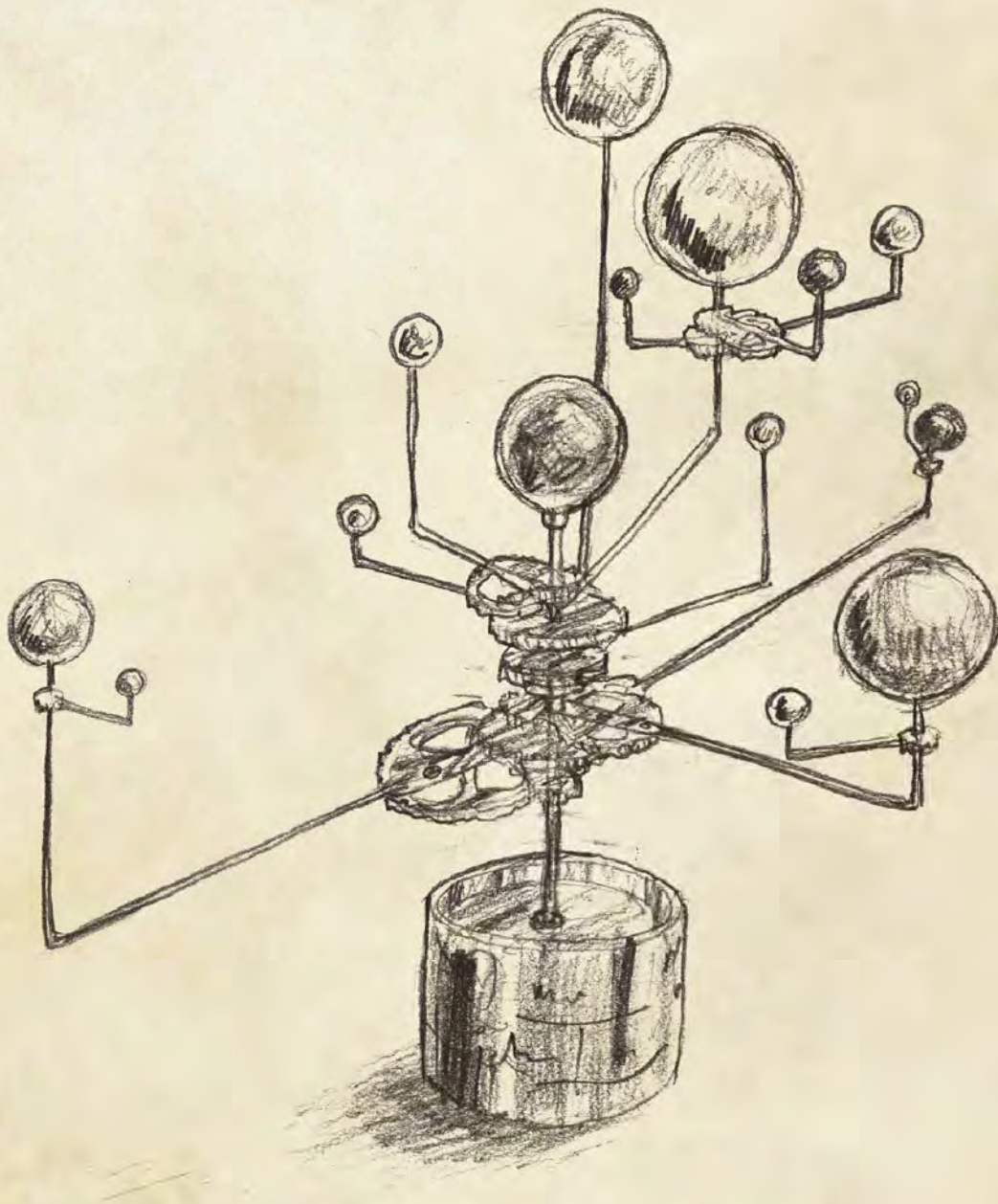


AN ALPHABET OF RARE MAGIC ITEMS

TWENTY-SIX WONDROUS ITEMS FOR ADVENTURERS WHO REALLY DO MEAN IT THIS TIME



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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/genevieveedwardsillustration>

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A IS FOR....

AURIL'S ANKLET

The wearer of this anklet, which is composed of six identical polished white quartz crystals joined by thin platinum links which spin slowly around the ankle, gains resistance to cold damage and immunity to exhaustion from cold, and they do not suffer the effects of difficult terrain on snow or ice.

While wearing the anklet they can use a bonus action to freeze the ground in a 15ft radius around them. This space becomes difficult terrain and any creature which spends more than two turns in the area takes 1d4 cold damage per turn and has their movement speed reduced by 10ft.

B IS FOR...

BELLTOWER PENDANT

Hanging on a thick chain of rose gold, this pendant takes the form of a small belltower, carved to excruciating detail out of a single piece of mahogany.

The item can only be used outside, once per day. Upon speaking the command word the pendant vanishes and a 60-foot-tall belltower comes into being, the base of which is hovering 20 feet in the air. The belfry houses a great bronze bell, a ten-minute hourglass which starts pouring, and the wearer of the pendant. There is also a +3 longbow made of pure arcane energy, with a range of 300/1200, and one arcane arrow which is the only ammunition it will accept.

When the hourglass runs out, the bell rings, the user is returned to the ground, and the tower, along with bow, arrow and hourglass, vanishes. If the space the owner previously occupied is now occupied, the owner and the occupant each take 2d10 force damage and are pushed to the nearest available space.

C IS FOR....

CAPE OF GOOD HOPE

A fabulously well-made, shimmering blue-and-gold crushed velvet cape with white trim, this outstanding fashion piece makes its wearer a beacon of magnificence and good tidings to anyone lucky enough to see them strut their stuff in it. Whatever pose and attitude the wearer takes up while wearing the cloak, it always hangs just an inch off the ground. There is an unerring tendency for gusts of wind to strike the wearer from the front, causing it to billow out in a tremendously impressive display of colour and élan.

The Cape bestows a +2 bonus to the Charisma score of the wearer, and their words are inspirational – once per long rest, anyone who spends one minute listening to the wearer deliver an inspirational speech gains 1d10 temporary hit points and may boost one of their ability scores by two points for the next ten minutes.

D IS FOR...

DIVING BELL

This curious item has the appearance of a gelatinous, translucent white bell, about the size of a grapefruit, with a small bubble bouncing silently inside like a soft clapper. The outer membrane is a millimetre thick and has a thin film of oil coating it; it can be squeezed a little, but resists much like a soft rubber ball.

Once per long or short rest, the user can 'ring' the bell upon which it will envelop their hand and expand out to a size which will comfortably fit around the entire body. This shape will remain centred on the user as they move, and will always be warm, dry and comfortable inside. The bubble repels water around the user so that they may walk across the bed of a lake, river or other body of water, dry and unharmed, up to any depth, surrounded by a bell of breathable air.

The bubble has 5 hit points, an AC five points lower than the user's AC, and immunity to all damage except magical piercing damage. If it is reduced to 0 hit points or after two hours have passed, the bubble reverts to its smaller form and cannot be used again for an hour.

E IS FOR....

ETHERLAMP

At the top of this five-foot hexagonal chrome staff, which telescopes down to the size of a scroll, is a fist-sized, teardrop shaped bulb of marbled green glass, slightly warm to the touch.

The base of the staff can be snapped open into a six-spoked foot and the Etherlamp can be stood on the ground. After it has been stood in place for five minutes a globe of ethereal energy begins to expand out from the bulb at a rate of 30 feet diameter per minute, out to a maximum of 300 feet. Within this globe invisible things are visible, as is the ethereal plane, and anybody within the globe's area can focus on either the ethereal or material plane at will, perceiving the ethereal as with the Blink spell.

The globe retracts back into the bulb immediately when the Etherlamp is picked up again.

F IS FOR...

FAN OF FLOURISHING

An elegant hand-fan of luxurious green silk, printed with a tranquil scene of a flight of swallows descending on a great oak tree.

The fan bestows a +1 to the carrier's Charisma score whenever they are fanning themselves with it. On snapping it open, it transforms, with a burst of glitter, into an ebullient feather fan, with fluffy four-foot ostrich feathers dyed emerald green and painted with silver flecks. The feathers wave from side to side, and illusory multicoloured glitter flows gently from them.

The fan can be kept in this form for up to ten minutes. During that time, the user's Charisma score cannot be lower than 16, they have advantage of Charisma (Deception) checks and other creatures have disadvantage on Wisdom (Insight) checks against them.

They can end the effect early by performing one of the following actions, targeting up to five creatures:

Magnificent Flourish: Targets who fail a Wisdom saving throw become Charmed by the user for up to one minute.

Outrageous Flourish: Targets who fail a Constitution saving throw or become Stunned for one minute.

Demanding Flourish: Affected creatures are compelled to fling whatever spare change they have toward the user.



FAN OF FLOURISHING

G IS FOR....

GLASS HAMMER

This large and imposing blacksmith's hammer is made of a single piece of dense glass with thin glowing veins of purple, scarlet, yellow and blue running through it. These veins of colour slowly shift and cascade through and around each other within the transparent of the hammer, whose pommel is shaped like an anvil, 2 inches to a side.

Once per long rest, the anvil may be disconnected from the haft of the hammer and placed in mid-air in front of the user and the command word may be stated, at which point it will become a full-sized anvil of arcane matter. A bladed weapon may then be placed on the anvil and struck a single time with the hammer. The hammer explodes in a harmless shower of colourful sparks which are quickly sucked into the anvil as it shrinks back to its original size. The user is then left with only the anvil, which rebuilds itself into a new Glass Hammer in 7 days.

Roll a d8 and consult the table on the right to determine the effect the Hammer bestows. The effects last 1d4 days.

GLASS HAMMER EFFECTS

- 1 The weapon becomes Silvered
- 2 The blade glows red and white and inflicts an additional 1d8 fire damage
- 3 The weapon glows with a flickering white edge and its attacks are magical
- 4 The weapon becomes invisible to anyone but the wielder
- 5 The weapon gains the Thrown, Light and Finesse qualities, with a range of 30/120
- 6 The blade becomes a shard of petrified bone and inflicts an additional 1d10 necrotic damage
- 7 The weapon inflicts critical hits on attack rolls of natural 19 or 20
- 8 Choose any two of the above features

H IS FOR...

HELLRAISER FIRECRACKERS

The playful appearance of these little trinkets belies their wild potency, designed as they are in colourful shapes ranging from a grinning clown face and a sleepy flumph to a bug-eyed baby bulette and a pouting wyrmling.

Each of the Firecrackers, which are the size of cherries and usually found in bags of eight, carries a twelve-second fuse, which can be lit by speaking the command word as a free action. When the fuse reaches its end, a sound effect appropriate to the shape of the cracker emits loudly, audible from up to 300 feet away. Roll a d20 to determine what then happens:

HELLRAISER FIRECRACKER EFFECTS

1 - A sad trumpet blares out and a tiny party popper fires a few coloured paper ribbons from the top of the cracker, which then melts into a handful of sticky purple goo

2-19 - Roll five times on the Wild Magic table. The cracker casts each effect consecutively within the space of six seconds, with affected creatures determined randomly

20 - Choose four effects from the Wild Magic table, the targets of the effects (if any) and the order in which they are cast (all within the space of six seconds)

I IS FOR....

IRIDESCENT BRACER

Slender and intricate, this pure silver bracer carries a repeating spiral pattern which twists and folds around the forearm. It is stamped with a four-headed dragon motif of inset copper, gold, silver and bronze.

The Bracer confers a +1 to the wearer's armour class. Once per long rest, if the wearer is attacked with magical acid, fire, cold or lightning damage, they may use their reaction to absorb half of the damage into the Bracer. After ten minutes have passed they may call on it to trigger an effect based on the type of damage absorbed:

- Acid – Two flasks of acid (PHB 150) are ejected from the underside of the bracer
- Fire – A mote of flame appears and floats around the hand of the wearer for up to one hour. It sheds bright light in a 50ft radius. The user can expend the mote to cast the Burning Hands spell at first level
- Cold – A freezing mist coats the wearer who immediately gains the effects of the Armour of Agathys spell, cast at 2nd level
- Lightning – Invigorating energy suffuses the wearer, increasing their movement speed by 10 for one hour

Requires attunement by a Wizard, Warlock or Sorcerer



HELLRAISER FIRECRACKERS

J IS FOR...

JITTERBUG

A tiny clockwork ladybird whose bright red wings are marked with black dots which slowly multiply, merge and dance around each other in splendid symmetrical patterns. It is restless, and has a tendency to walk in concentric circles outwards from where it is placed.

Once per short rest, the Jitterbug may be placed on the skin of a creature as an action, either tacitly or using a Stealth check contested by the target's Passive Perception. After one minute, the attuned owner of the Jitterbug will hear its excited little voice in their mind relaying the worst fears and anxieties of the target.

K IS FOR....

KNIFE OF NUTRITION

This innocuous piece of silverware is set with a very thin ring of red metal in the handle. The knife carries five charges and regains 1d4 charges daily at dawn.

Whenever a mouthful of food is cut with the knife and a charge is expended, the character who eats it is cured of the Poisoned condition and recovers 2d6 hit points. The user can also expend any number of further charges to bestow one or more of these additional effects on the morsel:

- Cures one disease and a level of exhaustion (1 charge)
- Bestows 2d6 temporary hit points (2 charges)
- Bestows the effects of the Heroism spell (3 charges)
- Any two of the above effects (4 charges)

L IS FOR...

LENS OF SYNAESTHESIA

A compact brass eye patch with a dark glass lens set into the centre and surrounded by dozens of tiny cogs, shafts, screws and gears clicking and whirring.

The Lens conveys advantage on Investigation checks as it zooms in intuitively on details which the wearer wants to examine.

As an action the wearer can activate the Synaesthesia function. Up to 500 feet they can 'see' the speech of any character in any language, perceiving their words as patterns of colour in the area surrounding the speaker. The wearer can understand these colours as ideas being conveyed in conversation, recognise names which they already know, and infer the emotionality with which they are being said - ultimately, they can understand the gist of a conversation without knowing the specific words used.

M IS FOR....

MODRON SPARE PARTS

This pile of small robotic components seems at first like an inchoate, jumble of colourful scrap metal. However, among the components is a control cube made of a bright green metal and covered with runic inscriptions. On attunement, the carrier of the cube develops a connection with the Spare Parts and can control them mentally as long as they are within 100 feet.

The parts can be commanded to build themselves into a number of useful items at will. Each rearrangement takes eight hours and is accompanied by a busy, loud series of clanks and clinks and mechanical buzzing, which can be heard up to 300 feet away.

Bag – A pliable bag made of interlocking metal panels containing the rest of the Spare Parts

Chest – A sturdy chest with AC 15, 100 hit points, and a lock which requires a DC 22 Dexterity check with Thieves' Tools to open. The key is in the lock, and the parts will only rearrange themselves again when the chest is unlocked.

Cart – A 4ft by 6ft wheeled platform drawn by a small mechanical ox. It can carry 300 pounds and travel at 10 miles per hour for one hour before stopping. If commanded to move, it will continue until it meets an obstruction.

Dogs – Two canine automata. They can each be ridden by a Small creature and take commands individually. They can be bidden to attack but if one fails an attack roll, its headpiece falls off and it must be rebuilt. Use the Panther stat block (MM 333).

Mole – A burrowing machine shaped like a mole with a cone-shaped drill on the nose. It can dig a 3ft x 3ft tunnel through loose earth at a rate of 60ft per minute, or through stone at one third the speed. It can dig for three minutes before needing to rest for an hour.

Weapon – Any simple or martial weapon with the Heavy or Versatile feature, which inflicts an extra 1d6 thunder damage on striking. If an attack roll made with this weapon fails to meet a target's armour class by 8 or more, it clatters to pieces and must be reassembled

Any arrangement with hit points recovers 5 hit points per minute if not attacked. The Spare Parts are considered below Monodrones in rank, and the control cube is considered to have the rank of a Tridrone. Therefore any orders given to the Parts by a Quadrone or higher rank will supersede the wishes of the user.

N IS FOR...

NECROMANTIC WINGSUIT

A heavy, filthy black cloak sealed from the front with a chain whose links are made from the hollow bones of crows. The cloak is ragged, moth-eaten and full of tears, and appears to be made of an extremely heavy linen.

The Wings are activated when the wearer falls from a height of over 100 feet with their arms spread. They gain a flying speed of 60ft for one minute. During that time, necrotic energy plummets in a 2-foot-wide column beneath the wings, leaving plantlife grey and wilted, and killing Tiny creatures. Any creature with fewer than 5 hit points is also killed, and other creatures must make a Wisdom saving throw against your spell save DC. On a failed save, they take 3d6 necrotic damage and are blinded for one minute.

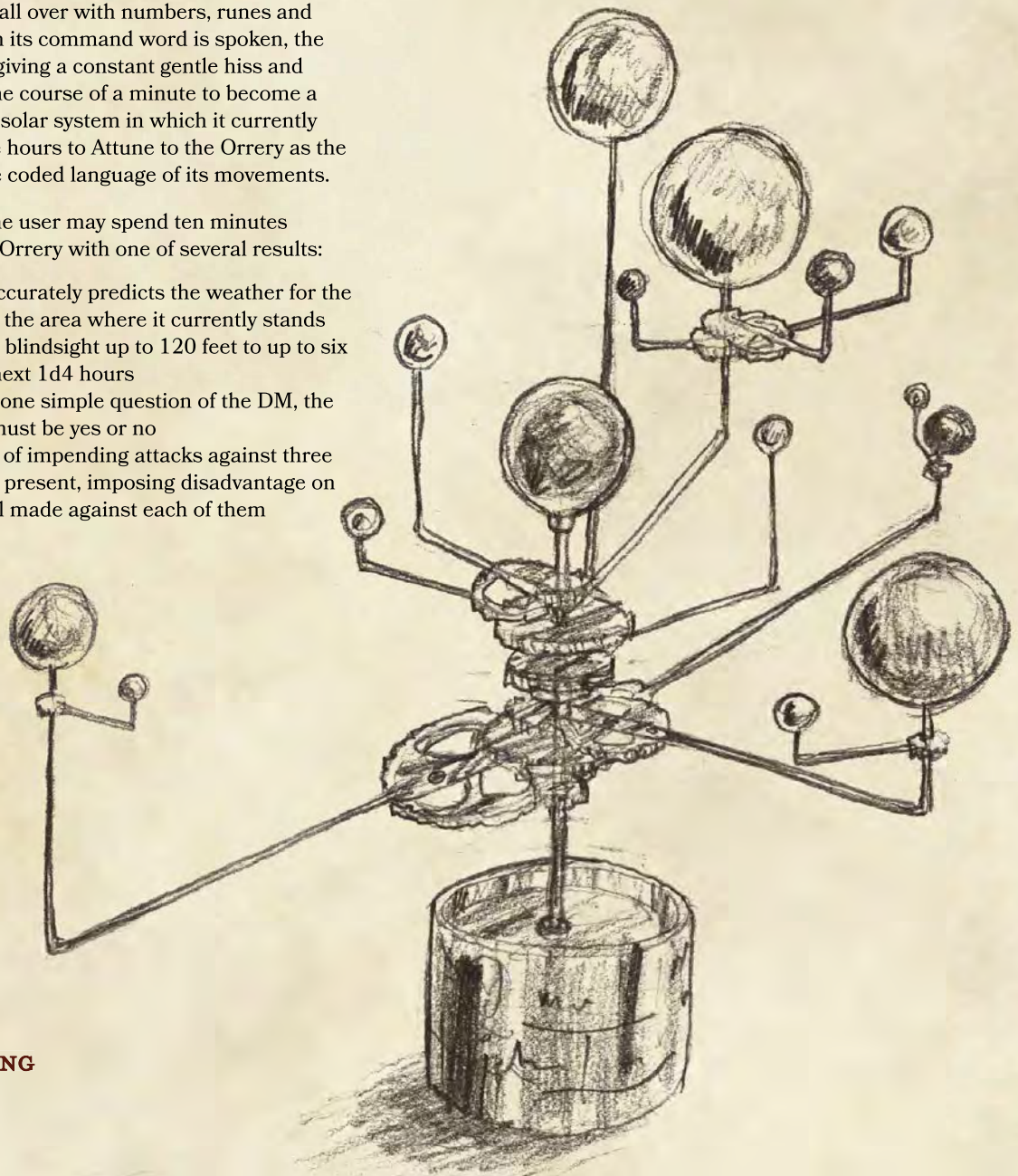
O IS FOR....

ORRERY OF SEEING

At rest, the Orrery appears as a large and solid chrome drum, a foot in diameter, etched with lines in concentric circles and inscribed all over with numbers, runes and various arcana. When its command word is spoken, the device unfolds itself, giving a constant gentle hiss and expanding out over the course of a minute to become a moving Orrery of the solar system in which it currently resides. It takes three hours to Attune to the Orrery as the user learns the subtle coded language of its movements.

Once per long rest, the user may spend ten minutes communing with the Orrery with one of several results:

- The Orrery very accurately predicts the weather for the next seven days in the area where it currently stands
- The Orrery grants blindsight up to 120 feet to up to six creatures for the next 1d4 hours
- The user may ask one simple question of the DM, the answer to which must be yes or no
- The Orrery warns of impending attacks against three creatures who are present, imposing disadvantage on the next attack roll made against each of them



ORRERY OF SEEING

P IS FOR...

PEEPER'S PIPE OF PEERING

A long and elaborately-carved ibex-horn pipe, with a small bowl that can be loaded with any flammable organic substance. When the pipe is used, the smoke that the user takes in is thin, cool and sweet-tasting, and has no adverse effects. Noticeable, though, is that no visible smoke is rising from the pipe or on the breath of the user; the smoke is invisible.

Anyone smoking the Pipe may use an action to blow the invisible smoke out in a ten foot cone for twelve seconds. To the user only, the smoke appears to pass through non-living material such as metal, stone or wood. Anything within the cone becomes invisible to the user only, so that they can see through walls or into closed containers. They have advantage on any Investigation checks used to look into newly-revealed areas using the Pipe.

Q IS FOR....

QUAINT AFTERNOON TEA SET

Wrapped in a white-and-red-spotted handkerchief, this appears to be a collection of dollhouse furniture – a colourful patterned rug, a coffee table, two high-backed chairs, a whatnot and a chaise-longue. The furniture is a polished dark wood.

The user may speak the Set's command word to cause it to grow, the rug expanding to 7ft by 4ft with the coffee table in the centre of it, and the furniture arranged around it. On the whatnot are two cream cakes and six cups of tea.

The Tea Set remains full-sized for an hour and may not be used again until the following dawn. During a short rest, the following features may be taken advantage of:

- Anyone who drinks a cup of tea may take the highest value roll on one of their hit die
- Anyone who eats a cream cake may restore a spell slot of 1st or 2nd level
- Up to two people may stretch out on the chaise-longue and remove a level of exhaustion

R IS FOR...

RIBBON OF SANCTUARY

This two-foot purple ribbon is faintly painted with the symbols of one of the goodlier gods of Faerun – Eldath, Ilmater, Milil and Torm. Roll a d4 to determine which one. It rejects any wearer whose alignment is Evil.

Once per day the wearer may call on the Ribbon to be transported to a demiplanar Sanctuary for ten minutes:

- Eldath: A verdant grove dominated by a great waterfall. Crystal clear waters cascade in slow motion into a shallow pool surrounded by mangrove trees. The visitor heals 2d10 hit points, and for six hours after leaving the grove they may cast Calm Emotions at will
- Ilmater: A humble temple where silent servants tend to sickly patients, overlooked by Ilmater's weeping visage and white hands. The visitor may remove one level of exhaustion, and can choose to help one of the patients. If so, they must succeed on a DC16 Medicine check to avoid contracting disease, they restore 3d10 hit points, and after leaving the temple they may cast Bless once
- Milil: A grand and ornate concert hall where, on stage, the Lord of Song himself plays a soothing elegant melody on the lyre. The visitors each regain 2d10 hit points and receive a d8 bardic inspiration die
- Torm: A dry and open training grounds in the centre of a hilltop fortress, surrounded by grey stone walls on all sides. A man-at-arms stands ready to spar with any visitors who wish to. For six hours after leaving, each visitor takes a +1 to either melee or ranged attack rolls, and may cast Aura of Purity once

Requires attunement by a Cleric or Paladin

S IS FOR....

STOIC STONE STOMPERS

These huge, unwieldy and well-worn boots look to be made of cracked and blackened ancient leather, but are surprisingly supple when worn.

Once per short rest, the wearer may jump into the air and stomp back down with all their might, planting the Stompers in the ground and causing a minor shockwave to emanate out. Creatures in a 15ft radius must make a DC10 Dexterity saving throw or be knocked prone, and structures take 20 points of bludgeoning damage.

As this happens the Stompers crackle and turn to an absurdly heavy stone as a wash of empowering energy suffuses the wearer; for the next minute, their movement speed is reduced by 20ft, their Strength modifier is doubled, and they have advantage on opportunity attacks. If the wearer wishes to try to get out of the Stompers, they may spend an action to make a DC15 Dexterity check to wiggle out of the big boots.

Requires attunement by a creature with a Strength score higher than 14

T IS FOR...

TRAGICOMIC DEATH MASK

This solid and grotesque face mask of hammered bronze is reminiscent of Thalia and Melpomene combined, seeming to flit between abject horror and profound delight depending on the light in which it is seen.

If the Mask is placed on the face of a creature who has died in the last minute, it grips the sides of the face and its features start to warp and morph. Roll a d20 to determine which expression it lands on.

Once the Mask has chosen an expression, it can be removed but remains in the expression and loses its magic.

DEATH MASK EXPRESSIONS

1-10 - Tragedy: the Mask takes on a direful expression and the creature remains dead.

11-18 - Tragicomedy: the Mask takes on a conflicted expression and the creature is brought back to life with one permanent madness effect (DMG 260) and having lost one language proficiency, one tool proficiency and one skill proficiency

19-20 - Comedy: the Mask breaks into a mirthful chuckle and the creature is returned to life with one long-term madness effect (DMG 260)

U IS FOR....

UNGUENT OF FARSPEECH

This simple, squat, sand-coloured clay pot is divided into five evenly-sized chambers. Each chamber contains one dose of a white lotion, and the pot regenerates 1d4+1 doses at the start of each week.

Any creature with an Intelligence of at least 4 can use their action to rub one dose of the Unguent on their throat, lips or tongue. The Unguent will leave a tingling feeling for a few minutes as its magic sets in, and thereafter will remain active for forty eight hours, during which they creature can communicate with any other creature who has also applied the Unguent over any distance as long as they are both on the same plane.

They must speak aloud but will hear incoming communications in their mind. If more than two people have the Unguent applied, a user can choose with whom they wish to communicate when they speak. All users can also control when they are available to be contacted.

V IS FOR...

VISIBLE INK

This deep scarlet ink comes in a glass pot no larger than a shot glass. The pot contains enough ink to write one hundred words.

Once the ink has been inscribed on a surface of living or non-living material it takes ten minutes to dry, and during this time can be easily washed or rubbed off. Once it dries it can only be removed by way of a Wish spell or by destroying the inscribed area.

Any item or living creature inscribed with at least twenty five words in the ink, whatever the words may be, cannot become invisible by any means. In addition, the character who inscribed the ink can conduct a ten-minute ritual to know its precise location as long as it is within one hundred miles.

W IS FOR....

WOODLAND WHISTLE

Carved from a single piece of white oak with a detailed motif of antlers, laurel leaves, mistletoe and acorns, this beautiful whistle seems especially vibrant when in the vicinity of a forest – the deeper into the woodlands it is, the more distinct its colour and patterning appears.

Once per day when the Whistle is blown using an action, it gives a clean, deep sound which is heard by every Beast of Tiny to Medium size within 300ft of the user. Immediately, the user may then speak a single word of instruction – each Beast simultaneously obeys the instruction as if under the effects of the Command spell.

X IS FOR...

XENOLITH

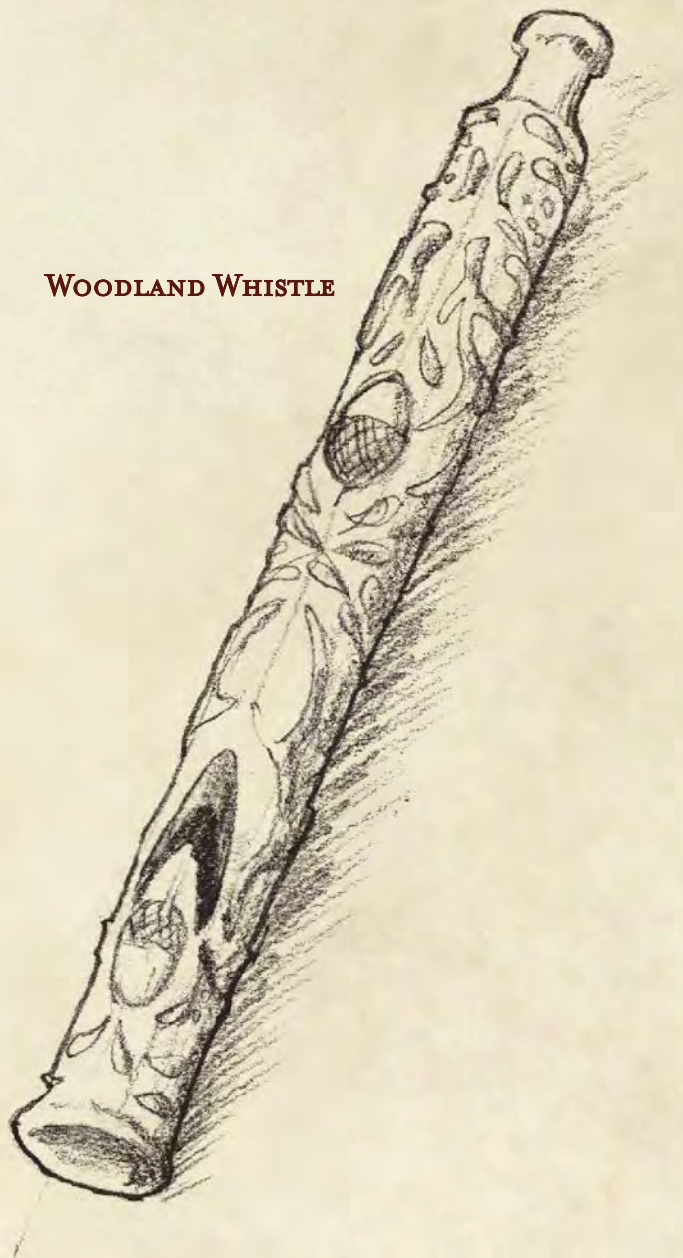
A faint and high pitched hum emits constantly from this bizarre slate of glossy, red rock, which resembles no other type of rock known in the material plane. It occasionally sheds needle-like shards of flame-red glass which vanish as they fall from it. It casts no shadow, and in direct sunlight a chamber is visible within, as if the slate is a box of darkened glass containing a morass of shifting figures.

Any creature attuned to the Xenolith can gaze at it for one minute, after which the figures inside resolve themselves into distinct shapes – humanoid, beast or otherwise, the characters are reflections of all creatures of Medium size or larger within a 250 foot radius of the Xenolith. Invisible creatures are not seen.

Their positioning in the Xenolith does not reflect their positioning in the world; it constitutes a jumbled miscellany of the creatures.

Requires attunement

WOODLAND WHISTLE



Y IS FOR....

YAWPING BLOODBROOCH

This hardy jewellery piece takes the form of a teardrop shaped gem of deep red tourmaline set into a tarnished silver frame.

While wearing the Bloodbrooch a creature's Strength score cannot be lower than 16. As a bonus action, the wearer can scream a furious YAWP to make the gem explode from the brooch, spraying forward as a shower of razor-sharp shards. Each creature in a 20 foot cone must make a DC15 Constitution saving throw. On a failed save a creature takes 4d6 piercing damage immediately and 2d6 piercing damage at the start of their next turn. On a successful save they take half of the initial damage only.

The gem in the Bloodbrooch reappears one minute later.

Z IS FOR...

ZARATAN NAIL SHARD

A two-foot-long sliver of the toenail of one of the mighty Elders of the Elemental Plane of Earth, this dense rocky shard carries a wealth of elemental power. While carrying the Shard, an attuned creature's Constitution score cannot be lower than 16.

As an action the Shard can be slammed into the ground to cause a shockwave in a 30 foot radius around it, with the following effects:

- The ground becomes difficult terrain
- Any creature concentrating must make a DC 20 Constitution saving throw to maintain concentration
- Any creature on the ground must make a DC 15 Dexterity saving throw or be knocked prone

Requires attunement