

# Enchanted Trinkets

## SOMETHING FOR EVERYONE



**D**ISPENSING 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.

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## Barbarian's Victory Cord

*Wondrous item, uncommon (requires attunement by a barbarian; 50 gp)*

While this length of sinew taken from a powerful creature is wrapped around the handle of your weapon, a monstrous double of your voice simultaneously emanates from it and you gain a +2 bonus to Charisma (Intimidation) checks.

When you hit a creature with the weapon the cord is wrapped around, you can use a bonus action or reaction to untether the piece of monstrous spirit trapped within it. The cord becomes a mundane item and for the next minute the weapon is a magical weapon.

## Bard's Miraculous Ring

*Wondrous item, uncommon (requires attunement by a bard; 85 gp)*

While you are wearing this ring, you know the *prestidigitation* cantrip. If you already know the cantrip, at the end of a short rest you can choose one creature you can see to learn the *prestidigitation* cantrip until the end of your next short rest.

When you make a Charisma (Performance) check, you can use your reaction to expend the magic inside of the ring. You have advantage on the check as the energy within it makes your voice resonant, your movements sublime, and your memory for cues impeccable. Roll 1d4 and on a result of 2, 3, or 4 the ring becomes a mundane item.

## Cleric's Devoted Diadem

*Wondrous item, uncommon (requires attunement by a cleric; 85 gp)*

While you are wearing this crown, you know the *thaumaturgy* cantrip. If you already know the cantrip, at the end of a short rest you can choose one creature you can see to learn the *thaumaturgy* cantrip until the end of your next short rest.

When you make an Intelligence (Religion) check, you can use your reaction to activate this magic item and make the check using Wisdom instead. Roll 1d6 and on a result of 1 the diadem becomes a mundane item.

## Druid's Leafy Greaves

*Wondrous item, uncommon (requires attunement by a druid; 85 gp)*

While you are wearing these wooden shin guards, you know the *druidcraft* cantrip. If you already know the cantrip, at the end of a short rest you can choose one creature you can see to learn the *druidcraft* cantrip until the end of your next short rest.

When you make an Intelligence (Nature) check, you can use your reaction to activate this magic item and make the check using Wisdom instead. Roll 1d6 and on a result of 1 the greaves becomes a mundane item.

## Fighter's Splendid Sheathe

*Wondrous Item, uncommon (requires attunement by a fighter; 50 gp)*

Whenever you return your weapon to this holster, the blade is impeccably cleaned as though it were just oiled and polished. The first time you draw your weapon from this sheathe after taking a short rest, the weapon is a magical weapon until the start of your next turn.

When you hit a creature with the weapon most recently enchanted by this sheathe, you can use a bonus action or reaction to expend the magic inside of it. The sheathe becomes a mundane item and for the next minute the weapon is a magical weapon.

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## Mage's Magnificent Cape

*Wondrous item, uncommon (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard; 85 gp)*

While you are wearing this resplendent cloak, you gain some intuitive understanding of the arcane, though it is fleeting. When you finish a short rest, you learn one randomly determined cantrip (roll 1d8: 1–*dancing lights*, 2–*guidance*, 3–*light*, 4–*mending*, 5–*message*, 6–*minor illusion*, 7–*resistance*, 8–*spare the dying*). As soon as you cast this cantrip, you forget it and learn another randomly determined cantrip (as above).

You can use an action to expend the magic inside of the cape. The cloak becomes a mundane item and you cast one 1st level spell chosen from the bard, sorcerer, warlock, or wizard spell list (as if you had used a 1st level spell slot).

## Monk's Combat Bracers

*Wondrous item, uncommon (requires attunement by a monk; 100 gp)*

While you are wearing these intricately engraved leather armguards, your fists are deadlier. When you use Strength with your unarmed strikes, you gain a +1 bonus to damage on your first successful hit each round. When you use Dexterity with your unarmed strikes, you gain a +1 bonus on your first attack roll each round. These bonuses do not make your unarmed strike count as a magical weapon.

When you hit a creature with your unarmed strike, you can use a bonus action or reaction to expend the magic inside of the bracers. The armguards become a mundane item, for the next minute your unarmed strikes gain a +1 bonus to attack and damage rolls, and they count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## Paladin's Minor Relic

*Wondrous item, uncommon (requires attunement by a paladin; 50 gp)*

While you are carrying this trinket in battle, it emits a zealous rendition of music inspired by your deity. When you roll initiative, you gain 1d4 temporary hit points as it bolsters your resolve and faith.

When you use Divine Sense, you can use a bonus action or reaction to expend the magic inside of the relic. The trinket becomes a mundane item and you are able to sense the location of any celestial, fiend, or undead within 500 feet of you even if it is behind total cover.

## Ranger's Sacred Locket

*Wondrous item, uncommon (requires attunement by a ranger; 60 gp)*

While a piece of terrain from the terrain chosen for your Natural Explorer feature is inside of this locket, you feel a tangible connection back to your home. At the end of each long rest, choose Wisdom or Charisma. You gain a +1 bonus on saving throws made using the chosen ability score until the end of your next long rest.

When using Natural Explorer, you can use a bonus action to expend the magic inside of the amulet. The locket becomes a mundane item and for the next day you are able to treat whatever terrain you are in as if it was one of your chosen terrains for Natural Explorer.

## Rogue's Brass Knuckles

*Wondrous item, uncommon (requires attunement by a rogue; 75 gp)*

While wearing these metal guards over your fingers your unarmed strikes deal 1d4 bludgeoning damage + your Strength modifier, but you have disadvantage on any Dexterity checks that require the use of your hands. The magic within them grants you advantage on Dexterity (Sleight of Hand) checks made to hide the brass knuckles.

When you hit a creature with your unarmed strike while wearing these metal guards, you can use a bonus action or reaction to expend the magic inside of them. The brass knuckles become a mundane item and for the next minute your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## Sorcerer's Exceptional Boots

*Wondrous item, uncommon (requires attunement by a sorcerer; 100 gp)*

While you are wearing this fashionable footwear, you know the *prestidigitation* cantrip. If you already know the cantrip, at the end of a short rest you can choose one creature you can see to learn the *prestidigitation* cantrip until the end of your next short rest.

In addition, the boots have 2 charges. You can use your reaction to expend a charge, casting the *featherfall* or *jump* spell. The boots regain 1 expended charge daily at dawn. Whenever you expend the last charge, roll a d20. On a result of 13 or less, the boots become a mundane item.

## Warlock's Glittering Gemstone

*Wondrous item, uncommon (requires attunement by a warlock; 95 gp)*

While you are carrying this empowered jewel, you hear the whispers of your patron in the back of your mind fueling you with a stream of knowledge that dissipates as quickly as it appears. When you finish a short rest, you learn one randomly determined cantrip (roll 1d4: 1—*mage hand*, 2—*minor illusion*, 3—*prestidigitation*, 4—*true strike*). As soon as you cast this cantrip, you forget it and learn another randomly determined cantrip (as above).

You can use a bonus action to expend the magic inside of the gemstone. The jewel becomes a mundane item and you either gain some temporary knowledge (learn one warlock spell of your choice

that you forget at the end of your next long rest) or trade some memories for those constructed by your patron (choose one of the warlock spells you know and replace it with another spell from the warlock spell list). In either case the learned spell must be of a level for which you have spell slots.

## Warrior's Battle Belt

*Wondrous item, uncommon (requires attunement by a barbarian, fighter, monk, paladin, ranger, or rogue; 55 gp)*

While you are wearing this thick leather band about your waist, your resilience is dramatically increased and the effect bolsters your mettle as well. At the end of each long rest, choose Strength or Constitution. You gain a +2 bonus on your next ability check or saving throws that uses the chosen ability score, and a +1 bonus on your next ability check or saving throw that uses the other ability score.

When you take a critical hit, you can use your reaction to expend the magic inside of the belt. The belt becomes a mundane item and the critical hit becomes a normal hit.

## Wizard's Remarkable Gloves

*Wondrous item, uncommon (requires attunement by a wizard; 85 gp)*

While you are wearing these gloves, you know the *mage hand* cantrip. If you already know the cantrip, at the end of a short rest you can choose one creature you can see to learn the *mage hand* cantrip until the end of your next short rest.

When you make an Intelligence (Arcana) check, you can use your reaction to expend the magic inside of the gloves. You have advantage on the check as the energy within it spreads throughout your body and attunes you to the supernatural, imbuing a nuanced understanding of all things mystical. Roll 1d4 and on a result of 2, 3, or 4 the gloves become a mundane item. 🧞