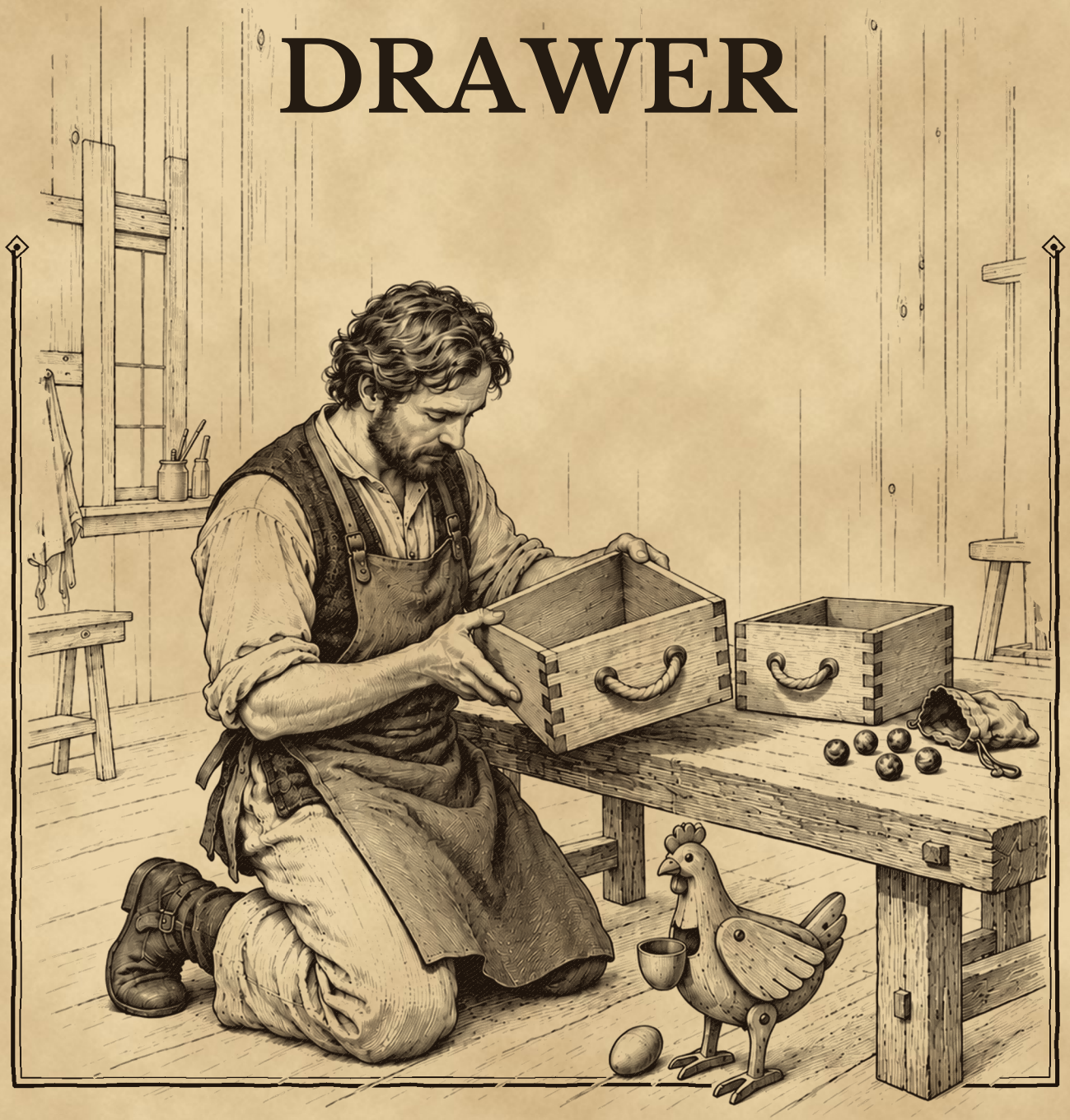
THE SECOND DRAWER



50 MAGIC ITEMS · 2024 FIFTH EDITION

SYNCOPATED GAMES

ITEM TABLE

50 magic items for 2024 fifth-edition play

A palm-sized roof unfolds into a shelter. Scissors turn loose wool into a ladder.

(A): Attunement required.

D100	ITEM	RARITY	USES AND LIMITS	EFFECT	BOOK PAGE
01–02	Paired Door Clips	Uncommon	1 link of 10 minutes per dawn; 60-foot separation limit	Link two separate doors so moving either moves both.	6
03–04	Escape Rug	Rare	1 teleport per dawn; 60 feet	Teleport up to four occupants to a visible landing.	6
05–06	Shearer's Scissors	Uncommon	1 active ladder; reusable wool	Turn loose wool into a twenty-foot rope ladder.	7
07–08	Antimagic Shelf	Rare	1 suppression for 10 minutes per dawn	Temporarily suppress one object's magic-item properties.	7
09–10	Bearer's Hoop	Rare	1 load of 10 minutes per dawn; 2–6 holders	Carry a floating load by carrying the hoop together.	8
11–12	Vigor Crank	Uncommon	1 winding per dawn; up to 1 hour and 1 mile	Drive a wheeled vehicle with a wound crank.	8
13–14	Visitor's Wedge	Rare	1 opening of 1 minute per dawn	Open a small temporary slot through a barrier.	9
15–16	Radiant Polisher	Rare	1 charged surface per dawn	Store sunlight and release it as a cone of light.	9
17–18	Spare Gable	Uncommon	At will; 500-pound roof load	Unfold a palm-sized gable into a 10-foot-square rain shelter.	10
19–20	Catch Nail	Uncommon	3 one-minute catches per dawn; Reaction within 60 feet	Suspend a falling creature in midair for a rescue.	10
21–22	Mercy Pallet	Rare	1 passenger of up to 8 hours per dawn	Carry a sleeping or Unconscious passenger as a compact bundle.	11

ITEM TABLE

D100	ITEM	RARITY	USES AND LIMITS	EFFECT	BOOK PAGE
23–24	Rain Vial	Uncommon	10 gallons; refill when empty	Carry stored water and release it as a shower.	11
25–26	Phasing Harness	Rare (A)	1 activation for 1 minute per dawn	Pass through solid walls up to 5 feet thick in worn metal armor.	12
27–28	Lopsided Level	Rare	1 minute per dawn	Make selected loose objects fall toward a wall.	12
29–30	Delivery Spool	Uncommon	3 deliveries per dawn; 30 feet	Send or retrieve a small object fixed to the spool's needle through a thin barrier.	13
31–32	Bridle Pulley	Rare	1 block of 1 minute per dawn	Lift and move a cube of loose earth.	13
33–34	Locksmith's Square	Uncommon	2 keys per dawn; each lasts 1 hour; 1 oz. iron per key	Form a temporary working key for a mundane lock.	14
35–36	Fable Blocks	Uncommon	1 unfolding of 8 hours per dawn	Unfold temporary wooden furniture.	14
37–38	Rivulet Spoon	Common	At will while pouring	Guide poured water along a surface, including uphill.	15
39–40	Porcupine Peg	Uncommon	1 protected fall per dawn	Cushion a falling object with a ball of quills.	15
41–42	Conversant Calipers	Common	At will	Check whether a rigid object fits through a passage.	16
43–44	Sedate Sandals	Uncommon	3 pairs of 1 minute per dawn	Create a pair of temporary floating steps.	16
45–46	Thinker's Elbow-Rest	Rare	1 minute per dawn	Reach one hand through a solid work surface.	17
47–48	False-Bottom Drawer	Uncommon	1 transfer per dawn; mark lasts 1 hour	Send drawer contents to a marked surface.	17
49–50	White-Bristled Scrubber	Common	At will; seams last 24 hours	Temporarily mend all breaks of a vessel.	18
51–52	Vacant Hearth Tile	Common	1 collection; 2 cubic feet each	Gather exposed cold ash into one pile.	18

ITEM TABLE

D100	ITEM	RARITY	USES AND LIMITS	EFFECT	BOOK PAGE
53–54	Survey Marbles	Uncommon	1 survey per dawn; map lasts 10 minutes	Use returning marbles to make a relief map of a room's floor.	19
55–56	Turnback Handle	Uncommon	10 minutes per dawn	Work a hand tool around an edge with reversed motion.	19
57–58	Shore Saucer	Uncommon	1 shaft per dawn; 1 hour	Open a dry shaft to a submerged bottom.	20
59–60	Feeling Glove	Uncommon	3 inspections of 1 minute	Feel surfaces through one thin solid barrier.	20
61–62	Fever Tongs	Rare	1 captured heat charge per dawn	Reduce Fire damage, then use stored heat to work iron.	21
63–64	Safe-Return Staple	Uncommon	1 caught load of 1 minute per dawn	Hold a broken container's loose contents suspended for 1 minute.	21
65–66	Road-Memory Stirrup	Uncommon	1 return per dawn; 1 minute	Retrace a recorded route after its footing is gone.	22
67–68	Gawker's Shutter	Rare	1 catch of 1 minute per dawn; Concentration	Catch a falling object while watching it through a frame.	22
69–70	Adviser's Brace	Uncommon	1 hour per use	Keep two braced objects at the same angle while they move.	23
71–72	Cradle Screw	Rare	1 transformation of up to 8 hours per dawn	Pack empty furniture into a light, compact cradle.	23
73–74	Rule-of-Thumb Gauge	Common	Unlimited; 1 line of 1 minute at a time	Measure a surface with a line visible only to you.	24
75–76	Parent Hinge	Rare	1 transfer of up to 10 minutes per dawn	Mount a nearby door temporarily on another support.	25
77–78	Locked Kneeler	Uncommon	1 lock of up to 1 hour per dawn	Hold a container lid shut with weight on the kneeler's cushion.	26

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D100	ITEM	RARITY	USES AND LIMITS	EFFECT	BOOK PAGE
79–80	Counterpart Mould	Rare	1 copy of up to 1 hour per dawn	Make a wax decoy while storing its original.	26
81–82	Crack-Reader's Chalk	Common	Unlimited; each inspection lasts 1 hour	Mark the most strained existing crack or damaged joint in one structural member.	27
83–84	Scabbard Lift	Uncommon	1 pole of up to 1 hour per dawn	Grow a hooked pole that lifts riders as it shortens.	27
85–86	Leaden Muffler	Rare	1 prevented hit per dawn	Delay Bludgeoning damage to an object, then transfer or absorb it.	28
87–88	Dowry Chest	Rare	1 successful unpacking per dawn	Unpack cargo into a remembered arrangement.	28
89–90	Archer's Rule	Rare	3 charges per dawn	Turn an arrow or bolt back toward its shooter.	29
91–92	Creditor's Windlass	Uncommon	1 twenty-turn charge per dawn; stored up to 24 hours	Drive a rotating mechanism with stored crank turns.	29
93–94	Valley Spout	Uncommon	1 channel per dawn	Cut a shallow drainage channel with water.	30
95–96	Lily Tray	Common	Continuous; successive batches up to 1 gallon	Carry an open tray of liquid without spilling, even upside down.	30
97–98	Courier Drawers	Rare	1 connection of 10 minutes per dawn	Transfer objects and Tiny creatures through paired openings.	31
99–100	Witness Hen	Uncommon	1 recording per dawn; replay freely	Record nearby sights and sounds in a wooden egg for later playback.	32

CREDITS AND LICENSING

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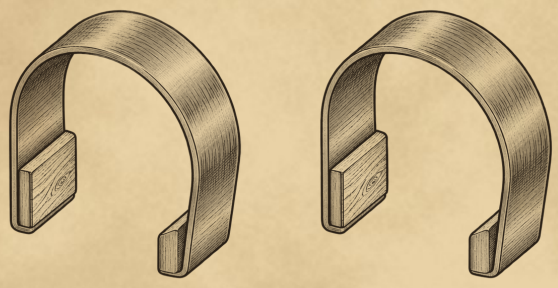
PAIRED DOOR CLIPS

Wondrous Item, Uncommon

Two brass clips make two doors open and close together.



Spend 1 minute fastening one clip to the bottom of each of two unlocked, unbarred hinged doors within 60 feet of each other. Each door can be up to 10 feet high and 5 feet wide. Unlinked doors open and close normally. Set both doors to the same opening angle before linking them.

As a Magic action while touching either clip, link the doors for 10 minutes. If their opening angles differ, the link fails and the daily use remains available. Opening or closing either door opens or closes the other by the same angle in its own swing direction. A lock, bar, obstruction, or the end of either door's swing stops both doors. A creature holding a door stationary or standing in its swing counts as an obstruction. Each door takes damage normally.

Removing either clip as a Utilize action, or separating the doors by more than 60 feet, ends the link. If either door comes off its hinges, the link ends. Both doors remain at their current angles. Once linked, the pair regains this property at dawn.



RAIN VIAL

Wondrous Item, Uncommon

Tiny wet clouds drift beneath this vial's stopper. Its glass stays damp inside an empty bucket.

As a Magic action, touch the vial's mouth to an unattended body of nonmagical water. Choose up to 10 gallons; the vial draws that amount from the source.

As a Magic action, hang the open vial mouth-down from a support so its mouth is at least 5 feet above a surface. While hanging there, its stored water falls as rain into a 5-foot-diameter circle directly below it, at 1 gallon per minute. Closing or opening the stopper as a Utilize action stops or resumes the rain.

The vial weighs 1 pound at any fill level. It can be refilled when empty. Stored water preserves its existing quality.



SURVEY MARBLES

Wondrous Item, Uncommon

Five lead marbles leave temporary tracks shaped like tiny valleys. Their pouch has a round hole sewn shut.

Leave the pouch beside an opening at least 1 inch across. As a Magic action, roll all five marbles through it into an adjoining enclosed room no larger than 30 feet in any dimension. Rolling them this way spends the pouch's one use of this property until dawn.

For 1 minute, they divide the room's connected floor among themselves and explore it. Each moves 20 feet per round and surveys floor within 5 feet. They pass through 1-inch gaps, climb steps up to 1 foot high, and avoid deeper drops. They then retrace their routes at the same speed, taking up to 1 more minute if the routes remain clear.

When all five return, the pouch unfolds into a 1-foot-square relief map for 10 minutes. It shows surveyed floor heights and the last recorded positions and base outlines of objects resting on that floor. Unsurveyed areas are blank. A missing or trapped marble prevents the map. At dawn, all five marbles reappear intact in the pouch and regain this property.



SHORE SAUCER

Wondrous Item, Uncommon

An enamel saucer bears a ring of palms around one painted footprint. Drops of water slide toward its rim.

Once per dawn, as a Magic action, float the saucer on nonmagical water above a solid bottom no more than 20 feet below. The 5-foot-square water column directly beneath it must be clear of creatures and floating objects.

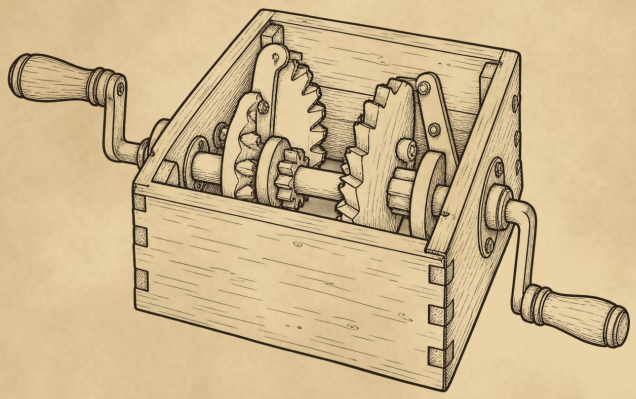
Water in that column moves aside, leaving a shaft filled with breathable air down to the bottom for 1 hour. The saucer stays suspended at its mouth. Creatures and objects can pass freely through the shaft's water boundaries. One face has firm ladder rungs that support 500 pounds in total.

The shaft ends when the hour ends, the saucer is moved, or the rungs' load limit is exceeded. The rungs vanish, and water fills the shaft over 1 minute.

CREDITOR'S WINDLASS

Wondrous Item, Uncommon

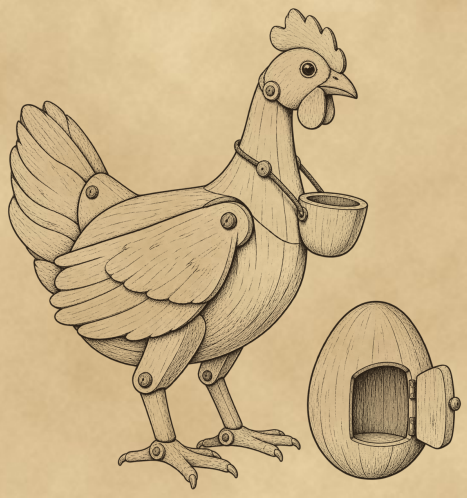
Two brass cranks share a box of ratchet wheels. One turns in the shadow of the other.



Spend 1 minute turning the input crank exactly twenty complete turns. The windlass stores one twenty-turn charge for 24 hours; a new charge replaces any remaining turns.

As a Magic action, attach the output crank to a nonmagical rotating axle, pulley, or wheel within reach and choose clockwise or counterclockwise. It makes two turns per round until its stored turns run out; a full charge takes 10 rounds. It can drive an unloaded mechanism or raise or transport a load of up to 100 pounds. A heavier load or obstruction stalls it until cleared. When the output stops, the mechanism holds or releases its load as it ordinarily would.

As a Bonus Action while touching the windlass, stop or resume it. Stopping, stalling, or detaching preserves unplayed turns until the 24 hours end. Reattach it as a Magic action. Once charged, the windlass regains this property at dawn.



WITNESS HEN

Wondrous Item, Uncommon

A jointed wooden hen records nearby sights and sounds in hollow wooden eggs.

The hen is an object with AC 13 and 5 Hit Points. Once per dawn, as a Magic action, set it on a solid surface to record for 1 hour. It has Passive Perception 10 and records events it perceives within 30 feet, using ordinary sight and hearing from its position.

Moving the hen ends the recording early. When recording ends, it lays one hollow wooden egg containing the recording. Each egg is a Tiny object with AC 13 and 1 Hit Point. At 0 Hit Points, or if it falls at least 5 feet onto a hard surface, it breaks and loses its recording. Destroying the hen loses an unfinished recording; completed eggs retain theirs.

As a Magic action, open an egg's door to play its recording at its original speed, projecting a moving image up to 6 inches across above the egg and reproducing the recorded sounds, audible within 30 feet of the egg. Another Magic action pauses playback or starts it at a point you choose. Closing the door stops playback. The recording remains until the egg is destroyed. Replayed sounds carry no magical effects.