THE

WAXEN CABINET



50 MAGIC ITEMS · 2024 FIFTH EDITION

SYNCOPATED GAMES

ITEM TABLE

50 magic items for 2024 fifth-edition play

Wax thumbs, jointed brass, and a comb full of loose pieces fill this cabinet. Its drawers smell of silk, wet clay, and newly filed iron.

(A): Attunement required.

D100	ITEM	RARITY	PROPERTY	BOOK PAGE
01–02	Waxen Thumb	Common	Take a wax impression to operate a moving part from up to 30 feet away.	5
03–04	Burden Abacus	Uncommon	Lighten one object for an hour, followed by an hour of doubled weight.	5
05–06	Scrambling Comb	Common	Briefly reassemble surviving fragments into a hovering display.	6
07–08	Silk Spool	Uncommon	Turn a small object into fragile silk thread; rewinding all the thread restores the object.	6
09–10	Bruise Tin	Uncommon	Absorb part of one bludgeoning hit and save its sound in a bead.	7
11–12	Shadow Pincers	Rare	Make a temporary rigid sheet from an object's shadow.	7
13–14	Striped Tooth	Common	Display a shallow cross-section beneath a scratch.	8
15–16	Groaning Pulley	Uncommon	Speak a rope's load and briefly catch its broken ends.	8
17–18	Portrait Frock	Uncommon	Model a creature's head from one of its loose hairs.	9
19–20	Summit Pennant	Uncommon	Grow a fixed hand that remotely grips or turns small objects.	9
21–22	Trackfinder Shoes	Rare	Track a footprint's maker with a clay token for 1 hour.	10
23–24	Plainwork Stamp	Uncommon	Lift writing and images from one surface patch into a copper wafer.	10
25–26	Coin Halo	Common	Collect up to 1 pint of falling liquid in beads that are harmless while stored.	11
27–28	Vassal Rivet	Uncommon	Make an object weighing up to 5 pounds copy another object's movement.	11
29–30	Paintskin Bottle	Uncommon	Lift, store, and transfer an existing coat of paint.	12
31–32	Ermine Shears	Common	Waterproof cloth and keep a wrapped container's contents at their starting temperature.	12

ITEM TABLE

D100	ITEM	RARITY	PROPERTY	BOOK PAGE
33–34	Inspection Saucer	Uncommon	Show a rotatable visual model of an object's entire exterior.	13
35–36	Hinge Awl	Uncommon	Give a small solid object a temporary hinge; the object then stays rigid in its final shape.	13
37–38	Upland Mortar	Uncommon	Shape loose earth into a stone that floats on water for 8 hours.	14
39–40	Ash Rake	Uncommon	Recover burned writing and images from surviving ash in a permanent glass sheet.	14
41–42	Coveter's Magnet	Uncommon	Retrieve selected detached fragments of one marked object.	15
43–44	Cubit Rule	Uncommon	Extend a compact rigid pole to up to ten times its length.	15
45–46	Cowering Pin	Uncommon	Make a cushion that safely catches one falling Small or Medium creature.	16
47–48	Breacher's Whetstone	Rare	Open a temporary gap in a solid barrier created by an ongoing spell of level 5 or lower.	16
49–50	Cursebreaker's Nippers	Rare	Detect curses and cast Remove Curse twice per dawn.	17
51–52	Truegrain File	Common	Expose and name a surface patch's materials and coatings.	17
53–54	Bloodglass Beaker	Uncommon	Make a lens that shows its blood donor's heartbeat within 1 mile.	18
55–56	Kneeling Anvil	Uncommon	Turn metal armor into a fitted case that traps an enclosed object's sound.	18
57–58	Splint Spool	Uncommon	Remove an ingested or injected nonmagical poison and collect one dose.	19
59–60	Dent Chisel	Common	Remove a metal dent and place it in another surface of the same metal.	19
61–62	Dull Garnet	Uncommon	Soften stone for hand shaping, then harden it in its resulting shape.	20
63–64	Stack Fork	Uncommon	Make temporary straw rope that raises or lowers loads up to 100 pounds.	20
65–66	Gold-Seam Needle	Uncommon	Temporarily stitch touching edges of solid objects together.	21
67–68	Salvager's Saw	Uncommon	Cut a removable panel from wood or stone; rejoin it within 1 hour.	21

ITEM TABLE

D100	ITEM	RARITY	PROPERTY	BOOK PAGE
69–70	Waking Ratchet	Uncommon	Repeat a small mechanical stroke once per minute.	22
71–72	Glistening Wick	Common	Turn a candle flame into a cool crystal light.	22
73–74	Sealant Funnel	Uncommon	Make an eight-hour plug for an opening from a pint of water.	23
75–76	Helmet-Hewer's Wedge	Rare	Turn an unworn helmet into transferable Half Cover against attacks from more than 5 feet away.	23
77–78	Yew-Sap Bow	Rare (A)	A +1 shortbow can grow a flexible wooden support where its arrow hits wood.	24
79–80	Walking Ingot	Uncommon	Give a small metal object legs to follow spoken directions or a filings trail.	24
81–82	Bone-Mouse Trap	Uncommon	Use a Tiny construct mouse to collect loose bones from one body.	25
83–84	Bramble Screw	Uncommon	Grow temporary steel attachment loops.	25
85–86	Fury Kiln Bell	Uncommon	Make cool fired ceramic that briefly heats after a blow.	26
87–88	Skull-Seam Mallet	Rare (A)	Make your head and neck pliable for narrow openings.	26
89–90	Lament Tuning Fork	Uncommon	Store a voice message that plays when brittle material breaks.	27
91–92	Lance Spindle	Uncommon	Pack a wooden pole into a reversible load-bearing spring.	27
93–94	Siege Egg	Rare	Unfold into a twenty-foot load-bearing stone beam.	28
95–96	Drooping Tongs	Uncommon	Turn a small metal object into cool liquid that can be reshaped.	28
97–98	Furrow Ring	Uncommon	Convert earth and water into up to fifty feet of permanent pipe.	29
99–100	Blushglass Vial	Common	Use color to show ranges of weight resting on or hanging from an object.	29

CREDITS AND LICENSING

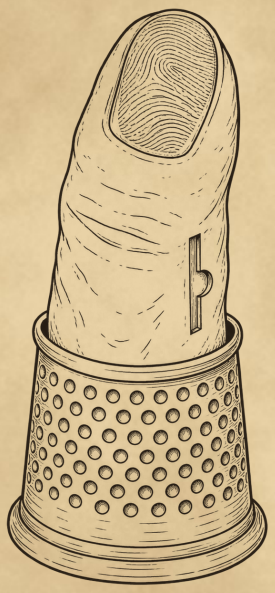
Published by Syncopated Games.

This work includes material from the System Reference Document 5.2.1 ("SRD 5.2.1") by Wizards of the Coast LLC, available at https://www.dndbeyond.com/srd. The SRD 5.2.1 is licensed under the Creative Commons Attribution 4.0 International License, available at https://creativecommons.org/licenses/by/4.0/legalcode.

WAXEN THUMB

Wondrous Item, Common

A beeswax thumb sits in a brass thimble. Its nail bears the ridges of several different fingerprints.

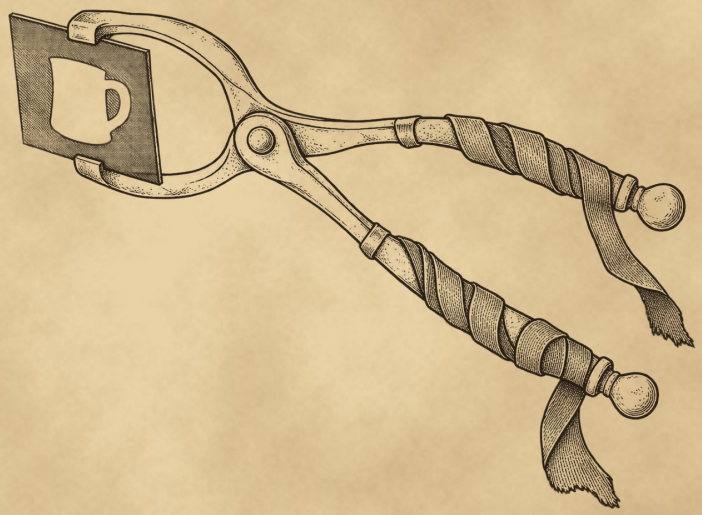


As a Magic action, press the thumb against an object's moving part that you could move with one hand. The wax takes its impression. For 1 hour, while that part is within 30 feet of you, you can use a Magic action to move it by pressing or bending the thumb. The part moves with the force of your hand and through its normal range of motion. A lock, bar, or other obstruction stops it normally. Taking another impression erases the first.

SHADOW PINCERS

Wondrous Item, Rare

These iron pincers close around empty air. A black linen strip winds itself around their handles in sunlight.



As a Magic action, grasp the shadow cast by one nonmagical object onto a flat surface. The shadow must fit inside a 5-foot square. It becomes a rigid, opaque black sheet, 1/4 inch thick, with the shadow's outline. It forms in the shadow's position and orientation, held by the pincers against the surface. Once formed, the sheet can be released from the pincers, lifted, and placed elsewhere. The sheet weighs 5 pounds, has AC 12 and 10 Hit Points, and supports up to 200 pounds. Exceeding this load destroys it. Its source object casts a pale gray shadow while the sheet exists. After 1 hour, or when the sheet is destroyed, it dissolves and the source's usual shadow returns. Reuse after the sheet dissolves.

ASH RAKE

Wondrous Item, Uncommon

The black glass teeth of this miniature rake carry tiny white letters. Its handle smells of cold soot.

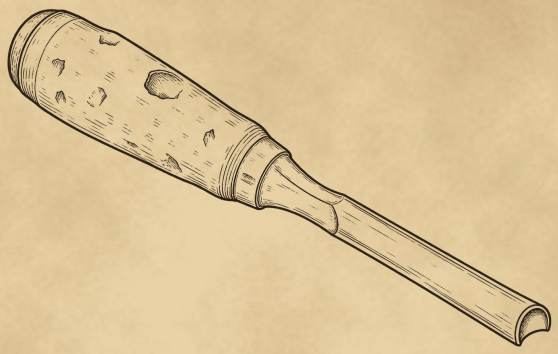


Spend 1 minute raking cold ash left by a burned nonmagical object. Up to 1 pound of ash becomes a transparent black glass sheet, 1 foot square and 1/4 inch thick. Any writing or image on the object immediately before it burned appears in the glass, assembled from the surviving ash. Each marked surface is scaled proportionally to fit within the sheet. Missing ash leaves blank patches. If several marked surfaces burned together, their marks overlap. The glass has AC 10 and 1 Hit Point and remains glass permanently. Reuse after a Short Rest with it.

DENT CHISEL

Wondrous Item, Common

A copper chisel has a dimpled handle and a perfectly rounded edge.



The chisel holds one stored dent at a time. While it holds no dent, spend 1 minute pressing it into a dent no wider than 6 inches and no deeper than 1 inch in a nonmagical metal object. The dent smooths out, and its exact shape appears in the handle. Removing the dent restores movement or fit blocked by that dent.

While the handle holds a dent, spend 1 minute touching the chisel's edge to another object of the same metal with a surface broad enough for the whole dent to transfer it into that surface. The stored dent then vanishes from the handle. An object held or worn by an unwilling creature is unaffected.

Each object's current and maximum Hit Points, Armor Class, and other game statistics stay unchanged. The metal's total volume stays the same in each object. As a Utilize action, tap the handle to erase its stored dent.

BRAMBLE SCREW

Wondrous Item, Uncommon

Steel thorns coil around this thick screw. Its slotted head resembles a split seedpod.

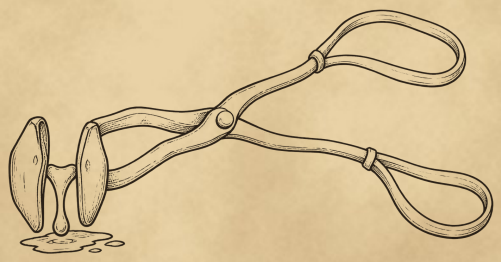


Spend 1 minute driving the screw into a nonmagical solid object. Up to six flexible steel branches grow from its head, each up to 1 foot long. Bend them by hand around another object; their tips join the screw head to form closed loops. One or more closed loops can bear a combined load of up to 500 pounds. Each branch has AC 19 and 5 Hit Points. A Utilize action touching the head makes all surviving loops open. After 1 hour, the branches withdraw into the screw. A Long Rest with the screw restores use.

DROOPING TONGS

Wondrous Item, Uncommon

These lead tongs have limp loops for handles. Their jaws stand upright when laid in a puddle.



Once per dawn, spend 1 minute gripping part of a nonmagical metal object weighing no more than 1 pound in the jaws. An installed fitting is eligible if it is a separate metal object; a continuous piece of metal counts as one object for the weight limit. An object held or worn by an unwilling creature is unaffected.

The entire object becomes a thick, cool liquid of the same volume and weight. Keep it in one connected mass touching the jaws. You can pour it into a mold or through an opening at least 1/4 inch wide. If any portion separates, jaw contact ends, or 10 minutes pass after liquefaction, the use ends and all affected metal solidifies in its current shape. Its substance remains the same metal.

Permissions

Syncopated Games

You may download, back up, and print this PDF for your personal use. You may not resell, redistribute, or publicly post this PDF without written permission from Syncopated Games. These restrictions do not limit rights granted under applicable law or any open licenses identified in this publication.