

ENCHANTED TRINKETS II

THERE'S NOTHING LIKE A WELL-placed item to liven up a campaign! From amazing *+4 swords of evil creature smiting* to the beautiful and atmospheric priceless paintings on a baron's wall, the GM doesn't always need over the top equipment valued at hundreds or even thousands of gold to add to the game to bring a flair of magic and grandeur. Trinkets are easily overlooked gear that can have many uses in any campaign—to add flavor to the story, as a simple curiosity, a reward, or even the MacGuffin over the horizon.



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Leading a group of players on a chase for unique paperweights might be a bit far-fetched in Fifth Edition; that's where these enchanted trinkets come into play. With a little splash of enchantment, even "mundane" items can be just special enough to pique the curiosity of any adventurer.

Each of the following trinkets is imbued with a small touch of latent magic. When activated they have an even more spectacular ability, but more often than not by doing so the item is either destroyed or becomes completely ordinary. Each trinket has been assigned a magic item rarity but also a gold piece value recommended for the GM's use in settings where enchanted goods are not uncommon.

NEW MAGIC ITEMS

INSPIRING PAHU

Wondrous item, common (cost 80 gp)

This large bass drum is made from hearty kamani (a wood light in color and native to far-away islands) covered in cured sharkskin. Carvings all around the instrument depict warrior women engaged in song and dance around a giant funeral pyre, and a leather strap hangs from its side to secure the drum at the waist. When struck the drum creates a deep resonant sound that sets the tempo for a song, an excellent tool for motivating warriors before battle.

This drum has 2 charges, and it regains 1 expended charge daily at dawn. You can use a bonus action to play it and expend 1 charge, focusing its energies on a living creature that has 0 hit points and that you can see within 20 feet. Until the start

of your next turn, the creature has advantage on death saving throws.

Alternatively, you can use an action to play the drum and expend 2 charges. Each creature within 30 feet of you that hears you play makes a DC 20 Constitution saving throw. On a success, a creature gains inspiration.

If you expend the last charge, roll a d20. On a 1, the sharkskin membrane covering the drum breaks and it becomes a mundane item.

MAGE'S BEST FRIEND

Wondrous item, common (cost 100 gp)

This spell book is a caster's best friend. A black dog on a field of blue adorns the hardened leather cover and the interior is made of blank, soft vellum pages bound by iron silk threads. Regardless of how outstanding the book's craftsmanship is, that aspect plays second fiddle to its abilities. Once you have inscribed at least 3 spells into this book, you become its owner. When you think of a spell you want to memorize that is written in the book, you open it to the correct page on the first try every time. In a pinch you can read a spell aloud from the book as though it were a scroll but in the process the book is destroyed.

MATERNAL COMEYO

Wondrous item, common (cost 80 gp)

This small stone is rumored to have been an heirloom belonging to a prominent family of seers from a mountainous region. The cameo is made of a light grey and cream-colored swirling patterned stone attached to a slender beige lace ribbon to hang about the neck. When you are wearing this cameo, you gain a +1 bonus on saving throws against fear.

Once you have worn the jewelry for 24 hours, the face carved in relief on the cameo resembles your biological mother. When the cameo is destroyed, the spirit of the image carved in the cameo is summoned so long as the person featured on the cameo is dead (if the person is alive destroying the cameo has no effect.) The spirit remains for up to 15 minutes and is able to communicate by speaking but is otherwise unable to affect the Material Plane.

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MESSENGER ANT

Wondrous item, common (cost 85 gp)

This small mechanical ant was originally made by tinkering gnomes to pass messages back and forth between workshops. You can use an action to speak its command word and the ant carries a message on a chit of paper to a creature you specify within 10 miles. You must provide a general description for the recipient, such as “a man or woman dressed in the uniform of the town guard” or “a red-haired dwarf wearing a pointed hat.” The ant takes 4d6 hours to reach the location or creature. The ant then make its way back to you, returning 2d6 hours after delivering its message. If the ant is destroyed (AC 10, 1 hit point) you are alerted and the recipient gets the feeling that you were trying to contact them, but no contents of the message are conveyed.

MIDNIGHT PEARLS

Wondrous item, common (cost 100 gp each)

These lustrous black pearl earrings would look at home on a socialite but are rumored to have originated with a treacherous pirate captain. They always appear wet and give the air nearby the slightest taste of saltwater. You do not require pierced ears to wear the earrings and when placed against the lobe they naturally stick to your skin. In addition to being highly fashionable, they can also help escape a tough jam.

You can use an action to drop and stomp on one of these earrings, destroying it as a cloud of darkness erupts and extends 10 feet in every direction for 1d4 rounds.

MONOCLE OF SIGHT

Wondrous item, common (cost 50 gp)

A monocle can make even the most brutish folks appear to be dapper and with this finely crafted eyeglass, even the most savage wearer never has to worry about scratching the lens. Attached to the silver frame of the glass is a thin foot-long long chain with a small gold pin. While wearing the monocle, you gain darkvision in one eye to a range of 10 feet, or if you already have darkvision increase its range by 5 feet. While in total darkness, if you only have



darkvision in one eye you have disadvantage on Wisdom (Perception) checks that rely on sight.

You can use an action to strike the gold pin against the glass of the monocle, breaking it. When the monocle is broken, illumination erupts and sheds bright light in a 60-foot radius for 1d4 rounds. The monocle loses its magical properties and becomes a mundane item.

QUICK CANOE PADDLE

Wondrous item, common (cost 75 gp)

This cocowood paddle has a long handle with a short but wide blade designed for long ocean voyages by canoe. Coats of lacquer on the paddle cause it to reflect light, causing it to have an almost mirrored finish in the glare of the sun; from a glance, it's hard to believe that it has ever spent a minute in the water.

This paddle has 2 charges and regains 1 expended charge daily at dawn. You can speak its command word as an action while using a water vehicle, doubling the vehicle's speed until the start of your next turn. If you expend the last charge, roll a d20. On a 1, the paddle loses its magical properties and becomes a mundane item.

SCARF OF LOCATION

Wondrous item, common (cost 60 gp)

This thin burlap scarf is incredibly lightweight but manages to keep warm even in the most frigid temperatures. When placed on the ground and lit aflame, the ashes of the scarf form a map that leads to the closest place within 5 miles able to shelter up to 6 Medium sized creatures.

SHAGGY COCONUT

Wondrous item, common (cost 5 gp)

This dark rich umber colored coconut is covered in what can only be described as a shaggy coat of hair. A trio of black spots on the crown indicate where it was once attached to a tree and though it is never a native plant—whispered rumors claim that it hails from a faraway rarely visited archipelago, found only along sandy beaches facing the ocean. The coat of hair around the coconut is always clean regardless of how dirty it should be. Even a pinch of the coconut's insides provides enough nourishment to sustain you for one day, but by the next dawn any left over quickly spoils and rots away.

SMELLY STONE

Wondrous item, common (cost 65 gp)

These fist-sized crystals were excavated by dwarven workers in adamantium mines and though utterly worthless for making weapons or armor, they nevertheless found usefulness as curios. The crystal has been polished smooth into a sphere on three quarters of its surface with the remaining area covered in jagged spikes. The earth tones of the gem appear to contain a swirling cloud of glowing points of light that shed dim light in a 20-foot radius.

You can use an action to break one of the spikes on the crystal free, causing the rest to shatter and release a cloud of foul smelling gas. Any creature within a 20-foot radius of the crystal must make a DC 10 Constitution saving throw or be poisoned for 1 round.

SNAKE-EYE BONES

Wondrous item, common (cost 75 gp)

Every trip to sea can become boring and one of the best ways to whittle away at the time—besides drinking rum—is to engage in a game of bones. Not every sailor on the high seas is an honest chap and these bones were crafted with the devious amongst them in mind. Each six-sided die is made from bleached white whale bone and inlaid with jet-black markings. No matter how many times

they are thrown or the number of ship hulls they strike, the dice never nick or scuff, and their markings do not fade.

The dice have 2 charges, regaining 1 expended charge daily at dawn. When you speak the command word as a bonus action as the dice are being rolled, their results come up as double ones (or snake-eyes). If you expend the last charge, roll a d20. On a 1, the dice will roll up as double ones but both dice will then crack in half rendering them useless.

STICK AWL

Wondrous item, common (cost 175 gp)

This simple, small, pointed leatherworking tool has a sturdy maple wooden handle and a superb steel point that never dulls. Used by craftsman to make the finest armor, it has been known to pierce the toughest of hides. When used as a weapon, the awl is treated as a dagger that deals 1 point of magical piercing damage. When you speak the command word while making a successful melee weapon attack with it against an object, the awl is destroyed after puncturing a hole. The awl is able to puncture any substance and the hole it leaves behind is 3 inches deep with a diameter of 1/8 inch. Unlike other enchanted trinkets, the awl can be used as a weapon without potentially being destroyed.

STICKY OPENER

Wondrous item, common (cost 50 gp)

Not all desk jobs are free from danger. The last thing a scrivener or intelligence agent wants to do is be caught unawares but if for some reason they are, this unique letter opener comes in handy. Crafted from steel with a mother of pearl inlaid handle, the letter opener is always razor sharp. When used as a weapon, it is treated as a nonmagical dagger. You can break the handle of the letter opener to release magical energies that wrap around a creature you can see within 5 feet, forcing it to make a DC 10 Wisdom saving throw. On a failure, the creature is paralyzed for 1 round. When the letter opener is broken the blade fractures into 2d6 pieces that disintegrate over the next 24 hours. 