

# Enchanted Trinkets

## ZLICK WILLY'S WILY WARES

### HEED MY FRIEND, TAKE HEED

my friend and liven up your dull studies with one of Zlick Willy's wily wares! Peruse our catalog of magical japes, pranks, and laugh riots with whoppers on every page. There'll be no stopping the laughter with our signature message cushion—imagine everybody's faces when your professor sits down and his chair says, 'get off me you tub of lard!' Or perhaps instead consider grabbing the door-free dunk bucket, which'll hang any old place and dump water on a friend as they walk underneath—no doorway required! Remember that it's always a whopper with Zlick Willy's wily wares!



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## DISPENSING MAGIC ITEMS IS

one of the joys of GMing but they are sources of great power and wealth so opportunities to reward adventurers with fun relics are limited. That's where *Enchanted Trinkets* come in! These magic items all have a minor, largely flavorful effect, and in a pinch they can be permanently expended or broken to have a greater impact. Note that while each of these minor magic items has a listed rarity it is suggested that GMs use gold values instead (included with each item) to reflect their expendability.

They'll have a blackeye for a week or your money back.



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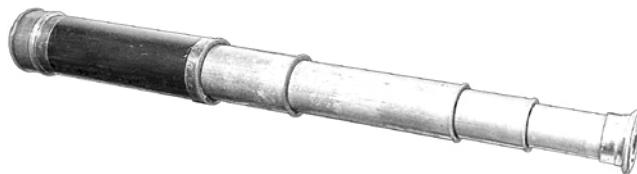
## BARREL OF SEA MONKEYS

*Wondrous item, uncommon (30 gp)*

This small wooden cask is branded on its lid with a strange smiling aquatic ape and contains thousands of enchanted sea monkey eggs inside. When placed in a dry foodstuff, a sea monkey egg explodes as the item is being eaten (often startling the creature eating it).

Alternatively, if the cask is submerged or doused with at least 1 gallon of water, the barrel is destroyed as the eggs explosively hatch into a voracious sea monkey swarm (use the statistics for a **swarm of quippers**) that attacks the nearest creature. The sea monkeys vanish after 1 minute or when they are reduced to 0 hit points.

An ocean of fun at the ready,  
just add water!



## BLACKEYE SPYGLASS

*Wondrous item, uncommon (300 gp)*

This spyglass looks innocuous enough and is suspiciously cheaper than other models on the market. Objects viewed through the spyglass are magnified to twice their size. Any creature that looks through the spyglass is imprinted with a magical mark, a black circle around their eye. This magic mark fades after 1 week, but it can otherwise only be removed through *dispel magic* or similar effects.

Alternatively, when you remove the *blackeye spyglass'* lens it no longer functions, but for the next minute it functions as an improvised sling that enlarges any ammunition fired from it (dealing 2d4 magical bludgeoning damage on a successful hit).

Dunk your friends  
anywhere and everywhere!

### DOOR-FREE DUNK BUCKET

Wondrous item, uncommon (100 gp)

This metal bucket has a winking wizard stamped into the bottom. When you speak the command phrase 'get dunked' while within 5 feet of the bucket, it magically becomes fixed in place. Until a creature touches the bucket or moves underneath it, the bucket doesn't move, even if it is defying gravity. If a creature touches it or enters a space within a 30-foot line that is 5-feet wide pointing directly under it, the bucket falls and dumps its contents. The bucket has a capacity of up to 1 gallon, and though it is magical, it has no unique resistances to its own contents and can only safely hold materials that would not react with or eat through iron.

Alternatively, you can also use the *door-free dunk bucket* as an improvised melee weapon that deals 1 magical bludgeoning damage. On a successful hit, roll a d20. On a 1, the bucket's handle breaks and it becomes a mundane item.

### FIZZY LIFTER\*

Potion, common (25 gp)

This glass bottle contains a brown bubbly liquid and bears a winking wizard on the label. When you are unconscious and made to sniff this powerful concoction, make a DC 12 Constitution saving throw. On a failure, you immediately wake up.

Alternatively, when you consume this potion you are targeted by the *levitate* spell (DC 14) but are also comically bloated with bubbles, taking a -2 penalty to Constitution saving throws for the duration.

\*Zlick Willy's Wily Wares is legally required to inform you not to consume Talk Rocks™ and Fizzy Lifter™ at the same time and is not responsible for the effects thereof.

### FRIENDLY JOYBUZZER

Wondrous item, common (requires attunement; 150 gp)

This tin ring houses a small circular device with a red button. You have advantage on Dexterity (Sleight of Hand) checks made to hide the *friendly joybuzzer*. Once you are attuned to this magic item, whenever a creature presses the button (even inadvertently through a handshake) for the next minute it becomes happier and friendlier towards you. For the duration, you have advantage on Charisma checks against the creature. If the creature sees the joybuzzer being used or recognizes it as a magical item, it immediately realizes that you used magic to influence its mood and may become hostile toward you.

Alternatively, once you are attuned to this magic item, while you are shaking hands with a creature you can choose to destroy the *friendly joybuzzer*. Make a spell attack roll with advantage, using your highest mental ability score as your spellcasting ability score. On a successful hit, you target the creature as if you had cast *shocking grasp*, using your character level as your caster level and treating each damage die as if you had rolled the maximum amount.

Give your bully a smile  
instead of a shock!

Effervescent! Bubbly!  
Lighter than air!  
Lift off with Fizzy Lifter today!

Dribbling a little water is boring—pour comedy out from every dimension instead!

## INVISIBLE DOG LEASH

*Wondrous item, uncommon (requires attunement; 200 gp)*

This leather cord ends in a bright red harness made for a Medium-sized beast. While holding the leash in one hand, as an action you can summon an invisible **mastiff** that manifests within the harness. The mastiff is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. However, the mastiff cannot move beyond the leash, which is 10 feet long, and although it is invisible the harness shows its precise location so it does not gain advantage on attack rolls from being invisible and creatures can target it normally with attacks. In the absence of such orders, the mastiff acts appropriately for a large dog, occasionally barking or tugging at the leash.

The mastiff remains until you spend a bonus action to dismiss it or it is reduced to 0 hit points.

Alternatively, once you are attuned to this magic item and have summoned the mastiff, you can let go of the leash to turn the harness invisible. The mastiff continues following your commands but will not return to you, fleeing as soon as combat ends or after 1 minute.

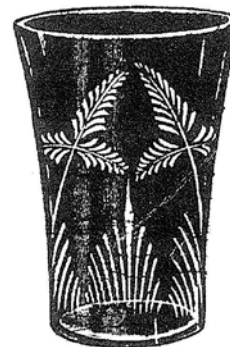
Why use a cheap trick when you can use a real invisible dog!

## OMNI-DIMENSIONAL DRIBBLE GLASS

*Wondrous item, uncommon (75 gp)*

This simple drinking glass bears an etching of a winking wizard. Whenever you attempt to drink water or a similar beverage from the glass, an extremely small portal to a random plane opens up just on the glass's edge, the beverage disappears, and something else dribbles on the drinker. The same effects take place if the glass is filled with liquid and is simply poured out (treat whatever spot the glass is poured over as the drinker in results from Table: Omni-Dimensional Dribble Glass). Roll a d8 on Table: Omni-Dimensional Dribble Glass to determine what dribbles out. Once a liquid is dribbled out of the glass, it cannot be used in the same way until the next dawn, and until then can be used as a normal drinking glass.

Alternatively, you can smash the glass causing a microstorm of interdimensional portals. Treat the glass as an improvised weapon with a range of 20/40 feet. On a successful hit, the target takes 1d4 slashing damage and rolls three times on Table: Omni-Dimensional Dribble Glass to determine any additional effects.



**Table: Omni-Dimensional Dribble Glass**

d8	Dribbled Contents
1	<i>Water:</i> Icy water from the Plane of Water splashes the drinker with no ill effects.
2	<i>Fire:</i> Flames flash out from the Plane of Fire and the drinker takes 3 (1d6) fire damage.
3	<i>Evil:</i> Pure evil from the Abyss slides out and the drinker takes 3 (1d6) necrotic damage.
4	<i>Rocks:</i> Some gravel from the Plane of Earth rolls out onto the drinker.
5	<i>Wind:</i> A gale from the Plane of Air flows out of the glass and the drinker must succeed on a DC 14 Strength saving throw or be knocked prone by the rushing winds.
6	<i>Dark:</i> Pure darkness from the Plane of Shadows pours out as per the spell <i>darkness</i> (centered on the drinker).
7	<i>Good:</i> Positive energy flows out from a celestial plane and the drinker regains 3 (1d6) hit points.
8	<i>Chaos:</i> A bit of raw chaos pours out from Limbo as per the spell <i>confusion</i> (centered on the drinker; DC 14).

## TALK ROCKS\*

*Potion, common (5 gp)*

This paper packet bearing a winking wizard's face contains a dozen brightly colored sugary pebbles that fizz when eaten. When you consume a piece of this candy, for 1 hour you can use a bonus action to throw your voice to any point you can see within 60 feet. For the next round, your voice emanates directly from that point.

Alternatively, you can consume all 12 *talk rocks* to cast *thunderwave* as a 2nd level spell (dealing 2d8 thunder damage; DC 14). You are made an additional target of the spell when casting it in this way.

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Take a taste and be amazed as your voice crackles and pops all over the place! Now in Lemon Misdirection flavor!

## THE LEGEND OF FIZZY LIFTER AND TALK ROCKS

Ideally the combination of these two confections should be left ambiguous but indescribably bad. It should be a 'relative of a friend of a friend died from it' sort of legend and the GM should create any mad reactions that they feel are interesting. However, if PCs ignore the warning labels and consume both items at once, this optional effect may be used:

When a creature consumes both *Talk Rocks™* and *Fizzy Lifter™* within a minute of each other, the arcane chemical reaction causes the effects of both items to end and a torrent of harmless foam to rocket out of the creature's mouth, propelling it in the opposite direction. Determine a direction randomly by rolling a d8. The creature is forcibly shot 100 feet in that direction. If it impacts a creature or object along this path it stops, is knocked prone, and takes 23 (5d8) bludgeoning damage, dealing the same amount of damage to whatever it impacts.

These babies are the perfect disguise with absolutely no flaws whatsoever.

## THE PERFECT DISGUISE

*Wondrous item, rare (requires attunement; 125 gp)*

This set of novelty glasses has a comically oversized false nose along with a thick fake mustache and bushy eyebrows. These glasses have 3 charges, while wearing them you can expend 1 charge to cast the spell *disguise self* (save DC 14).

However, you cannot mask the glasses themselves using *disguise self* in this way and any creature you disguise yourself as appears to be wearing the novelty glasses.

The glasses restore 1 charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the disguise becomes glued to your face (as *sovereign glue*) and it becomes a mundane item.



## ZLICK'S MESSAGE CUSHION

*Wondrous item, common (45 gp)*

This small pink air bladder has a winking wizard emblazoned on the front. As a bonus action, you can whisper a phrase up to 10 words long into the cushion, which will inflate it. While inflated, any creature that accidentally sits on or applies pressure to the cushion deflates it. A creature can also use a bonus action to intentionally deflate the cushion. When the cushion deflates, it loudly repeats the phrase spoken into it along with somewhat humorous flatulence noise. This sound is clearly audible to a range of 50 feet.

Alternatively, you can cast a cantrip or spell of 1st level into the *Zlick's message cushion* so long as the words *laughter*, *mockery*, or *whisper* are in the spell name. When the cushion is deflated it casts the spell, targeting the creature that deflated it, and becomes a mundane item. 🗨️

Say anything,  
anywhere you want!