

101 Mundane Magical Items



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101 Mundane Magical Items

A collection of system neutral mundane magical items to add additional flavor to any fantasy game.

1. **Abacus of Accuracy** - This device automatically performs mathematical calculations for the user.
2. **Amulet of Awkwardness** - The amulet causes the wearer to say the worst thing at the worst time.
3. **Anklet of Aches** - This cheap piece of jewelry causes minor discomfort to the wearer in the form of sore joints and muscles.
4. **Anvil of Anger** - The anvil causes the user to vent their anger on the item they are smithing, reducing their own anger, and forging a stronger item at the same time.
5. **Apron of Ashes** - Embers hitting this apron do not burn, but merely fall away as ashes.
6. **Atlas of Awareness** - A book of maps that always tells the owner exactly where they are.
7. **Badge of Bruises** - This tarnished badge shows each injury the wearer suffers as a physical mark, but allows faster recovery.
8. **Ball of Balance** - This heavy metal ball allows the carrier to see how a course of action affects natural harmony. There is one for Good/Evil and one for Law/Chaos.
9. **Bauble of Babbling** - A piece of glittering nothingness that makes its owner speak about it at great length whenever someone comments on it.
10. **Book of Banality** - A hefty tome requiring a vast amount of time to read for no real value.
11. **Brooch of Belching** - This brooch causes the wearer to belch loudly at inappropriate times.
12. **Can of Coins** - Any beggar that puts this item out attracts all the lowest valued coins passersbys are carrying.
13. **Cap of Coughing** - This headwear causes the wearer to cough persistently at unexpected times.

14. **Carafe of Cooling** - This receptacle always chills a drink to the temperature the imbiber desires.
15. **Coin of Confusion** - When tossed in a game of chance neither person remembers which face they called.
16. **Cravat of Condescension** - This garment makes the wearer talk down to others.
17. **Cube of Confidence** - A small cube that makes the carrier feel their chosen decision is right, regardless of whether or not it is.
18. **Decal of Denial** - This exotic design makes its owner refuse to accept the truth.
19. **Die of Doubt** - A gambling device that always lands at an ambiguous angle, making the result uncertain.
20. **Digit of Decision** - This skeletal finger always points the owner in the right direction.
21. **Disc of Delight** - The owner feels happy with the world, even in the face of despair.
22. **Earring of Eeriness** - This item causes the wearer to periodically hear strange sounds.
23. **Easel of Ease** - This easel helps to relax the painter enough to paint with calm; the artwork created has a similar effect on the viewer.
24. **Egg of Epiphany** - The owner gains insight from a conversation taking place around them.
25. **Emblem of Embarrassment** - This embossed patch makes the wearer feel self-conscious.
26. **Epaulette of Elitism** - The wearer of this epaulette assumes they are superior to whomever they are speaking to.
27. **Fan of Flames** - By using this fan a fire can be created with minimal kindling, or recovered from embers.
28. **Forge of Failure** - Throwing failed items into this forge strengthens the next item created.
29. **Fork of Familiarity** - Using this eating device makes everything eaten taste like chicken.
30. **Gadget of Guile** - Whilst the user has this item he is better able to trick people, and be tricked.
31. **Garb of Garbling** - When wearing these clothes people have difficulty understanding what the wearer is trying to say.
32. **Glyph of Generosity** - When in possession of this item the owner spends more, and receives more.

33. **Goblet of Gaseousness** - After drinking from this goblet the imbibor gains a serious flatulence problem.
34. **Hairpiece of Harmony** - When wearing this wig people treat the wearer more favorably.
35. **Hand of Hope** - This withered hand makes its owner feel like they can accomplish anything.
36. **Handkerchief of Hayfever** - Possession of this item makes the owner sneeze at random intervals.
37. **Harmonica of Hate** - This musical instrument plays tunes so irritating listeners cannot stand them.
38. **Helm of Hubris** - When provided the opportunity the wearer of this helm informs everyone within earshot how awesome they are.
39. **Icon of Immobility** - This letter stops the object it is attached to from moving.
40. **Ink of Illegibility** - The ink makes anything written with it completely unreadable.
41. **Iron of Inflation** - Using this clothing press makes clothing items slightly larger than before.
42. **Item of Isolation** - This strange item makes the owner seek solitude at every opportunity.
43. **Jacket of Joking** - Whenever the wearer of this jacket speaks people think they are making a joke.
44. **Jaw of Jealousy** - This dried animal bone fills the possessor's speech with envy.
45. **Jug of Judgement** - Anyone drinking from this jug speaks their mind without hesitation when asked.
46. **Kilt of Kicking** - Seeing a person wearing this kilt creates an irresistible urge to kick them in the butt.
47. **Kernel of Kindness** - The owner of this seed receives, and is greeted with, kindness.
48. **Kimono of Killing** - Wearing this garb makes the wearer more prone to killing.
49. **Kite of Knots** - This device attempts to entangle other airborne devices it encounters.
50. **Ladle of Love** - A cooking device that encourages a couple that samples a meal together to fall in love.
51. **Lint of Lust** - The possessor of this lint desires other lint, and actively seeks it out.

52. **Locket of Leering** - While wearing this locket the wearer stares uncomfortably at every person they communicate with.
53. **Lotion of Length** - This ointment makes anything it is applied to grow in length.
54. **Mane of Masculinity** - A hairpiece that makes the wearer appear more manly than they already are.
55. **Masque of Mastery** - The masque makes the wearer feel as though they are superior to everyone they see.
56. **Milk of Meekness** - This drink makes the imbiber susceptible to suggestions and intimidation.
57. **Mirror of Majesty** - Looking into this mirror makes the owner appear to themselves the way they desire.
58. **Necklace of Naivety** - The wearer of this jewelry believes anything they are told.
59. **Noose of Normality** - When placed around their neck, a creature calms and returns to their usual state.
60. **Note of Niceness** - The missive makes the sender and reader feel better about themselves.
61. **Novel of Numbness** - Reading this tome temporarily immobilizes the reader.
62. **Ochre of Ownership** - Smearing this powder upon an object makes its owner clear.
63. **Octagon of Obviousness** - The possessor of this odd coin cannot conceal a motive.
64. **Oval of Obscurity** - This misshapen disc helps the owner recall the strangest information.
65. **Oven of Odor** - Any food cooked in this oven smells delicious, and can be smelled at a great distance.
66. **Pillow of Peace** - When using this pillow the slumberer ignores all of their problems, and gains a restful night's sleep.
67. **Platform of Platitudes** - Standing upon this raised surface makes the user only praise people.
68. **Purse of Pickpockets** - Rogues automatically target the person possessing this coin purse.
69. **Quadrangle of Quitting** - Anyone stepping into this square no longer wants to follow the course of action they originally considered taking.

70. **Quill of Questions** - This writing device forces the user to write in the form of riddles.
71. **Quilt of Quiet** - When the owner pulls this blanket over their head it nullifies loud noises.
72. **Quoit of Queerness** - When griped, this roped circlet makes the holder feel strange.
73. **Rasp of Roughness** - This tool allows a blacksmith to work faster, but at a lesser quality.
74. **Ribbon of Remembrance** - Wearing this ribbon makes it hard for the person to be forgotten.
75. **Rock of Rolling** - The possessor of this small stone performs acrobatics and tumbles well.
76. **Salt of Sighing** - This bland spice makes the consumer sigh as if disinterested in anything people are saying.
77. **Sash of Seriousness** - Wearing this fashion accessory causes the owner to take maximum offense to anything said to them.
78. **Sign of Selfishness** - Possessing this sign makes the owner refuse to help others; no one can take the sign from its owner.
79. **Song of Sorrow** - This long dirge makes the listener feel despondent and downhearted.
80. **Stationery of Satisfaction** - Anything written with this ornate writing set reads nicely.
81. **Talisman of Truth** - The wearer of this item is compelled to be honest at all times.
82. **Tarot of Touch** - This deck of fortune telling cards makes the client touch the dealer's arm/sleeve/hand and ask to be told more.
83. **Tie of Tightness** - When something is fastened with this tie it does not easily come loose.
84. **Towel of Tidiness** - This cloth allows the user to make things neater with just a quick wipe.
85. **Trowel of Toughness** - This gardening tool makes digging soil an easier task.
86. **Ukulele of Uselessness** - Playing this instrument makes the musician feel pathetic and inadequate.
87. **Umbrella of Union** - Those that stand under this umbrella together feel a solidarity.
88. **Underwear of Uncomfortableness** - This undergarment never quite sits right for the wearer.

89. **Utensil of Uncertainty** - Using this cooking implement makes the consumer unsure about the quality of the meal.
90. **Vat of Vomiting** - Whatever is brewed in this pot makes the consumer violently ill.
91. **Veil of Vanity** - Wearing this lacy mask makes the wearer feel self-conscious of their looks.
92. **Vice of Vice** - This workshop tool encourages the user to create only items they desire.
93. **Visor of Vagueness** - Looking through this eyeshade blurs the certainty of the image.
94. **Wax of Wondering** - Rubbing this wax upon any item makes people think the item is interesting.
95. **Wedge of Welcome** - This door stopper prevents anyone other than the owner from closing the door.
96. **Wick of Warning** - The candle flickers a different color depending on the nature of the warning.
97. **Wine of Wit** - This alcoholic beverage makes the person appear wittier than they otherwise would.
98. **Xylophone of Xenophobia** - This musical instrument plays at octaves that cause xenophobes to feel physically uncomfortable.
99. **Yardstick of Yore** - Measuring an item with this tool causes the user to remember the history of the item being measured.
100. **Yoke of Yelling** - This clothing item forces the wearer to raise their voice to be heard.
101. **Zest of Zen** - This citrus peel causes the consumer to feel an inner calm towards everything.

