

# Enchanted Trinkets

## Gifts of Nature



**W**herever there are fey folk, ley lines, and wild witches there are trinkets to be found which contain just a little magi—small tokens that manage to ease life along for those fortunate enough to possess them. These objects might be crafted by a druid, blessed by an ancestor,

or perhaps they spontaneously occur where magic flows more freely, enchanting the plants and people that live on such lands.

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An enterprising adventurer might seek to profit by exploiting the natural environment that provides them, but they do so at their own risk for the laws of nature demand that summer give way to winter, growth follow decline, and life end with death. Furthermore, it is rare to find an enchanted trinket no matter how small without also finding a guardian protecting it.



## NEW MAGIC ITEMS

### Bark Dog

*Wondrous item, uncommon (requires attunement, cost: 80 gp)*

A tiny toy dog carved from thick tree bark, these are often given as gifts by kindly fey for performing a good deed. Speaking the command word “guard” and placing the dog in the center of a campsite or in a doorway, protects the area as per the spell *alarm*. If the alarm is triggered, the dog audibly barks with a high pitched yapping. This ability recharges after one week.

In addition, as an action you can command the dog to go home. The dog immediately creates a Small doorway in an unoccupied space within 10 feet, visible only to yourself and anyone you choose to see it. The doorway opens to an extradimensional space, which appears to be an idyllic courtyard garden with a tiny dog bed in one corner. The space can hold as many as eight Medium or smaller creatures. The tiny dog enters the space, goes straight

to its bed, and can't be removed from the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of the 3-foot-by-3-foot doorway. After 1 hour the doorway closes, and anyone (other than the tiny dog) still inside the space is deposited in an unoccupied space near where they originally entered the extradimensional garden. This ability recharges after one month.

### Bubble Wand

*Wand, common (requires attunement by a spellcaster, cost: 100 gp)*

This slender timber wand has a wooden ring at its tip and holds 7 charges. It regains 1d6+1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand bursts into spray of colorful bubbles and is lost forever.

While holding the wand, you can use an action to expend its charges and either create a harmless spray of colorful bubbles (1 charge) or cast the *dancing lights* cantrip (2 charges). The *dancing lights* appear as glowing bubbles.

While holding the wand, you can snap it (destroying the wand) as a reaction when a creature targets you with an attack. You can do this after the roll is made, but before the outcome of the attack is determined. You gain a +5 bonus to AC and a fly speed of 10 ft. as a giant soap bubble coalesces around you. The bubble persists for 1 minute or until you are hit with an attack, at which point it bursts with a loud ‘pop’.

### Message Whistle

*Wondrous item, common (cost: 100 gp)*

Carved by satyr musicians, this wooden whistle resemble a shushing finger when held to one's mouth and blowing through it does not produce an audible sound. Puffing on the whistle as an action allows you to cast the *message* cantrip once, without any somatic, verbal, or material components. This ability recharges after one week.

Alternatively, by blowing through the whistle really hard as an action, you can cast the *sending* spell without somatic, verbal, or material components.

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Unlike the spell, your message can only contain 10 words and there is a 10% chance the message doesn't arrive (even if you are on the same plane of existence). The whistle is destroyed in a burst of sparkles.

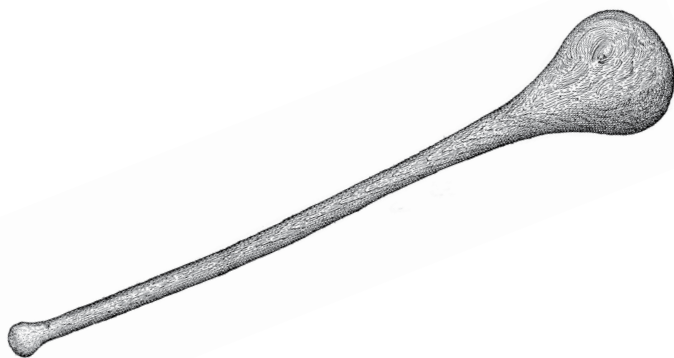
### Messenger Paper

*Wondrous item, common (cost: 50 gp per sheet of paper)*

These softly colored hand-pressed papers infused with sweet smelling oils are reputedly crafted by nymphs, used by hermit sages and woodland witches to pass messages between each other. A sheet of this paper can hold a message of up to 25 words. Once the message is written, the writer can specify a location and a recipient who matches a general description (for example, 'a soldier wearing the crest of the royal guard' or 'an elf with long black hair'). Upon being given a location and recipient, the paper folds itself into a Tiny paper animal to deliver the written message, covering about 50 miles over 24 hours. When the paper animal arrives at its destination, it unfolds in the recipient's hand, reveals the message, and all of the magic from it dissipates.

If the message is intercepted by someone other than the specified recipient, it can be manually unfolded with DC 12 Dexterity (Sleight of Hand) check. On a failed check, the paper animal struggles so vigorously that it catches fire, destroying the message contained within and dealing 1 point of fire damage to anyone touching it.

If the recipient isn't reached by the end of 24 hours, the paper loses its magic, and unfolds revealing its message.



### Root Club

*Weapon, common (requires attunement, cost: 45 gp)*

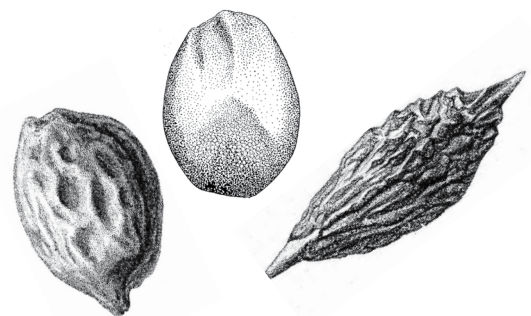
While attuned to and holding this magic club crafted by earth spirits from the wooden roots of a sacred tree, you know the *druidcraft* cantrip. As an action, you can plant the club into soft ground and speak the command word to cause it to take root, affecting a 30-foot-by-30-foot cube, originating from you. The ground in the area becomes difficult terrain, and any creatures in the space must make a DC 11 Strength saving throw or be restrained (escape DC 11) as grasping roots emerge from the ground. After a minute the magic is lost, and the club continues to grow as a short thorny tree.

### Seeds of Necessity

*Wondrous item, common (cost: 50 gp per seed)*

In the groves of particularly friendly and sociable druids the plants themselves become helpful and eager to please, their valuable seeds able to grow into whatever shape is required. A pouch of *seeds of necessity* contains 1d10 coin-sized seeds. As an action, a seed can be planted in soil and watered while you picture in your mind an object which you desire. Over the course of one minute, the seed grows into a simple wooden object no larger than a 10-foot-cube that closely matches the picture in your mind (common uses include a ladder, a sturdy table, a throne, a barrel, a cart wheel, or a rowboat). The seed is consumed as it grows into the object.

The seed cannot grow into an object with moving parts, but several seeds can be grown into a combination of objects which could be used to construct a more complicated shape, such as a cart made from a tray with four wheels, or row boat and two oars.



When you plant and water a seed of necessity, roll a d100. On a result of 100, instead of the object you requested, a friendly **awakened shrub** grows in its place. On a result of 1, the seed was a bad seed and instead grows into a hostile **awakened tree**.

## Snake Brooch

*Wondrous item, common (requires attunement, cost: 100 gp)*

A tool of fey assassins, this small brooch resembles a tiny viper carved from soft wood. While wearing this brooch, you can use an action to draw on its power and make a poisonous bite attack. Your bite is a natural weapon which you can use to make an unarmed strike. If you hit with it, the target takes piercing damage equal to 1d6 + your Strength modifier and is poisoned for one minute unless it succeeds on a DC 11 Constitution saving throw. This ability recharges at the end of a long rest.

As an action, you can chew and swallow the soft woody brooch, destroying it and transforming yourself into a Tiny **poisonous snake**, as per the spell *polymorph* but without requiring concentration. This effect lasts 1 hour or until you voluntarily end it as a bonus action.



## Sourberries

*Wondrous item, common (cost: 10 gp per berry)*

Similar in appearance to a goodberry, sourberries are cultivated by trickster fey on magical shrubs grown in acidic swamps. A sourberry shrub may have up to 30 (5d6) ripe berries, and once picked sourberries stay fresh for 10 days, after which they spoil and their magic is lost.

As an action, you can swallow a sourberry, taking 1d4 acid damage and becoming poisoned. While poisoned by a sourberry, you can use an action to end the poisoned condition by forcibly regurgitating a glob of acid, targeting one creature within 30 feet. The target makes a DC 13 Dexterity saving throw, taking 2d4 acid damage on a failed saving throw, or half as much on a successful save.

You can swallow additional sourberries, taking one action per berry. You take 1d4 acid damage for each sourberry you consume, and the damage of your glob of acid increases by 1d4 (to a maximum of 5d4). In addition, for each extra sourberry you eat while poisoned you make a Constitution saving throw (DC equal to 8 + 1 per sourberry you have eaten within the last minute) or spend your next turn throwing up, unable to take any other actions and losing the poisoned condition.

You remain poisoned until you have regurgitated, or after 1 minute has passed since eating the first sourberry (regardless of additional berries swallowed).

## Vial of Pure Nectar

*Wondrous item, common (cost: 75 gp)*

Pure nectar is found inside certain flowers that grow in at the edges of hallowed temples and sacred groves, collected by pixies that store it in tiny enchanted vials and use it to sweeten their meals. This small vial contains a clear watery liquid, with specks of gold suspended near the bottom and an aroma of honey. Adding a small splash to food enriches its flavor, turning something unpalatable into a delicious meal. The vial contains enough liquid to enrich three meals a day, without emptying the vial.

You can empty the last of the liquid onto a meal to



both enrich the food (such that the flavor becomes exquisite) and purify it, ridding it of any poison or disease. Additionally you can, as an action, drink all the liquid in the vial to gain advantage on saving throws against poison for 1 hour.

As long as the vial is not completely emptied, it refills each dawn. If the vial is emptied completely, it loses its enchantment, becoming an ordinary vial.

### Wood Woad Amulet

*Wondrous item, common (requires attunement, cost: 90 gp)*

This wooden amulet painted with blue pigment is carved to resemble a humanoid figure armed with club and shield. Its face is featureless apart from two empty eyes that glow with a faint yellow light. When you hold it to your ear, you hear faint whispers. Once a day as an action, you can hold the amulet to your ear and listen to its whispers to guide you. Roll a d6 and add the result to one ability check made in the next minute. You may roll the dice before or after making the ability check, after which the effect ends. This ability recharges at dusk each day.

Additionally you may crush the amulet as a reaction, destroying it to free the spirit within and gain the 'woad's blessing'. You can expend the woad's blessing to roll an additional d20 when you make an attack roll, ability check, or saving throw, and choose which of the d20s is used. You can roll the additional die after making the roll, but before the outcome is determined. Once you have used the woad's blessing, the amulet's magic dissipates. 🗡️



### KASVI TREES: A NATURAL SOURCE OF FEY MAGIC

The kasvi tree is a rare plant found growing where the realm of faerie mingles with the Material Plane, and the knowledgeable can harvest the magic from it. Its large pale petals can be used as *messenger paper*, its *pure nectar* can be used to purify food and water, its fruits contain *seeds of necessity*, and carving the living wood produces common magic items such as a *root club*, *message whistle*, or *bark dog*. These trees succumb to disease and rapidly die when disturbed so they are often protected by **dryads** and other allies of nature.

