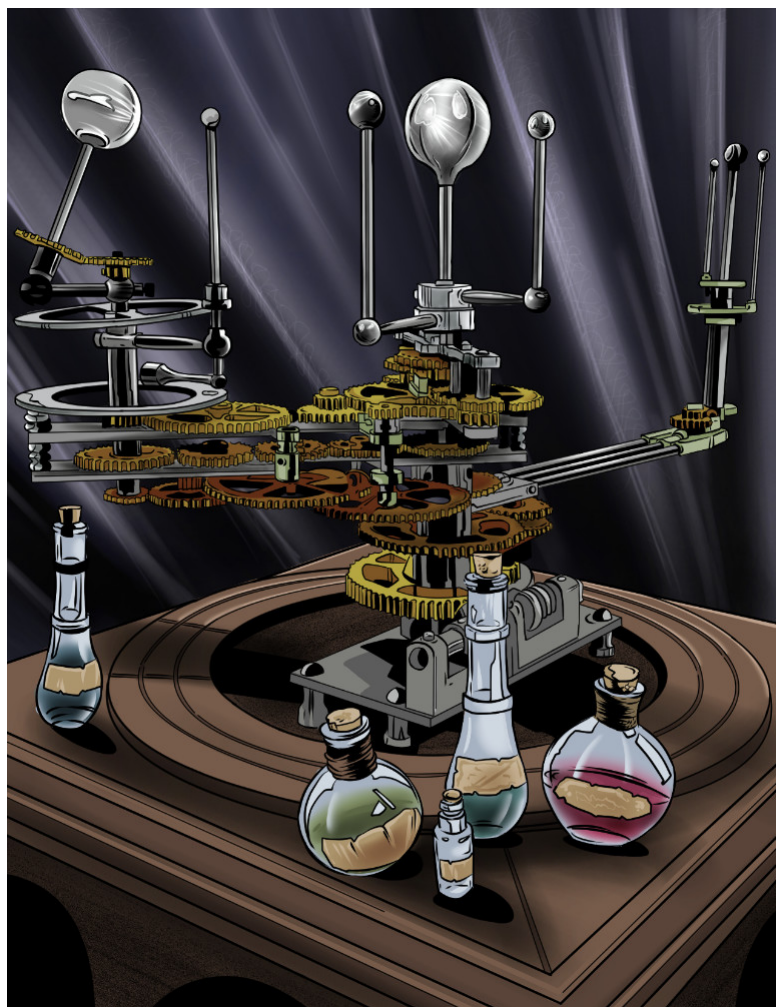


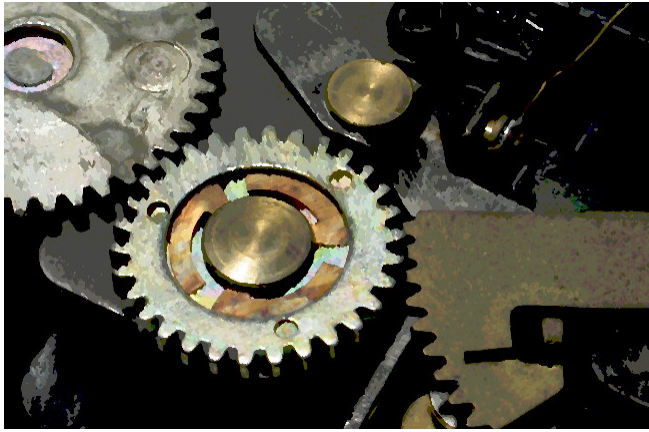
# Enchanted Trinkets

## RELIQS OF A LOST AGE

**I**ntrepid adventurers often encounter hints of fallen kingdoms or forgotten civilizations as they blunder through trap-filled dungeons. These brushes with the past are typically in the form of epic prose passed down through bardic tradition or the dusty tomes preserved by an ancient order of wizards. If the party is lucky though they might find a more tangible fragment of what has been lost. Sometimes these are mighty artifacts filled with unbelievable power that can vanquish contemporary threats sealed away in some bygone era.



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At other times these items are less grand but no less mysterious—things that were once common in a time when magic was more powerful and widespread, used in a variety of ways to enrich the lives of even common folk.

Each of the following trinkets is imbued with a small amount of magic that was once common in a past age or has faded over the centuries since it was made. Some can be activated for an even more potent effect and often doing so will either destroy the enchanted trinket or sunder its magic as it becomes a mundane item. Each trinket has been assigned a magic item rarity that reflects their design intent, not their prevalence in the world. Many of these items possess effects that put them on par with the power available in magic items of common rarity, but as works of artifice from long-forgotten epochs and fallen kingdoms there are often only one or two of the relics remaining. At the GM's discretion, a PC might be able to study one of these items in order to learn how to produce more—though this can easily destroy the relic in the process.

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## Broken Blade

*Weapon (longsword), common (requires attunement; cost 90 gp)*

Bearing the patina of untold centuries and scarred from countless battles, this longsword is broken only a few inches from its crossguard. The handle is wrapped with a bloodstained leather that, though well worn, is more intact than the blade itself. An empty socket on the pommel likely once contained some precious gemstone or signet. Despite these glaring defects, the sword is both sharp enough to cut and retains a balanced weight that allows it to be used for fighting.

You gain a +1 bonus to damage rolls made with this magic weapon and can make attacks with it as though wielding a dagger. If you are also attuned to the *tarnished crown*, this weapon functions as a short sword.

Additionally, by stabbing the *broken blade* into a lock and destroying the enchanted trinket you can make a Strength check with a +5 bonus to break the lock.

## Clockwork Calendar

*Wondrous item, common (cost 70 gp)*

A circular disk of dozens of interlocking gears almost a foot in diameter, upon first examination this device is unfathomably complex. The gears are covered with runes that appear to be a much older form of Dwarvish script. Rotating some of the raised gears causes this apparatus to slowly tick through a series of symbols that look to correspond to astrological signs.

To understand how to operate the *clockwork calendar*, you must carefully study the device and turn the gears through their myriad configurations. After 1 hour you can make a DC 16 Intelligence (Investigation or Arcana) check. On a failure, you cannot reach a conclusion regarding how to interpret the intended function of the calendar. On a success, you understand how to utilize the device as indicated below. Casting *identify* on the calendar reveals a moderate aura of divination magic but provides no information on how to use this complex object.

Once you know how the *clockwork calendar* functions, you can adjust the dials to display the current day of the year for the geographical region of the world you are located in (this property does not

function outside of the Material Plane). The exposed faces of the gears composing the calendar display the position of the stars in the sky and the dials can be adjusted throughout the day or night to continue to track their position. The calendar can also be adjusted to any past or future dates and times to ascertain the position of any of the celestial objects visible in the night sky.

Additionally, you can use a bonus action to smash the *clockwork calendar* and destroy it, gaining the benefits of the *haste* spell until the end of your next turn.

### Darminid Gemstone

*Wondrous item, common (requires attunement by a bard, sorcerer, warlock, or wizard; cost 80 gp)*

This marquise cut ruby is the size of a dwarf's fist and shines with a brilliant inner light that dances across its facets like liquid fire. The gem is incredibly hot to the touch and any creature in direct physical contact with it takes 2d8 fire damage, though a heavy glove or gauntlet is sufficient protection. When placed upon the ground, the *darminid gemstone* acts as the alarm spell, notifying you when a creature enters the area within 20 feet of the gemstone.

Additionally, you can use a bonus action to cast a spell and have it originate from the *darminid gemstone's* area of effect. If a spell cast this way deals damage, one target of the spell takes an extra 2d8 fire damage. Once you have used this property, the gemstone crumbles into 1d4 ruby shards each worth 5 gold pieces.

### Explorer's Chalk

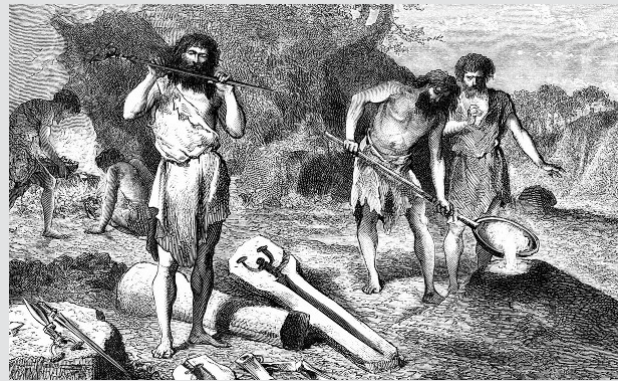
*Wondrous item, common (cost 95 gp)*

This unassuming piece of white chalk appears well-used but does not wear down no matter how many times it is used to leave a mark upon a surface. The *explorer's chalk* has 6 charges. When you touch it to a surface, you can expend 1 of its charges to create a mark that cannot be wiped away or obscured for 24 hours. While holding the chalk, you can use an action to become aware of the direction of the closest mark made with it as long as that mark is within 1 mile.

The *explorer's chalk* regains 1d6 expended charges daily at dawn. If you expend this item's last charge,

### REFORGING THE BROKEN BLADE

Part of the mystery inherent in the *broken blade* is what it might have been before it was shattered. The GM might allow a party to locate and recover each missing fragment of the *broken blade* to somehow reforge the sword, perhaps melting the components in the breath of an powerful dragon or the lost forge of an ancient dwarven citadel. Should their endeavors prove successful, the *broken blade* becomes a *luck blade* longsword that does not have the *wish* property.



roll a d20. On a 1, the chalk crumbles to dust. On a 20, the chalk regains its expended charges and the its number of charges increases by 1.

### Fragment of the Broken Blade

*Wondrous item, common (requires attunement; cost 55 gp)*

Only handful of these fragments are known to exist. Most are no more than 4 inches long and lore suggests that there could be more that once comprised the same sword. These fragments are often tarnished pieces of metal sharpened on one side, though at least one has been seen affixed to a thin chain of silver and polished to look as though newly forged.

While attuned to a fragment, when you make a d20 roll as part of an ability check or saving throw you can choose to take 2 points of slashing damage that cannot be reduced by any means. When you do, you gain a +1 bonus to your roll.

Alternatively, you can take 10 points of slashing damage that cannot be reduced by any means to automatically succeed on a d20 roll. Once you have used this property, the fragment melts away into nothingness.



## Tarnished Crown

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

Though this crown may have once been resplendent, centuries of neglect have left it looking like little more than costume jewelry. Four thin bands of tarnished adamantine weave a delicate pattern, the regal points of which are bent or broken. The outer surface of the crown is marred by a number of pits and grooves as if made by weapon strikes. While you wear the crown, you experience an increase in your feeling of self-importance and worth.

The *tarnished crown* has 4 charges. When you make a Charisma (Persuasion) check to inspire or command a creature, you can expend 1 charge to reroll the check. You must do so before you know the outcome of the roll and you must use the new roll. If you are also attuned to the *broken blade*, you can expend 1 charge to cause your voice to become loud enough to be heard from up to 500 feet away for the next minute.

The *tarnished crown* recovers 1d4 charges daily at dawn. If you expend the item's last charge, roll a d20. On a result of 1, the magic of the crown unravels and it becomes a mundane item.

## Thysrus of Growth

*Staff, common (requires attunement by a bard, cleric, or druid; cost 100 gp)*

At the top of this heavy oak staff sits an ornate metal pinecone, its edges sharpened with lethal intent. Winding grape vines wreath about the haft of this impressive relic, some even bearing tiny edible fruit. The pungent aroma of fresh wine lingers in the air around the staff. A thysrus like this one is not an uncommon sight at many of the ceremonies honoring the gods of nature but there are many more holy symbols etched upon the shaft you hold than are acknowledged by the pantheons you know.

While holding this staff, you can expend 1 charge as an action to make yourself grow up to 3 feet taller for up to 30 minutes. This does not increase your size category. During this time, the staff becomes a spear and you gain a +1 bonus to damage rolls made with this magic weapon.



The staff regains 1d4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a mundane spear.

## Wand of the Scribe

*Wand, common (requires attunement by a bard or wizard; cost 75 gp)*

Nearly half the size of most other wands, this arcane implement is a solid piece of mithral with a tapered point that resembles the nib of a writing quill. While you are attuned to the wand, you can write on parchment and similar surfaces that would hold ink as though using an ordinary quill. The wand never runs out of ink when used this way.

The *wand of the scribe* has 1d6 charges. You can expend 1 charge from the wand to cast *illusory script*. You can also expend 1 charge from the wand to create a copy of any mundane document without requiring a forgery kit, substituting an Intelligence (Arcana) check for any ability check you would normally make. Finally, you can expend 2 charges from the wand to transcribe 1 minute of conversation that you can hear. You do not need to understand the language being spoken, and can choose to write it in any language that you know.

The wand regains 3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand bursts causing ink to stain your hand and the front of any clothing you are wearing as the enchanted trinket breaks apart. 🗑️