

ENCHANTED TRINKETS I

SOMETIMES YOU NEED A LITTLE bit of magical kick to increase your quality of life or may never have realized how handy something is until you need it. You don't need a new set of armor or a sword to add a touch of enchantment to your game—even the smallest of trinkets will do! Many of the following enchanted trinkets for 5th Edition are very minor items, such as common cooking knives or even stones and marbles. Do not let their size or common purpose fool you, however! Whether you need to find your way, tune while in the middle of playing a song, or even burn foes who wandered into your campsite, be certain that within this tiny arsenal there's something for you.



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Enchanted trinkets have a magic item rarity but is suggested that the GM uses gp costs included with each item instead. Any time an enchanted trinket is used as a weapon to deal more than 20 damage, there is a 50% chance it is destroyed.

NEW MAGIC ITEMS

Butter Knife of Perfect Serving

Wondrous item, common (cost 100 gp)

A favorite of waiters and waitresses everywhere, this is truly a precision-tuned instrument of delectable spread serving. You can use a bonus action to speak its command word and cause the blade of the butter knife to heat up to a temperature perfect for cutting food, even if the food is frozen. Speaking its command word again causes the blade to return to room temperature. When used as a weapon the butter knife functions as a dagger, except that it deals 1 magical piercing damage (plus 1 additional fire damage if heated).

This butter knife has 3 charges. When you make a melee attack with it, you can use your reaction to expend 1 charge, dealing an extra 1d4 fire damage on a successful hit. The butter knife regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the butter knife ceases to heat itself and becomes an ordinary butter knife.

Fire Iron of Unending Embers

Wondrous item, common (cost 50 gp)

You can use a bonus action to speak a command word that ignites the tip of this fire iron, shedding dim light in a 5-foot radius. When the fire iron is

used to stir the remains of a campfire utilized within the last 24 hours, you can speak its command word to relight the campfire. When used as a weapon while ignited the fire iron functions as a club, except that it deals 1 magical bludgeoning damage plus 1 additional fire damage.

The fire iron has 1 charge. When you make a melee weapon attack with it, you can use your reaction to expend the charge, dealing an extra 2d4 fire damage on a successful hit. The tip of the fire iron shatters and it becomes a mundane item.

Flask of Inebriation

Wondrous item, common (cost 100 gp)

This plain and rough old steel flask hides one's vices most inconspicuously. Any liquid poured into the flask instantly becomes intoxicating and remains so even if poured out of the flask. The flask has no effect on any magical liquid poured into it.

The flask has 2 charges. You can use an action to expend 1 charge, spraying a 10-foot cone that empties the flask of its contents. Creatures within the area must make a DC 10 Constitution saving throw or be poisoned by the potent alcohol. At the end of each of its turns, a target poisoned by the flask can make a Constitution saving throw. On a success, it is no longer poisoned. The flask regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the flask loses its potency and becomes a mundane item.

Glass of Chilling

Wondrous item, common (cost 50 gp)

Any liquid poured into this glass is instantly chilled to an ice-cold temperature and remains cold even when poured out. The glass has no effect on any form of magical liquids poured into it.

The glass has 3 charges. You can use an action to expend 1 charge, splashing the contents of the glass into a 5-foot square. Creatures and objects in the area make a DC 10 Constitution saving throw, taking 1d4 cold damage on a failure. The glass regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the glass loses its chilling properties and becomes a mundane item.

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Instrument of Perfect Pitch

Wondrous item, common (costs: bagpipes 60 gp, dulcimer 50 gp, lute 70 gp, lyre 60 gp, viol 60 gp)

These music-making devices can be resplendent or worn, the condition of their many parts no indication of their quality. The instrument has 3 charges. You can use an action to speak the instrument's command word in the form of a musical key, expending 1 charge to make it perfectly tuned to play in that key. While playing in the perfect key using this instrument, you gain a +1 bonus on ability checks using the instrument. It regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the instrument loses its magical properties and becomes a mundane item.

Marble of Direction

Wondrous item, common (cost 50 gp)

This seemingly ordinary marble is very susceptible to air currents as though it were only a fraction of its true weight. When placed on a flat horizontal surface, such as the floor of a room or chamber, the marble rolls in the direction of the current path of air currents around it.

The marble has 1 charge. You can use an action to speak its command word while placing the marble on a flat horizontal surface, expending 1 charge. The marble rolls towards the direction of the nearest exit of the chamber it is placed in, ultimately coming to rest against the nearest exit (regardless of air currents). The delicate calibration of the marble is destroyed and it becomes a mundane item.

Mug of Warming

Wondrous item, common (cost 50 gp)

This quilted-patterned mug is perfect for cold winter nights or when caffeinated beverages are a morning necessity. Any liquid poured into the mug is instantly warmed to a piping hot temperature, remaining hot even when poured out. The mug has no effect on any magical liquid poured into it.

The mug has 3 charges. You can use an action to expend 1 charge, splashing the contents of the mug into a 5-foot square in a conflagration of flame. Creatures and objects in the area make a DC 10



Constitution saving throw, taking 1d4 fire damage on a failure. The mug regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the mug loses its warming properties and becomes a mundane item.

Piton of Superior Grip

Wondrous item, common (cost 50 gp)

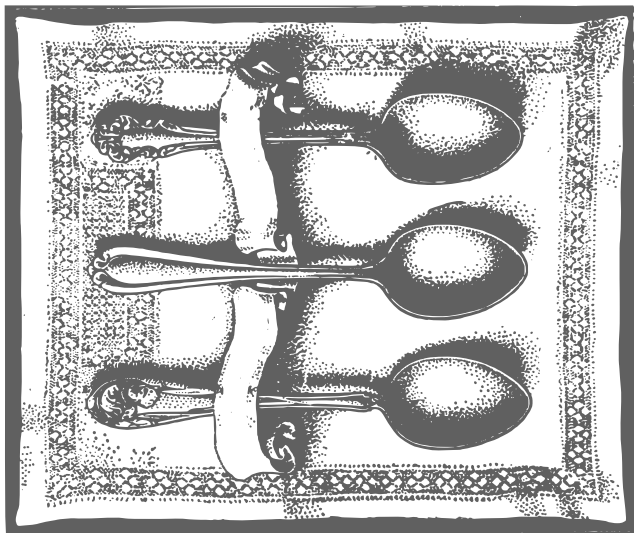
Soft dwarven inscriptions are faintly pressed into this piton's sides. You can use a bonus action to speak its command word while placing the piton. Once in position, the piton won't move unless the surface it is implanted into gives way around it. The piton has a second command word that can be spoken as an action to remove it.

A DC 12 Strength (Athletics) check removes the piton manually without using its second command word. The piton loses its magical properties and becomes a mundane item.

Signaling Ammunition

Weapon (any ammunition), common (cost 25 gp)

Elvish runes glow when these enchanted arrows and bullets are rubbed between thumb and forefinger. This ammunition has 1 charge. You can use a bonus action to speak its command word and expend 1 charge, lighting the rounded head of the ammunition with shimmering yellow light for 3 rounds. The ammunition sheds bright light in a 10-foot radius and dim light in a 20-foot radius. If used to make a weapon attack, the ammunition deals 1 bludgeoning damage (magical if lit). When its charge is expended, the ammunition (if it can be recovered after being fired) loses its magical properties and becomes a mundane item.



Spoon of Perfect Serving

Wondrous item, common (cost 25 gp)

Any liquid or food scooped with this spoon is at the perfect temperature for eating. The spoon has 2 charges. You can use a bonus action to speak its first command word to heat the spoon. When heated and used to make a melee weapon attack, the spoon deals 1 bludgeoning and 1 fire damage. You can use a bonus action to speak its second command word to chill the spoon. When chilled and used to make a melee weapon attack, the spoon deals 1 bludgeoning and 1 cold damage.

The spoon regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the spoon loses its magical properties and becomes a mundane item.

Steak Knife of Sharpness

Wondrous item, common (cost 75 gp)

This steak knife is perfectly sharpened for use in cutting meat, and as one of its magical properties it never dulls from use. When used as a weapon, the steak knife has the finesse property and deals 1 slashing damage plus 1 necrotic damage due to the supernatural sharpness of the blade.

This steak knife has 3 charges. You can use a bonus action to expend 1 charge when you attack a creature with the steak knife, coating the blade in dark energy until the end of your turn. On a successful hit, the creature makes a DC 10 Constitution saving throw or you wound it. At the end of its turn,

a wounded creature takes 1 necrotic damage for each wound it has. At the start of its turn, a wounded creature makes a new Constitution saving throw, removing all of its wounds on a success.

Alternatively, the wounded creature or a creature within 5 feet of it can use an action to make a DC 10 Wisdom (Medicine) check, removing all of its wounds on a success.

The steak knife regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the blade loses its magical properties and becomes a mundane item.

Waystone

Wondrous item, common (cost 50 gp)

This rounded oval stone has a metallic gray luster. When in a pair or more, *waystones* are magnetically attracted to each other and can be used for trail markers, tracking purposes, or to prevent yourself from becoming lost. You can use an action to speak its command word, making the *waystone* sense and be drawn toward the nearest *waystone* within 5 miles, or if it is paired to another *waystone* within range, the paired *waystone*. Paired *waystones* are only able to sense each other.

A *waystone* has 3 charges. You may expend 1 charge when speaking its command word to increase the *waystone's* range to 25 miles, or if the *waystone* is paired, to sense the nearest unpaired *waystone* within 5 miles. When used in either manner, the *waystone's* attraction lasts until the next dawn. The *waystone* regains 1 expended charge daily at dawn. If you expend the last charge, the *waystone* becomes a mundane item.

Wig of Styling

Wondrous item, common (cost 15 gp)

This wig has 2 charges. While wearing the wig, you can use an action to expend 1 charge to change the length, style, and color of the wig. The wig regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the wig is fixed in its current length, style, and color, becoming a mundane item. 🧙