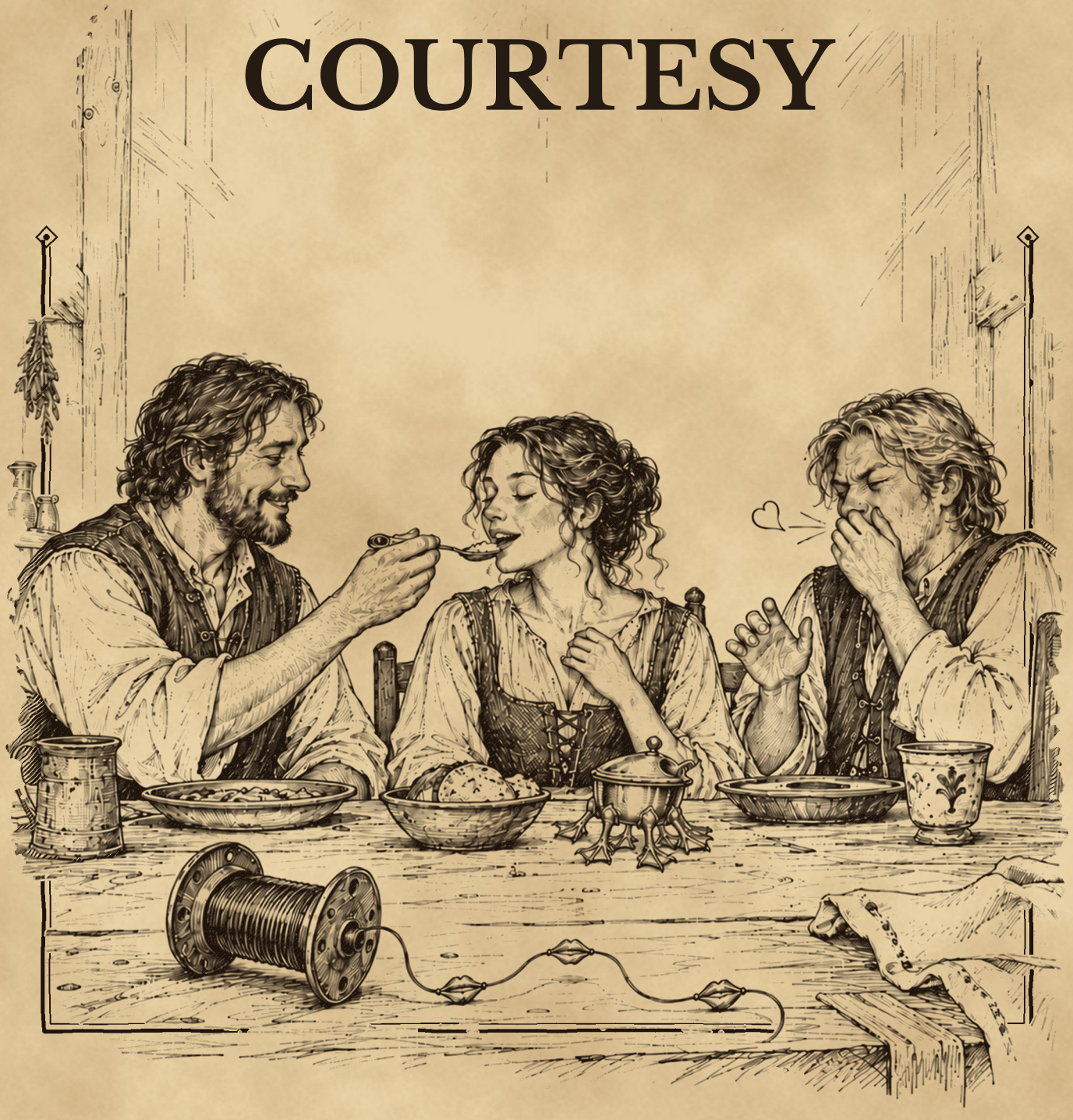
THE

CROOKED COURTESY



50 MAGIC ITEMS · 2024 FIFTH EDITION

SYNCOPATED GAMES

ITEM TABLE

50 magic items for 2024 fifth-edition games.

(A): Attunement required.

D100	ITEM	RARITY	BOOK PAGE
01–02	Allegiance Pins	Common	4
03–04	Poison-Gathering Saltcellar	Common	4
05–06	Twin Toast Cups	Uncommon	5
07–08	Shared-Stride Sandals	Uncommon	5
09–10	After-You Glove	Uncommon (A)	6
11–12	Sweetheart's Spoon	Common	6
13–14	Wordspool	Uncommon	7
15–16	Liar's Cup	Uncommon	7
17–18	Acorn Place-Card	Uncommon	8
19–20	Good-Hap Penny	Common	8
21–22	Scentlight Cuff	Uncommon	9
23–24	Certainty Calipers	Common	9
25–26	Lament Comb	Uncommon	10
27–28	Mishap Bunting	Uncommon	10
29–30	Hen's Seal	Uncommon	11
31–32	Frayed Court Sash	Uncommon	11
33–34	Sympathy Thimble	Common	12
35–36	Guest-Book Pounce	Uncommon	12
37–38	Conversation Slate	Uncommon	13
39–40	Invitation Tile	Uncommon	13
41–42	Thank-You Step	Uncommon	14
43–44	Errand Earring	Uncommon	14
45–46	Laughing Ladle	Uncommon	15
47–48	Word-Trap Trumpet	Uncommon	15
49–50	Tableau Drape	Uncommon	16
51–52	Voice-Catching Ear-Trumpet	Uncommon	16

ITEM TABLE

D100	ITEM	RARITY	BOOK PAGE
53–54	Peacock Collar	Uncommon (A)	17
55–56	Promise Bracelets	Uncommon	17
57–58	Courtesy Nosegay	Common	18
59–60	Dismissal Ribbon	Uncommon	18
61–62	Farewell Button	Uncommon	19
63–64	Namesake Ribbon	Uncommon	19
65–66	Grin Mask	Uncommon	20
67–68	Laborer's Thanks-Bowl	Uncommon	20
69–70	Rumor Incense	Uncommon	21
71–72	Rescuer's Knife	Uncommon	22
73–74	Otter's Bib	Uncommon	22
75–76	Ancestor's Seat	Rare	23
77–78	Restkeeper's Salver	Uncommon	23
79–80	Empty-Seat Candle	Rare	24
81–82	Address Stamp	Rare	25
83–84	Disputant's Gavel	Uncommon	25
85–86	Borrower's Medal	Rare	26
87–88	Confessor's Biscuit	Uncommon	26
89–90	Procession Loops	Rare	27
91–92	Wrath Flask	Uncommon	27
93–94	Hesitation Salve	Rare	28
95–96	Page's Spur	Uncommon	28
97–98	Refusal Fan	Rare (A)	29
99–100	Blithe Bells	Uncommon	29

CREDITS AND LICENSING

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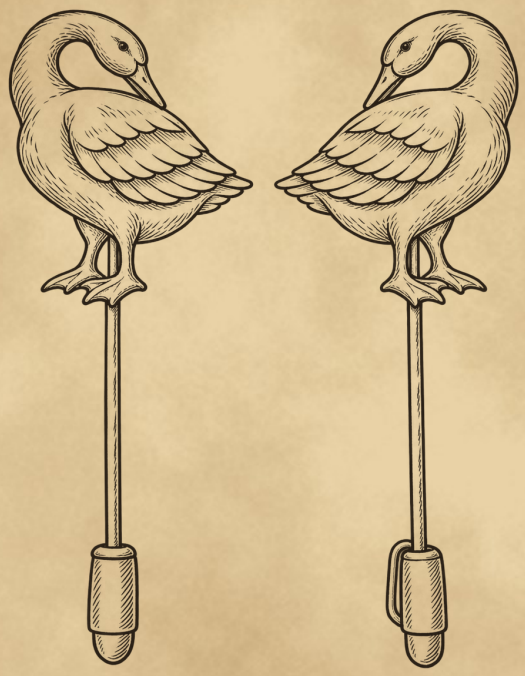
ALLEGIANCE PINS

Wondrous Item, Common

Two brass pins bear the same goose with its neck bent backward. Each casts a long, narrow shadow at noon.



The pins form a pair. Over 1 minute, two willing creatures each fasten one pin to their clothing and speak the other's name. A wearer can then use a Magic action to make the hands of its shadow mimic the other wearer's hand gestures for 1 minute. A wearer can use this property any number of times. The effect works while both pins are worn and their wearers are within 1 mile on the same plane. The shadow stays attached to its owner's feet and retains its normal direction and length. In complete darkness, it has no visible effect. Removing either pin ends the pairing. A new pairing replaces the previous one.

POISON-GATHERING SALTCELLAR

Wondrous Item, Common

This silver saltcellar stands on six goose feet. Its lid has a thumb-sized dent.



As a Magic action, shake a pinch of ordinary salt from the saltcellar onto up to 1 gallon of nonmagical liquid in one open container within your reach, expending one use. A container holding more than 1 gallon prevents activation and preserves the use. Any nonmagical ingested poison in the liquid gathers into a blue crust floating on its surface. The remaining liquid is free of that poison. If the liquid contains none, the salt dissolves normally.

A Utilize action lifts the crust out intact. The crust is nonmagical. It contains the removed poison with its original potency and number of doses; those doses remain poisonous if swallowed. Breaking or dissolving the crust preserves their total number.

The saltcellar has three uses and regains all expended uses at dawn.

AFTER-YOU GLOVE

Wondrous Item, Uncommon (Requires Attunement)

A kid-leather glove has two pointing fingers embroidered on its cuff. Both point toward the wrist.

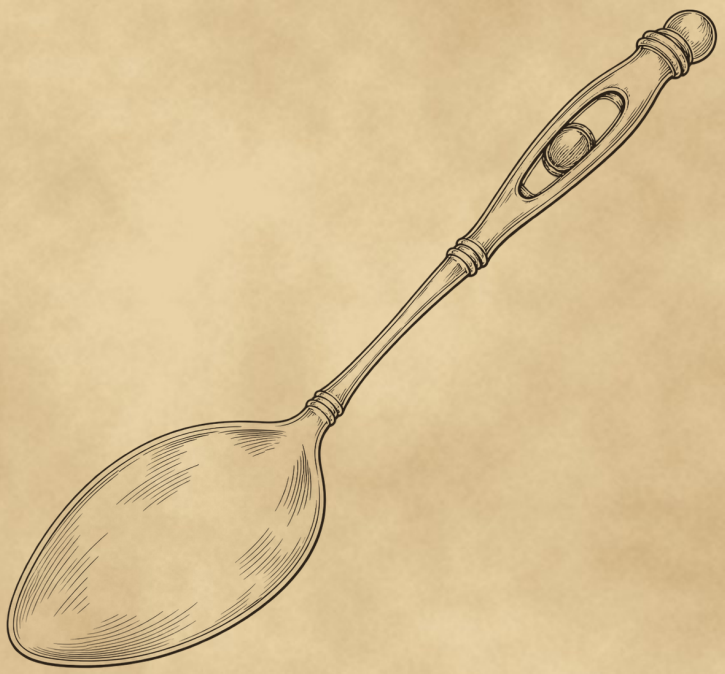


As a Bonus Action on your turn, while wearing the glove, you can offer your hand to a willing creature within 5 feet that shares your current combat. If it takes your hand using its Reaction, exchange your positions in the Initiative order at the start of the next round. Your turns during the current round occur in their original order. In subsequent rounds, each takes its turn at the exchanged position. After use, the glove regains this property when a creature spends a Short Rest attuned to it.

SWEETHEART'S SPOON

Wondrous Item, Common

A silver spoon has a red glass bead inside its hollow handle. Warm soup makes the bead turn pink.

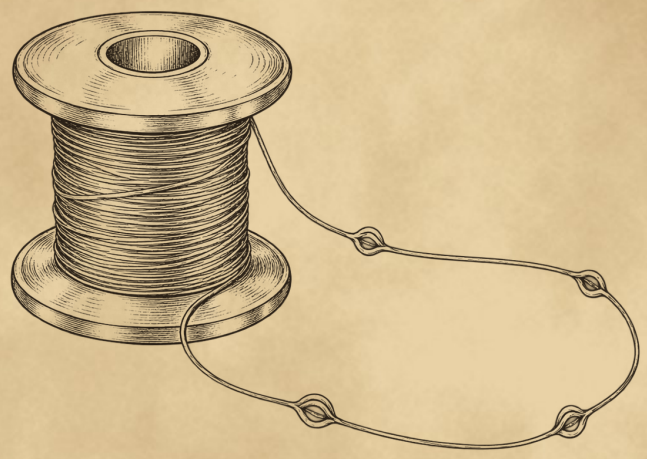


Over 1 minute, a willing creature can whisper one of the feeder's own names, up to three words, into the spoon while feeding another willing creature a spoonful of food. For 1 hour, whenever any creature within 30 feet of the eater tries to speak that exact name, it sneezes a little red heart in place of the name. The heart vanishes after 1 second. The speaker can continue its sentence, and can use other names, descriptions, or writing freely. The sneeze affects speech only. A spell requiring that exact spoken name cannot be cast within 30 feet of the eater. The feeder can end the effect as a Bonus Action while within 30 feet of the eater. The spoon can create another effect after the previous one ends.

WORDSPOOL

Wondrous Item, Uncommon

A bobbin of blue steel winds wire as thin as a hair. Knots in the wire resemble tiny open mouths.

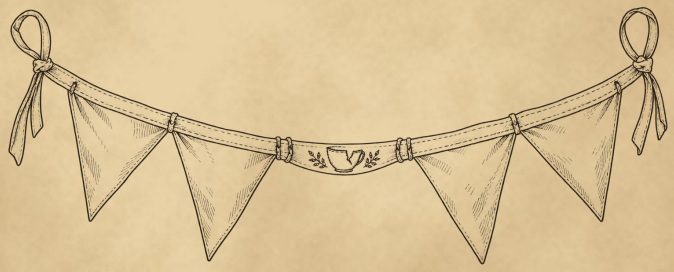


As a Magic action, you can draw wire from the spool while a willing creature within 5 feet speaks up to twenty-five words. The wire records those words and is 1 inch long per word, with a knot between each pair. Bending the wire into a closed loop replays its words once in the speaker's voice, audible within 30 feet. You can cut at the knots and join cut ends by twisting them together; the new loop speaks the surviving words in their new order. A replayed loop becomes ordinary wire. The spool supplies up to 100 inches of magical wire and refills at dawn. A creature hearing a replay sees blue sparks coming from the wire.

MISHAP BUNTING

Wondrous Item, Uncommon

A strip of red cloth has a broken teacup stitched along its hem. Its little triangular flags are stiff with starch.



As a Magic action, you can tie the bunting to a fragment of a nonmagical object that broke within the past hour. For the next 10 minutes, all flags point together toward the nearest unignored fragment of that object within 60 feet of the bunting on the same plane. A fragment is ignored for the rest of the effect once it is within 1 foot of the bunting. The flags hang limp while no unignored fragments are in range. The bunting reveals direction through barriers and distinguishes fragments by the object they belonged to. It can trace one broken object at a time. You can use it three times, regaining all uses at dawn.

HEN'S SEAL

Wondrous Item, Uncommon

A bronze seal shows a hen standing on an open hand. A warm smell of straw rises from fresh impressions.



Over 1 minute, a willing living creature can press this seal into ordinary wax while keeping one bare finger against the seal. The impression records that creature. As a Utilize action, you can touch the seal to that impression and directly to a creature's body. The wax chirps once if the touched creature is the recorded creature and twice if it is another creature. A changed shape or appearance preserves identity for this test. Testing a dead body this way produces three chirps, reporting death alone. A copied or unrecorded impression gives no chirp. The impression retains its record until melted or broken. The seal can create and test any number of impressions.

LAUGHING LADLE

Wondrous Item, Uncommon

A copper ladle has a smiling mouth pierced through its bowl. Droplets caught around the mouth tremble for several seconds.



As a Reaction when a willing creature within 10 feet laughs audibly, you can capture its laugh in the ladle. The ladle holds one laugh for 1 hour. As a Magic action, you can pour the laugh onto an unattended nonmagical object within 5 feet weighing up to 10 pounds. The object vibrates for 1 minute, rattling loudly enough to be heard within 60 feet. Any ordinary latch attached to it shakes open, and any loose contents shake out through existing openings. Locked fastenings remain fastened. The laugh is then spent. You can capture any number of laughs, one at a time.

FAREWELL BUTTON

Wondrous Item, Uncommon

A black horn button has a white thread trapped inside its four holes. The thread moves like a little waving arm.



As a Magic action, you can sew the button to one nonmagical cord or rope up to 1 inch thick and speak a creature's name while that willing creature touches it. For the next 8 hours, the first time that creature says "Goodbye" in any language within 30 feet of the button, the button cuts the cord cleanly at its fastening and falls free. It responds to the recorded creature's actual voice, including amplified speech. A recording or imitation leaves the cord intact. The button can have one fastening at a time. You can prepare it any number of times.

HESITATION SALVE

Wondrous Item, Rare

A tin holds three thumbfuls of pale ointment. Its lid shows two hands hovering over the same bell.



The tin contains a finite supply of three thumbfuls, enough for three pairings. Over 1 minute, two willing creatures can each rub half of one thumbful onto a palm, consuming one thumbful between them. For the next hour, while within 5 feet of each other, they can exchange their rolls when both are required to make the same saving throw against one effect. After both roll their d20s and resolve any Advantage or Disadvantage, both creatures see the selected d20 numbers. Before adding modifiers and resolving their saves, they can agree to exchange those two numbers, each using its Reaction. Each then adds its own modifiers to the received number. Each creature can have one application at a time. The salve on both creatures becomes ordinary grease after the exchange or when the hour ends. An empty tin is ordinary.