

# TRINKETS, TREASURES, AND WEAPONS

*A collection of magic items, odd trinkets, and flavorful drinks to enrich any campaign or adventure*

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Alexander Litovchenko's "Ivan the Terrible shows his treasures to the English ambassador Horsey"

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Sample prices are provided for the items within. These are recommendations, intended to help you compare between items.

Prices should roughly fit in with the prices given in the *Discerning Merchant's Price Guide*, available from the DMsGuild.



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# Trinkets

- 1 An iridescent scale that changes color with the tides
- 2 A small length of ships rope, tightly knotted
- 3 A single, blue, seagull wing
- 4 A metal charm in the shape of a fish skeleton
- 5 A small bird skull that chirps when submerged in water
- 6 A simple silver ring, broken into two halves
- 7 A blooming stalk of foxglove, which never wilts
- 8 A glass jar with a mummified humanoid finger
- 9 A seashell that, when held to the ear, sounds like the creaking rigging of a ship
- 10 A wrought-iron flower
- 11 A broken piece of slate, with the corner of a map carved into it
- 12 A lock of dark hair
- 13 Three amber beads, which cannot be pulled more than a couple inches apart
- 14 A maple leaf carved from soapstone
- 15 A glass pebble that is always cold as ice
- 16 A cast bronze acorn
- 17 A fine belt buckle carved from blackthorn wood
- 18 A small copper mirror that glows slightly from within
- 19 A letter of marque, bearing the seal of an unknown kingdom
- 20 A small box of exotic spices
- 21 A tiny (1" long) cruciform dagger
- 22 A pot of crimson pigment, which never seems to run low
- 23 A normal looking coin, that when flipped shows one of three faces
- 24 A scrimshaw carving of a Dragon Turtle
- 25 A sewing needle carved from the antler of a great Elk
- 26 A braided segment of Dwarf beard, with golden rings woven in
- 27 A crystal grasshopper
- 28 A deck of cards bearing a holy symbol on the card backs
- 29 A feather from a white owlbear.
- 30 A dire wolf fang
- 31 A leather necklace with cracked iron beads
- 32 A tarnished silver coin marked "Seafire Gentleman's Club"
- 33 A letter-opener carved from the jawbone of an unknown beast
- 34 A small brass coffer with an onyx inlay
- 35 The ragged corner of an old map, the only thing visible is "here there be dragons"
- 36 A glass bead with a small candle flame frozen inside
- 37 A fine silver carving knife
- 38 A leather tag with the text "If found, return to Thog" written in Orcish
- 39 An ironwood cylinder that has something rolling around inside but cannot be opened
- 40 A tiny book of poetry, the text requires a magnifying glass to read
- 41 A pitch pipe that makes no sound
- 42 A wooden prosthetic hand
- 43 A paper rose
- 44 A feather that weighs 10lbs on any scale but is always light as a feather when held.
- 45 A stick of rosemary embedded in pale amber
- 46 A wooden pipe that colors the smoke coming from it purple
- 47 An earhorn from which you can always hear whispering. The whispers are not in any language you know.

- |    |  |     |   |
|----|--|-----|---|
| 48 | A glass ball of white sand   | 74  | A silver oak leaf pendant that is warm to the touch           |
| 49 | A stuffed animal in the shape of a Dragon Turtle                       | 75  | A wrought iron finger   |
| 50 | A cockatrice feather quill   | 76  | A single eyeball carved from ebony                            |
| 51 | A 6" piece of fulgurite  | 77  | A fine chain made of a yellow metal that isn't gold or brass  |
| 52 | The broken tip of a silvered sword                                     | 78  | A shattered lock made from black metal                        |
| 53 | A monstrous tongue preserved inside an amber jar                       | 79  | A small bronze bust of an unknown queen                       |
| 54 | Half of a crystal shot glass   | 81  | An opal with a tiny humanoid figure inside                    |
| 55 | A glass box with a jeweled dragonfly pinned within                     | 82  | A small cup that can hold twice its apparent volume in liquid |
| 56 | Spectacles with lenses of opaque glass                                 | 83  | An enameled pin with an unknown crest                         |
| 57 | A broken arrowhead crusted with blood                                  | 84  | A pouch of 37 tin coins, stamped with an unknown crest        |
| 58 | A willow twig that always has one leaf                                 | 85  | A green marble made from meteoric glass                       |
| 59 | A list of potion ingredients, but no indication of how to combine them | 86  | An apple made of blown glass                                  |
| 60 | A knotted silver cord  | 87  | A 3" invisible sphere, smooth to the touch                    |
| 61 | A wooden box that continually grows small edible mushrooms             | 88  | A stained-glass pixie wing                                    |
| 62 | A marble ear   | 89  | A mithril hat pin   |
| 63 | A ruby inside of which is suspended a single drop of blood             | 90  | Four whiskers from a large beast                              |
| 64 | A polished jade scorpion stinger                                       | 91  | A nose piercing carved from the horn of a dire bear           |
| 65 | A piece of wood that has been struck by lightning                      | 92  | A set of three ivory juggling balls                           |
| 66 | Fused sand in the shape of an egg                                      | 93  | A fishing hook knapped from obsidian                          |
| 67 | A sealed glass phial with three teeth inside                           | 94  | An old wooden stake stained with blood                        |
| 68 | A lace gorget stained red with blood                                   | 95  | A brass plumb bob   |
| 69 | A golden locket with a portrait of an elven man                        | 96  | An un-opened geode  |
| 70 | A chunk of amber with a butterfly inside                               | 97  | A finely made ink pen carved from a pure white wood           |
| 71 | A single iron scale from a Gorgon                                      | 98  | A scrimshaw carving of a kraken                               |
| 72 | A brass card with an unknown arcane sigil                              | 99  | A stone necklace with an unknown rune carved into it          |
| 73 | A living oak leaf that doesn't deteriorate                             | 100 | A necklace made from the broken tip of a sword                |

# Drinks

## Beer

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- Balduran's Best:** A smooth amber ale, a favorite of Baldur's Gate.
- Black Dog Lager:** A black lager, and the eponymous breweries best selling beer.
- Black Sails:** A salted black porter, very popular with longshoremen.
- Deepwater stout:** Smooth dark beer.
- Dun Water:** This cloudy beer is refreshing on the palate.
- Fishwives Favorite:** A bitter blonde lager brewed in Twin Songs.
- Mistshore Lager:** Very cheap beer, nearly flavorless.
- Golden Dawn Orange:** Orange and red-currant lager brewed in the Calishite style.
- Goodberry Shandy:** A light and extremely refreshing beer.
- Porter's Piss:** Rudely named strong beer.
- Porter's Porter:** A strong dark beer, favored by laborers.
- Piergeiron Porter:** A limited-run beer from Waterdeep's Guild of Vintner's, Distiller's, and Brewer's.
- Ricket's Rickshaw Stout:** A heavy yeasty beer popular with rickshaw pullers.
- Rigan's:** A terrible neighborhood brew.
- Red Field Ale:** A smooth Amber Ale from the Sword Coast.
- Winterwolf Ale:** A sharp ale brewed with spruce needles.
- Weissen Warg:** A Damaran-style wheat beer.

## Wine and Mead

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- Snobeedle Vintage:** Expensive (and very sweet) mead brewed by Halflings.
- Dancing Efreet Calimshan Red:** Spiced red wine, very expensive.
- Saravva:** A thin rose-colored wine from Amn.
- Silverleaf White:** An almost clear white wine brewed by Elves. Has a subtle almond flavor.
- Coldharbour Lightning:** A harsh fortified wine popular with stevedores and other dockworkers.

## Spirits and Liqueurs

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- Captain's Hat:** Cheap rum available in most port cities. Favored spirit of the poor and desperate.
- Thundersail:** Simple drinkable brandy popular with sailors.
- Old Harrin's:** An elderberry cordial.
- Robilar Brandy:** Named for the controversial hero and general, this brandy is smooth and very strong.
- Whitemountain:** A harsh gin that is more popular as a cleaning product than a drink.
- Shear Shist:** Common name for several Dwarven whiskeys popular with miners.

## Cocktails

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- Aghairon's Twist:** A bitter Gin-based cocktail
- Dragonsfire:** A harsh shot made from spiced rum, gin, and hot pepper seeds.
- Patriar's Folly:** A jigger of harsh gin, over which is layered a cloying elderflower liquor, with a copper piece dropped at the bottom of the glass. Created in Baldur's Gate.

## Tea

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- Count Coldheart:** A black tea blended in Arrabar. Has hints of citrus and jasmine.
- Earth Dragon's Eye:** An exotic Shou green tea.
- Kryptgarden Tisane:** A musky mint tea.
- Kazari Butter Tea:** An acquired taste, this tea is acrid yet invigorating, served with Yak's milk.
- Pale Jade:** A lighter green, from the southern lands of Kara-Tur.
- Sbitten:** A Rashemi beverage, brewed with spices, honey, and fruit wine. Served hot in winter and cold in summer.
- Vauge:** A hearty tisane from the Dwarven city of Earthart in East Rift. Has a bright yet earthy taste.
- White Gold:** An herbal tea with a clean lemony scent, made with lemon balm and white pine needles.

# Magic Items

## Arcane Marker

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*Wondrous Item, Minor, Common, 60gp*

This six-inch long amber rod can be used to draw glowing lines upon surfaces or the air. Any marks made with the item disappear after 1 hour.

## Armor of the Storm

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*Armor (light, medium, or heavy), Major, Very Rare (requires attunement), 7200gp*

While wearing this armor, you gain a +1 bonus to AC, and you have resistance to lightning.

This armor has 3 charges and regains 1d3 expended charges at dawn. While wearing it, you can expend 1 charge to cast *Shocking Grasp* or *Thunderwave* (DC 14) as an action.

## Blade of the Weave

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*Weapon (Longsword), Minor, Uncommon (requires attunement), 250gp*

Whenever you cast a spell this weapon gains charges equal to that spell's level. You can use a bonus action to expend 7 charges and make this a +1 weapon for 10 minutes. All charges are lost during a long rest.

## Brooch of Safe Mind

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*Wondrous Item, Minor, Rare, Consumable, 900gp*

When you receive the Charmed, Frightened, or Paralyzed condition as the result of a spell, this brooch will immediately break, and prevent you from being inflicted with that condition.

## Dwarven Grudge-Skull

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*Wondrous Item, Minor, Uncommon, 250gp*

This ornately carved skull whispers obscene things in Dwarvish whenever it comes within 30ft of an Elf or Goblin.

## Earring of the Dandy

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*Wondrous Item, Minor, Uncommon, 250gp*

With a snap of your finger (as an action), your clothing is immediately cleaned and smells of perfume for 1 hour.

## Estoc of the Marquis

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*Weapon (Longsword), Major, Rare (requires attunement), 3500gp*

This sword is a magic weapon. When you critical hit with this weapon you may cast the *Command* spell (DC 14) against the struck target with the word "grovel". This ability may not be used again until you complete a short rest.

## Fire's Eye Stone

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*Wondrous Item, Minor, Uncommon, Consumable, 120gp*

A small (1" diameter) red stone, warm to the touch, resembling a cloudy agate. When heated, such as in a campfire, the stone clears and resembles an iridescent Fire Opal.

You can use an action to cast the scorching ray spell with the stone. This requires a free hand to brandish the stone. When you make the spell's attacks, you do so with an attack bonus of +4.

The stone may be used once, and afterwards loses its magic and becomes a dull red stone that is slightly warm to the touch.

## Firestarter Ring

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*Ring, Minor, Common, 75gp*

As an action you may instantly light or snuff out a candle, torch, campfire, or similar sized flame. You cannot light/snuff anything larger than a 5ft cube.

## Gehennan Steel Weapon

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*Weapon (any non-bludgeoning weapon), Rare, 2750 gp*

This pitted and pock-marked metal is mined from the realm of the Yugoloths. The fiendish metal is toxic to all life.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

If you score a critical hit against a creature, it must succeed on a DC 14 Constitution saving throw or be *poisoned* for 1 minute. It may repeat the save at the end of each of its turns.

## Gourmand's Secret

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*Wondrous Item, Minor, Common, 50gp*

The gourmand's secret appears to be a finely crafted silver fork, table knife, or spoon. It can change shape into any of those three forms with a command word. Anything consumed using the fork will taste like another food of the user's choice.

## Glowglobe

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*Wondrous Item, Minor, Common, 50gp*

A small sphere of cloudy glass. Tapping the sphere against a hard object (such as a wall or table) causes it to emanate light like a candle for four hours. Once used, the globe cannot be used again until it has spent at least 1 hour in bright light (such as sunlight or the daylight spell).

## Greenthumb Ring

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*Ring, Minor, Common, 50gp*

With a snap of your finger (as an action) you instantly make a flower blossom, a seed pod open, or a leaf bud bloom.

## Greenkeeper's Brooch

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*Wonderous Item, Major, Rare (requires attunement), 350gp*

A carved ebony brooch depicting a tree and protective circle.

While wearing this item you have advantage on saving throws against being *poisoned*, *paralyzed*, or *charmed*.

## Greenkeeper's Glaive

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*Simple Weapon (Spear), Uncommon (requires attunement), 650gp*

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit an Undead or Aberration with it, that target takes an additional 1d8 force damage.

As an action, you can cast the Spike Growth spell (save DC 13). Once this power is used, it can't be used again until the next dawn.

## Highbark Armor

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*Armor (Light and Medium Armor, except Half-Plate or Chain Shirt), Rare, 3750gp*

This armor is crafted from the bark of a sacred tree of the High Forest. It is innately magical and helps to disguise you in forests without sacrificing protection.

If the armor normally imposes disadvantage on Dexterity (Stealth) checks, the Highbark version of the armor doesn't.

While you wear this armor, and are in a forest or similar environment, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide.

## Jungle War Mask

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*Wonderous Item, Minor, Uncommon, 1100gp*

This mask is shaped in the likeness of a Triceratops and has 3 charges. While wearing the mask you can, as an action, expend 1 charge and use the mask to gain the "enlarge" effect of the *enlarge/reduce* spell for 1 hour (no concentration required). The mask regains all expended charges at dawn.

## Lantern of the Damned

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*Wondrous Item, Major, Uncommon, 1300gp*

This lantern is crafted from a fire-blackened skull, held in wrought-iron bands. The eyes of the skull glow red when it comes within 30ft of an undead creature.

If the lantern is brandished as part of a Turn Undead attempt, Undead creatures within 30ft have Disadvantage on their saving throw.

## Magister's Goblet

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*Wondrous Item, Minor, Uncommon, 80gp*

This crystal wine glass will chill any wine placed in it to the optimal temperature for consumption.

## Mirror of the Watchful Eye

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*Wondrous Item, Major, Rare, 3500gp*

This item has two components: A large glass eye and a pocket mirror. The mirror can show what the eye currently sees. The eye is directional and cannot move or change the angle of view. It has normal vision.

## Portable Passage

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*Wondrous Item, Major, Rare, 5000gp*

This fine grey cloth is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

Similar to a *portable hole* this cloth can be placed onto a solid surface, whereupon the portable passage opens into a hole 10ft deep. This is not an extradimensional space and is in fact a chamber hidden somewhere in the world (location determined by the DM).

You can use an action to close the *portable passage* by taking hold of the edges of the cloth and folding it up. This closes the passage,



and the cloth can be folded by a creature on either side of the passage.

Placing a *portable passage* inside an extradimensional space created by a bag of holding, Heward's handy haversack, or similar item instantly transports everything inside the item, including the portable passage, to its hidden room.

### Potion of Cure Disease

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*Potion, Minor, Common, 75gp*

Each Potion of Cure Disease is brewed for a single disease. When you drink this potion, you are immediately cured of that disease.

More exotic diseases will be more rare and costly. The price provided here is for common diseases within your setting.

If discovered, roll on the table below to determine which disease the potion was brewed to cure.

d10	Disease
1-3	Cackle Fever
4-8	Sewer Plague
9-10	Sight Rot

### Potion of Disease Resistance

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*Potion, Minor, Common, 100gp*

When you drink this potion, for the next 24 hours you have advantage on Saving Throws made to resist, or as a result of, disease.

### Ratcatcher's Bane (Black Bag of Tricks)

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*Wondrous Item, Minor, Common, 250gp*

A small black bag made from rat pelts. It functions as a bag of tricks, except that only two creatures may be summoned per day.

### d8 Creature Summoned

1-6	Rat
7	Giant Rat
8	Rat Swarm

### Reliquary of Saint Istus

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*Wondrous Item, Major, Rare, 900gp*

The mummified index finger of a disgraced cleric. Once per day the reliquary can be used to cast Zone of Truth (DC 14) centered on the reliquary.

### Scepter of the Dusk Unicorn

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*Weapon (Handaxe), Major, Rare (requires attunement by a Warlock), 1000gp*

Crafted from the horn of a slain unicorn, this scepter has been sharpened into a blade, and the handle wrapped with black hair.

This scepter can be wielded as a magic handaxe that grants a +1 bonus to attack and damage rolls made with it. It does not have the *Thrown* property. The scepter can also be used as an arcane focus.

While holding this rod, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your warlock spells.

When you cast a damage-dealing spell using this item as your spellcasting focus, you gain a +1d4 bonus to one necrotic damage roll of the spell.

You can regain one warlock spell slot as an action while holding the rod. You can't use this property again until you finish a long rest.

## Sibling Weapon

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*Weapon (any), Major, Rare (requires attunement), 1000gp per pair*

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Always found in pairs, these weapons are magically bound together.

If the weapons are held by different creatures, a wielder can always tell the direction to the matched axe, the current hitpoint total of its wielder, as well as if they are awake, asleep, or have been knocked unconscious. If the wielder of one weapon dies, and its matched weapon is attuned to a different creature, that weapon will immediately teleport to the location of its counterpart.

If both weapons are attuned to the same creature, they only count as one attuned item.

## Spear of Bloody Victory

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*Simple Weapon (Spear), Uncommon (requires attunement), 450gp*

When you hit with a melee attack using this magic weapon and reduce the target to 0 hit points, you gain temporary hit points equal to the target's hit dice.

## Staff of the Apothecary

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*Simple Weapon (Quarterstaff), Major, Rare (requires attunement by a Druid or Cleric), 2500gp*

This staff is made from the twisted branch of a willow tree, adorned with silver charms and tiny jade gemstones.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While holding it, you have a +1 bonus to spell attack rolls.

Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to the spell's level. E.G. If you cast Cure Wounds using a 2nd level spell slot, the target regains 2 additional hit points.

The staff has 6 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *Detect Poison and Disease* (1 charge), *Ray of Sickness* (2 charges), *Lesser Restoration* (2 charges), *Protection from Poison* (2 charges).

The staff regains all expended charges daily at dawn.

## Stink Paste

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*Wondrous Item, Minor, Common, Consumable, 50gp*

The creation of many a young apprentice, stink paste is a clear gel, which will instantly sink into anything it is applied to other than glass. Each jar of stink paste has enough contents for 3 applications.

Affected objects will smell strongly like a skunk, feces, or another similar terrible smell. This effect lasts 1 hour.

## Stormbringer's Harp

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*Wondrous Item, Major, Legendary (requires attunement), 120,000gp*

This large harp is shaped from the jaw of a whale, strung with seal gut strings, and covered with runes and scrimshaw carvings. When played, these carvings appear will twist and move, illustrating any ballads or legends that are played upon it.

A creature that attempts to play the instrument without being attuned to it must succeed on a DC 18 Wisdom saving throw or take 2d6 psychic damage and causing all creatures within 10ft of the harp take 1d6 thunder damage.

You can use an action to play the harp and cast one of its spells. Once the harp has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

The Stormbringer's harp can be used to cast *control weather*, *sleet storm*, *ice storm*, and *storm of vengeance*.

A bard can use the harp as a spellcasting focus, substituting it for any material component that does not list a cost.

## Tanglefoot Flask

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*Adventuring Gear, Alchemical, 25gp*

This sticky, adhesive liquid rapidly hardens when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the Tanglefoot Flask as an improvised weapon. On a hit, the target becomes restrained.

A creature can end the restrained condition by using its action to scrape off most of the sticky substance. After scraping off the substance, their speed will be reduced by 10 until they can properly wash off the remaining residue with water or using a magical cleaning effect like from *Prestidigitation*.

## Trollskin Cape

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*Wondrous Item, Minor, Uncommon*

While wearing this Cape, any cold damage you take is reduced by 5.

## Wand of the Shaman

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*Wand, Major, Rare (Requires Attunement by a Spellcaster), 2000gp*

This wand has 4 charges. While holding it, you can use a bonus action to expend 1 of its charges to increase the Save DC of a spell you cast by 1.

The wand regains 1d4 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

## Waverider's Ring

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*Wondrous Item, Minor, Uncommon, 350gp*

While you wear this ring, you can use a bonus action to double your speed while swimming for one round, and any creature that makes an opportunity attack against you while swimming has disadvantage on the attack roll.

Once activated, this ring cannot be used again until you complete a long rest.

## Warleader's Helm

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*Wondrous Item, Minor, Uncommon, 75gp*

While wearing this helmet, you can choose to make your voice 3 times as loud.

## Warleader's Banner

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*Wondrous Item, Minor, Uncommon, 100gp*

This heavily embroidered banner floats 10' above the owner on command. The owner may change the banner to depict a symbol, animal, or plant of their choice after a long rest.

You have advantage on Charisma (Persuasion) checks made to command soldiers under your authority.

## Warmage's Clasp

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*Wondrous Item, Minor, Common (requires attunement)*

This silver cloak clasp will absorb up to 5 total points of force damage. After absorbing 5 damage the clasp loses its magic and tarnishes.