20 Useful Mundane Magical Items

1 Magical comb and brush set

When used, they instantly and painlessly, untangle, clean, repair, and strengthen hair. They even leave behind a refreshing clean scent.

1 in 4 magical combs can, cut, style, and even color, the user's hair into whatever style they wish. Note that the user must re-grow their hair naturally if they desire styles requiring longer hair.

2 McCormack's Edible Seasonings

This magical "salt shaker", can be used to make unpalatable food more pleasing to the user. When sprinkled on edible food, the user will experience each bite as a mouthful of whatever taste combination, and corresponding texture and appropriate temperature, they desire. However, this is entirely an illusion, so while a user may be enjoying hot beef stew, they are still actually only eating whatever food they are stuffing their faces with. The seasonings do nothing to make poisonous, or otherwise inedible materials, safe to consume, just more appealing to eat.

3 Reverse Mirror.

This mirror allows you to view yourself from immediately behind you.

4 Wondrous Whetstone

These whetstones impart a perfectly honed edge, appropriate to the type of blade being sharpened. Minor nicks, dull spots, etc, will be quickly smoothed out by such stones, but they do not repair badly damaged blades, nor do they give magical bonuses of any sort.

5 Auto-cleaner

A round rubber ball that, when activated, rolls around to absorb all the dust and grime in an area. It isn't terribly intelligent, however, and frequently gets stuck.

6 Collar of Obedience

When placed upon a domesticated canine or feline of normal animal intelligence, the animal will follow whatever simple commands they are given by their owner (the person placing the collar on them). Such commands must be simple and easy to understand, such as come, sit, heel, down, etc. Complex commands, commands that require the animal to be trained in something they are not trained to do, or that require the animal to do something obviously self-harming, will not be followed.

These collars will not work on undomesticated animals, nor ones of a magical or unusual nature.

7 The Perfect Frying Pan

Any food cooked in this pan will cook perfectly, never over or under cooking, drying out, or burning. (In combat it provides no bonuses, but can be used as either a club, or small buckler.)

8 Sure-striking Flint and Steel

This small tool kit will always allow a flame to be struck on the first try. Of course, only material that can normally bet set aflame by the use of flint and steel, are affected. Wet, damp, or otherwise unsuitable combustible materials will still light, but burn poorly and will often need to be re-lit.

9 Ever Burning Log

These magical logs can be commanded to ignite, and extinguish themselves upon command. Once lit, they will provide a bright, comfortable fire for up to 8 hours, per charge expended. Each log will contain 14 charges if new, or 1-12 charges if found used.

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10 Money-changer Bag, Small

This pouch allows you to place up to 60 coins inside, give it a command (ie “change the silver to gold”), and it will change it to the equivalent value in the new type of coin (applicable to the local rate).

11 Dyn’s Twin Quills

A set of identical quills taken from the pinion feathers of a mocking bird. When one of the set is put to ink and paper the other quill will begin to copy exactly what is written, though it will be written as if by Dyn’s own hand and not a copy of the writers handwriting.

12 Dyn’s Ever-Tightening Belt

Never again get caught with your breeches down. This belt keeps a constant relaxed pressure where you need it most.

13 Glove of Nail Care

Slip it on to your hand for an hour and then remove - the Glove trims nails, removes hangnails and fixes cuticles. There is a version rumored to color nails per the user’s desire.

14 Dyn’s Lightning Pest Control Cube

This device is a mahogany cube about a foot square, open on all sides and covered in a mesh screen with intricate bronze scrollwork around the edges in the shape of insects. When hung outside the device gives off a scent that lures insects to it. As the bugs pass through the screens surrounding it they get “zapped” by tiny contained lightning bolts.

15 Camp Saver

This piece of fabric, when placed on the ground, unrolls and expands to fill the bottom of a standard tent. The ends grasp the tent sides creating a barrier vs, insects, water and small hobbits.

16 Soup Stone

When placed in a container full of 5 gallons or less of liquid this stone heats the liquid to just below boiling temperate. Each gallon takes a minute to heat.

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17 Kiten’s Vessel of Fixed Air

This 1 liter wicker bound ceramic growler has a steel wired antler stopper affixed to the top. Any liquid stored in it becomes delightfully bubbly and carbonated as soon as the stopper is latched in place. Make soda water, fizzy teas, or juices instantly. Or be super weird and make fizzy gravy.

18 Mystic Kettle

On a command, this kettle boils any liquid placed within it to near-boiling. It is most commonly used for hot tea, but can also be used for mulled wine or hot cider in colder seasons. Another command word will magically clean the kettle, if it is empty. The kettle holds four cups of fluid.

19 Eldritch Gluepot

This gluepot is marked with arcane sigils that glow dimly, and is filled with a thick, viscous white fluid. By pouring the contents of the pot onto a broken object and holding the pieces together, the breaks are mended magically. Each gluepot contains only one use.

20 Coin of Flipping Foreknowledge

When flipping this coin in the air, it announces in a tinny voice that can only be heard by the flipper whether it will land on “heads” or “tails”.

It is accurate 95% of the time. (Roll a d20. On a 1, it’s wrong.) You will know if you’re about to win or lose before the coin lands.