

## MAGICAL LABOUR SAVERS: There are many kinds of magic, after all

RAP

Everyday items which have been magicked as labour saving devices. Most will need a command word to operate. Roll as indicated or choose as desired.

### d00 Items

- 01 Paring knife - Peels any fruit or vegetables which are put next to it
- 02 Torch - Lights itself if anyone come within 15'
- 03 Permanent ice cube - Keeps liquid in a canteen/skin cold
- 04 Quill - A quill pen which transcribes anything spoken within 5'
- 05 Whetstone - Sharpens any smooth-edged blade by itself \*A
- 06 Crystal - Placed in a frame, it serves as an monocle, adjusting to the eye sight of the wearer \*B
- 07 Coal piece - Self ignites to start fires
- 08 Abacus - Performs basic equations (+-x+) as they are spoken
- 09 Bridle - Responds to up to six voice commands to guide a horse
- 10 Comb - Gently removes all tangles, mites, etc., from hair with one pass
- 11 Cooking spoon - Mixes ingredients in a mixing bowl, or stirs a pot of cooking liquid
- 12 Goblet - Refills itself when the contents are almost emptied
- 13 Mortar and pestle - Grinds whatever is placed in the mortar to the spoken consistency
- 14 Candle - Lights and extinguishes itself
- 15 Ladle - Fills glasses or bowls with liquid without spilling a drop
- 16 Lectern - Will open any non-magic book/scroll to whatever page/text is desired
- 17 Hour glass - Rings or whistles (or some such) when the sand has reached the bottom, and turns itself over to start again
- 18 Boots - Allow wearer to travel at normal speed for a full day without tiring, and without getting blisters
- 19 Rope - Ties and unties itself
- 20 Mask - Amplifies the wearer's voice for public speaking
- 21 Yoke - Fastens and unfastens itself to oxen
- 22 Blanket - Provides a full, restful night's sleep \*C
- 23 Carving knife - Carves any piece of meat into thin slices
- 24 Flag - Flaps in the breeze for identification, even if there is no breeze
- 25 Coin purse - Only opens for its rightful owner
- 26 Paint brush - Will paint/white wash any wall, fence, etc., by itself (not art work)
- 27 Ink well - Will not run out of (non-magic) ink
- 28 Coracle - Will move itself and a passenger across water at a moderate pace \*D
- 29 Bell - Rings when the sun rises/sets \*E
- 30 Laces - On any item of clothing, will tie and untie themselves
- 31 Fancy clothes - Any food spilled on them will disappear and not stain
- 32 Tankard/Stein - Keeps the liquid cold
- 33 Hot rock - Keeps liquid in a canteen/skin/small pot hot
- 34 Ear ring - Gives hearing in one ear to a deaf person
- 35 Hat - Produces a shield-like effect to act as a 100% effective umbrella
- 36 Squares of cloth 2"x2" (2d4) - Each will repair one area of damaged clothing (rip, stain, etc.)
- 37 Toy - Children will respond positively to holder \*F
- 38 Sewing needle - Threads itself
- 39 Pottery wheel - Once set in motion it keeps turning
- 40 Roasting spit - Slowly rotates meat for cooking
- 41 Broom - Sweeps a designated room/area
- 42 Stone - Naps a flint tool in one turn \*G
- 43 Anvil - Keeps the iron red hot for working
- 44 Smoke bomb - Removes all natural vermin (insects, rodents, etc.) from a 3,200 cu ft space (20x20x8) and keeps them away for 1 week
- 45 Game - Pieces move in accordance with spoken instructions or roll of dice
- 46 Kettle - Heats liquid to boiling without fire
- 47 Burning stick - Lights on command as a fire starter (think match)
- 48 Smoking pipe - Lights the tobacco
- 49 Oil lamp - Never runs out of oil \*H
- 50 Large jug/amphora - Ferments grape juice into wine in one day
- 51 Belt - Holds up to 10 tools with no encumbrance
- 52 Hatchet - Chops firewood
- 53 Sundial - Indicates time (during daylight) even when cloudy
- 54 Quill pens (multiple) - 2-4 pens magicked to write whatever the master pen writes
- 55 Awl - Punches holes in leather simply by pointing to the spot
- 56 Animal alarm - A porcelain figure of an animal which makes the animal's noise (loudly) when anyone/thing comes within 20' d6
  - 1 Bull
  - 2 Hawk
  - 3 Lion
  - 4 Ram
  - 5 Peacock
  - 6 Seal
- 57 Pan - Gently swirls to remove gold from other rock/dirt in water
- 58 Crib - Rocks the baby until it stops crying
- 59 Ice pick - Chops ice into desired sized pieces
- 60 Book stand - Will read any non-magic book/scroll out loud in 1-4 languages \*I
- 61 Saddle - Cinches and adjusts stirrups
- 62 Map - Roughly shows the local area in 1 sq. mile \*J
- 63 Chandelier - Lights and extinguishes all its candles upon command
- 64 Collar - Wearer doesn't need to eat or drink for one day
- 65 Jerkin - Wearer moves as if 25% younger
- 66 Butter churn - Churns itself until the milk fat is removed
- 67 Coin pouch - Dispenses the correct requested coinage \*K
- 68 Punch bowl - Stays full of whatever drink is put into it
- 69 Winch/windlass - Raises and lowers without physical cranking
- 70 Bed covers - Make themselves in the morning and fold themselves down at night
- 71 Bellows - Blows air into a fire/furnace
- 72 Curtains - Open and close without being touched
- 73 Hot cauldron - Heats large amounts of liquid without a fire \*L
- 74 Hammer and chisel - Cuts and/or dresses stone blocks for building purposes
- 75 Loom shuttle - Loads yarn and weaves itself between the warp threads
- 76 Fly swatter - Swats any natural insects within 10'
- 77 Mask - Gives some sight to a blind person while worn \*B
- 78 Chimney flu - Opens when a fire is lit, closes when it goes out
- 79 Ice ax - Chops through frozen lake/river ice until water is exposed
- 80 Mug - Keeps liquid hot
- 81 Waterskin - Re-fills itself once per day
- 82 Buttons - On any item of clothing, will fasten and unfasten themselves
- 83 Glove - Replaces a missing hand/lower arm to allow normal functioning \*M
- 84 Blanket - Keeps normal insects and vermin away from the bed/sleeper
- 85 Hoe - Scuffs whatever area is ordered
- 86 Necklace - Produces a shield-like effect which keeps all natural insects away
- 87 Horseshoes - Adhere to horse's hooves without nails
- 88 Lock - Secures a door or chest for one person only
- 89 Helms of Hearing - A pair of helmets which allow the wearers to speak with each other up to a mile away \*N
- 90 Lectern - Amplifies the voice of the reader

- 91 Shears - Cuts the wool off a sheep  
**\*O**
- 92 Spindle whorl - Spins raw wool into good yarn **\*A**
- 93 Bit - Drills a hole through metal or wood
- 94 Scythe - Cuts swathes of grass or grain
- 95 Gem - Holder doesn't need to sleep for one night
- 96 Barrel - Refills itself over night with whatever is put in it to begin with
- 97 Boot - Replaces a missing foot/lower leg to allow normal walking
- 98 Vat - Ferments malted barley, hops, yeast and water into beer in one day
- 99 Ard (Light plough) - Does not need an animal or person to pull it **\*P**
- 00 Self-playing instrument - Plays 2-5 simple tunes **d6**
  - 1 Lute
  - 2 Recorder
  - 3 [Shawm](#) (A conical recorder with a double reed)
  - 4 Dulcimer
  - 5 Small harp
  - 6 Bladder pipe (A simple bagpipe)

- \*A** - Will take the same amount of time as the owner to accomplish this task
- \*B** - Only gives/improves eyesight; does not give infravision, etc.
- \*C** - Does not shorten the time needed for rest; just insures the night is restful
- \*D** - Will not go against a strong current
- \*E** - This could be a small one for private use, or large for a town/city/fortress tower
- \*F** - Item does not need to be seen for effect to work; reaction dice not required
- \*G** - Scraper, arrow head, axe head, knife, etc.
- \*H** - Only for this lamp; oil cannot be poured into other containers, etc.

- \*I** - More advanced ones will use different voices for different characters, etc., but in no way will they read magic texts, spells, etc.
- \*J** - Above ground only
- \*K** - Does not create money; only dispenses the correct amount after it has been filled
- \*L** - Heat can be set from simmer to boil
- \*M** - Not usable for thieving, casting spells or other activities needing high manual dexterity
- \*N** - Will only work above ground with essentially unrestricted spaces (in forests are ok, through mountains are not)
- \*O** - Animal must be essentially motionless
- \*P** - Only usable in light or sandy soil