

ENCHANTED TRINKETS

APPRENTICE WIZARDRY & SIDE HUSTLES

THOUGH IT OFTEN RESULTS IN GREAT power and fortune, a wizard's education doesn't come cheap. While some lucky individuals are admitted to one-on-one apprenticeships or to larger academies of learning due to the reputations of their families, their own astounding talent, or a particularly tender-hearted senior mage, many more have to pay for the opportunity with cold, hard coin. For some—particularly those from affluent families—the cost is no great burden but for others it is a crippling expense, and many talented young wizards have been tossed out on their ears because they lacked the funds necessary to continue paying for their educations. Because of this, apprentices are always looking for ways to make whatever they can on the side, and many put their newly learned skills to work towards that end.



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Most of the items below began as ways to make studying easier, often sold by apprentices struggling under the weight of rising tuition costs and usually against the explicit rules of their masters or institutions. Crafty adventurers can often find uses for these enchanted trinkets, and they aren't alone—many young wizards find themselves in well over their heads when they realize that they've been peddling their goods to gangs of thieves, burglars, spies, or other unsavory characters. In such cases, apprentices sometimes depend on their adventurer clients to get them out of trouble, hopefully without their masters or schools discovering what they've been up to.

NEW MAGIC ITEMS

Amulet of the Pleasing Bouquet

Wondrous item, common (cost 50 gp)

Various schools of magic employ all manner of particularly foul-smelling and noxious substances, nauseating some would-be wizards to the point of illness. The first of these enchanted amulets were created to guard against the various stench found in their masters' laboratories and supply closets. Enterprising apprentices quickly saw the value of peddling the enchanted trinkets to the affluent wishing to avoid the stench of the streets however, and now they are commonplace among nobility.

The most typical of these amulets look like pendants though dozens of different styles, varieties, and scents are available for sale. While wearing it, you can spend an action and expend 1 charge from

the amulet to fill your nostrils with pleasing scents for 1 hour. These scents are chosen by the amulet's creator at the time of its crafting.

In more extreme circumstances like a *stinking cloud* spell or troglodyte's stench, you can expend 3 charges as a reaction to have advantage on saving throws against the dangerous smell until the end of your next turn.

The amulet has 3 charges, which it regains daily at dawn. If you expend the last charge, roll a d20. On a 1, the amulet loses its magic and becomes a mundane item.

Box of Bees

Wondrous Item, common (cost 100 gp)

Many apprentices play pranks on one another, some of which can be quite painful—the *box of bees* is a particularly popular example and now sold by those with their own mischievous designs. Each of these wooden boxes is rectangular and approximately 2 inches long. It is usually unadorned, though some boxes seem to have something moving or vibrating inside.

When you speak the command word and use an action to expend 1 charge, the lid slides open and a bee erupts out of the box to harass a creature of your choice within 20 feet. A creature harassed by a bee must succeed on a DC 10 Constitution saving throw at the start of each of its turns for 1 minute. On a failure, the creature makes its next attack roll or ability check with disadvantage.

When you speak another command word and expend all 3 charges, a dozen or more bees swarm out of the box and attack. A creature attacked by the bees must succeed on a DC 10 Constitution saving throw at the start of each of its turns for 1 minute. On a failure, the creature takes 1 point of damage and has disadvantage on attack rolls and ability checks for 1 round.

The box has 3 charges, which it regains daily at dawn. If you expend the last charge, roll a d20. On a 1, the box loses its magic and becomes a mundane item.

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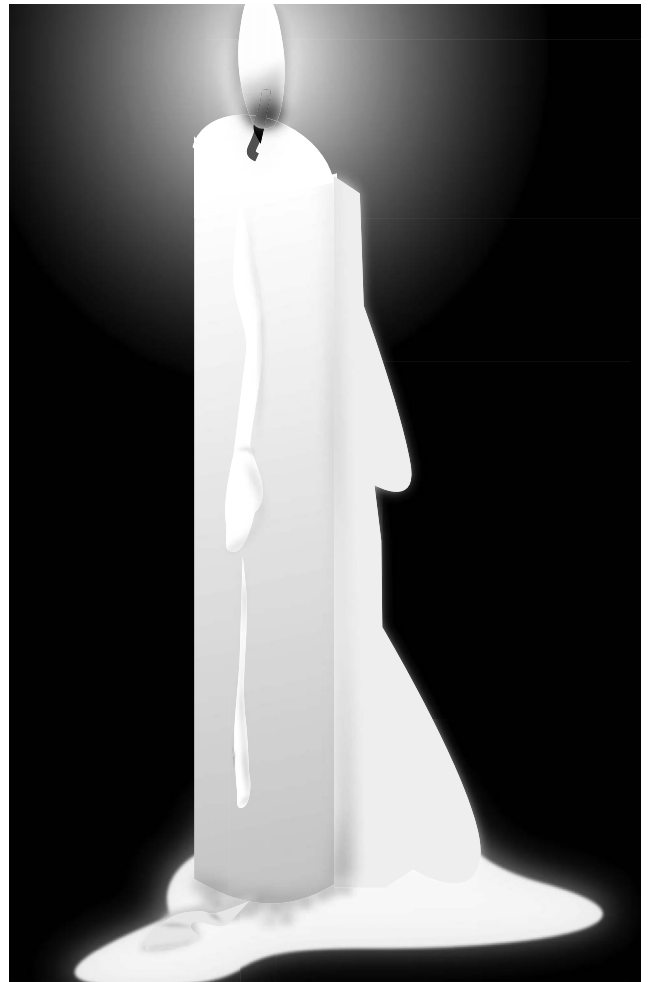
Candle of the Surreptitious Scholar

Wondrous item, common (cost 100 gp)

Initially crafted by wizard apprentices trying not to irritate their roommates, these candles became extremely popular with the thieves and other ne'er do wells that can afford them, helping some less scrupulous novice mages to afford their tuition. When you speak the command word and use an action to expend 1 charge, the candle's flame springs to life. Its bluish flame provides clear illumination within 5 feet and dim light for another 5 feet. The enchantment of the candle is such that the light that it sheds is visible only to you, allowing you to read, write, or engage in other tasks with no penalties from darkness.

By expending all 3 charges at once, you can create an effect identical to the *light* spell except that only you are able to see its illumination.

The candle has 3 charges, which it regains daily at dawn. Each charge is good for 1 hour of illumination, after which the candle winks out. If you expend the last charge, roll a d20. On a 1, the candle loses its magic and becomes a mundane item.



Chime of Muffled Chanting

Wondrous item, common (cost 100 gp)

The language of magic is subtle and difficult to master. Many apprentices spend hours chanting their way through complex contortions of the tongue as they attempt to perfect the vocalizations needed to give life to their spells, often at loud volumes and to the great consternation of those nearby. These resemble simple metal chimes and were created to protect those around them from their incessant mutterings, but when you strike it as an action and expend 1 charge, it emanates a 10-foot radius sphere that muffles sound traveling outside of the area for 5 minutes. Creatures outside the area have disadvantage on Wisdom (Perception) checks that rely on hearing against any creatures or objects inside of the sphere. This muffling effect has enough power and duration for would-be mages to

finish butchering whatever incantation or exercise they're stumbling through, but does not quiet the vocal components of a cantrip, spell, or feature that relies on sound (like a shrieker's shriek).

In more extreme circumstances, the chime is capable of preventing all sound from escaping. When you speak another command word and expend all 3 charges, you can spend an action to strike the chime, causing it to emanate a 15-foot radius sphere that stops all sound from leaving the area for 5 minutes.

In either case, extremely loud noises like a large explosion or the roar of a particularly loud dragon penetrate the sphere and end the effect.

The chime has 3 charges, which it regains daily at dawn. If you expend the last charge, roll a d20. On a 1, the chime loses its magic and becomes a mundane item.

Inkpot of the Thrifty Apprentice

Wondrous item, common (cost 50 gp)

First created by a thrifty apprentice hoping to reduce the weight of material components on her gold pouch, this appears to be nothing more than a small and seemingly mundane pot of ink. When you speak the command word and use a bonus action to expend 1 charge, it fills with enough high quality and particularly durable ink of the color of your choice to fill 50 pages of parchment. This ink is extremely hard to remove from any surface, including cloth or flesh, and often takes many days and washings to clean away.

When you speak another command word and expend all 3 charges as an action, a 15-foot cone of ink erupts from the inkpot, coating anything and everything that it hits. Creatures in the area make a DC 10 Dexterity saving throw. On a failure, a creature is blinded until it spends an action cleaning the ink away from its eyes.

The inkpot has 3 charges, which it regains daily at dawn. If you expend the last charge, roll a d20. On a 1, the inkpot loses its magic and becomes a mundane item.

Library Scarf

Wondrous item, common (cost 50 gp)

Wizard schools are rarely built for comfort and more than one would-be scholar has caught a chill while pouring over inscrutable tomes or stuffy old biographies in drafty libraries in the wee hours of the morning. Given that bonfires are generally frowned upon when surrounded by books, creative apprentices were forced to investigate other means to get them through long nights of studying, resulting in the creation of these enchanted trinkets. Each appears as a simple woolen scarf of whatever color or pattern its creator chooses. When you speak its command word as a bonus action and expend 1 charge, the scarf magically warms you for 2 hours, providing comfort and protection from cold temperatures down to freezing (under more frigid conditions, each charge insulates you for 1 hour.)

In dire circumstances, the scarf can offer more significant protection. When you take cold damage, you can use your reaction and expend 3 charges to gain cold resistance until the end of the round.

The scarf has 3 charges, which it regains daily at dawn. If you expend the last charge, roll a d20. On a 1, the scarf loses its magic and becomes a mundane item.

Listening Quills

Wondrous item, common (cost 50 gp)

Many fledgling wizards find themselves overwhelmed with the workload that's thrust upon them and struggle to find the time for all of their duties. Between studying, projects, and the many chores often required of them, it can be difficult to attend lectures. These enchanted trinkets were one of the many tools created to alleviate the problem and are now sold to more than novice mages. Each resembles a perfectly ordinary writing quill. When you spend a bonus action to speak the command word and expend 1 charge, the quill leaps to life and copies everything said by a target that you can hear within 60 feet. The quill ceases to copy after 1 hour, when the target moves more than 60 feet away from it, stops speaking for more than 10 minutes, or when it runs out of writing surface (usually a long scroll of parchment).

The magic that animates the quill can also be put to slightly more dangerous purposes. When you speak another command word and expend all 3 charges, as an action you hurl it at a target you can see within 10 feet. The quill leaps to life and jabs, stabs, pokes, gouges, and otherwise injures the target for up to 1 minute. The quill attacks once per round on your turn for 1 minute. It has a +3 bonus to attack and deals 1d3+1 piercing damage on a successful hit. When you roll a natural 1 to attack with the quill, it loses its magic and becomes a mundane item. Otherwise, it falls to the ground when its target has moved more than 15 feet away or become incapacitated.

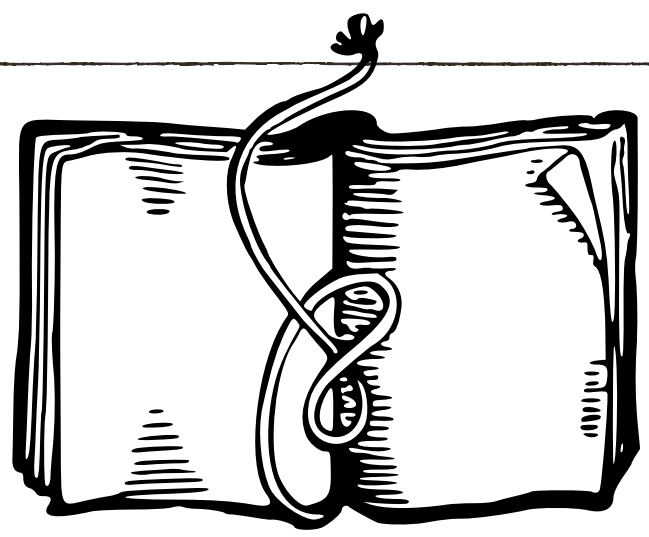
The quill has 3 charges, which it regains daily at dawn.

Tome of the Endless Tale

Wondrous item, common (cost 50 gp)

The stresses of a wizard's education can overwhelm even the most stalwart apprentices without some sort of diversion, which is how these enchanted trinkets were created (first used to distract dormitory guards). Typically resembling a small, worn book with fanciful creatures or locales on battered leather covers, the tome's pages fill with serialized stories that engage and distract the reader. Each tome focuses on a given genre (often romance or adventure) but the stories crafted within the pages are unique to each reader, tailored by the magic from their own imagination and so vibrant that the book's tales seem to come to life in the mind's eye.

Each tome has 3 charges. When you speak the command word and use an action to expend 1 charge, its pages fill with a serial story tailored to the next reader that touches the tome. This story typically takes 1 hour to read, continuing from where the last tale completed.



When you speak another command word and use an action to expend all 3 charges, the story created when the book is opened is particularly engrossing and the reader must succeed on a DC 10 Wisdom saving throw or be enthralled, failing to notice anything that is not directly harmful.

The tome has 3 charges which it regains daily at dawn. If you expend the last charge, roll a d20. On a 1, the tome loses its magic and becomes a mundane item. 🗑️