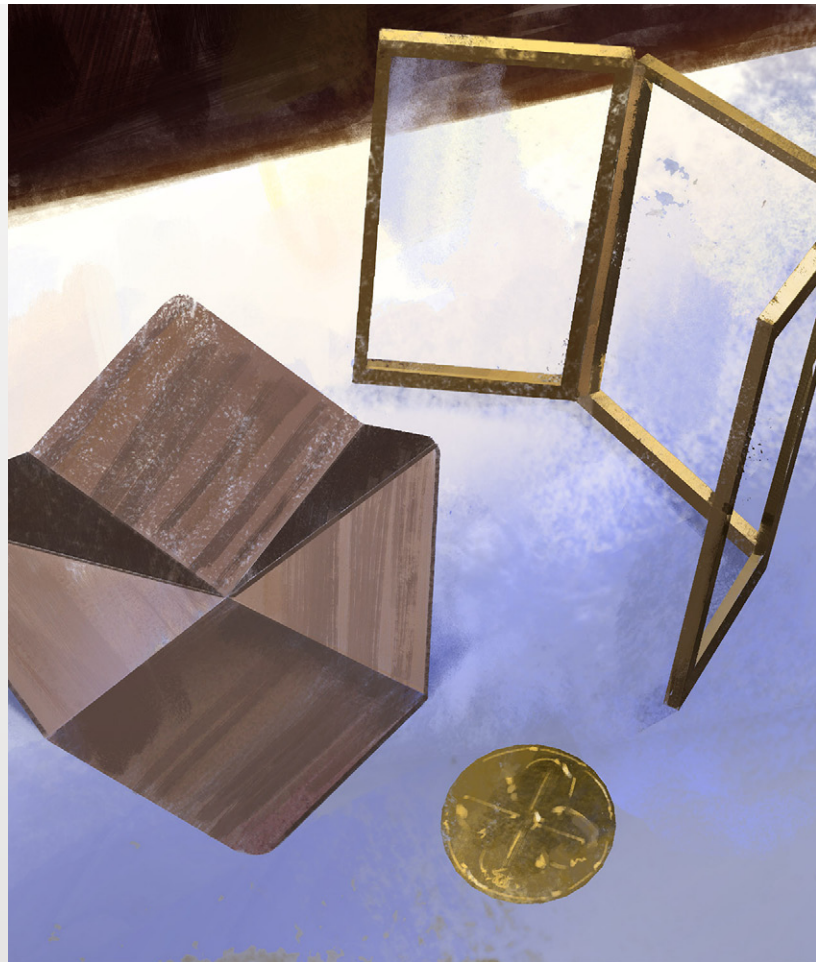


ENCHANTED TRINKETS

ROGUES IN THE HOUSE

FOR OUTLAWS, THE URBAN LOWER classes, and adventurers, magic provides the edge needed to survive another day. Magic costs money however and the wealthy are not caught in such a position. What does one do? Fortunately every market worth its salt has at least one stall selling odds and ends that promise to bring about a touch of luck, help escape a scrape, or just bring a little wonder into one's life.

These enchanted trinkets have a magic item rarity but also a suggested gold piece cost tailored to the item. Most items have a reusable feature and a more powerful feature that exhausts its power permanently.



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NEW MAGIC ITEMS

Cage of Folly

Wondrous item, common (requires attunement; cost 75 gp)

This small silver or gold birdcage traps your bad ideas and puts them on display. When you fail an Intelligence (Arcana, History, Nature, or Religion) check, a little piece of a mechanical bird materializes inside the cage: first the feet, then legs, body, wings, and head. You can immediately reconsider and reroll the ability check. The *cage of folly* can be used once every 24 hours, and recharges at the end of each week.

Once you have used the birdcage five times, the bird sings a mocking song for 1 hour when you fail an Intelligence (Arcana, History, Nature, or Religion) check. If you open the birdcage and let the bird go free, it gives you one piece of good advice about a current problem or question that you face. At the GM's discretion, the advice may give you advantage on one ability check made in the next week. Afterward it flies away as the birdcage loses its magic and becomes a mundane item (though some who have released their birds claim to have encountered them again in the wilds later.)

Charcoal Stick of Aversion

Wondrous item, common (cost 150 gp)

At every level of society—but especially when you're on the bottom—going unnoticed can be a great benefit. Invisibility is one thing but effectively hiding your home and your possessions can be harder. As an action, you can expend 1 charge to draw a large X on one object up to the size of a

normal door. This has no effect on creatures, or objects worn by creatures. Creatures other than you that see the marked object roll a DC 10 Intelligence saving throw. On a failed save, they do not notice the marked object as anything out of the ordinary from its surroundings (such as a blasphemous icon in a church, a barrel of gunpowder in a kitchen, or an unsheathed weapon resting against the wall of a bedroom going unnoticed). On a success, they can interact with the object normally. A creature that remains in the area and is consciously searching for the kind of object that you have marked receives a new saving throw at the end of each minute. A creature interacting with a marked object automatically reveals it to all creatures who observe the interaction. A charcoal mark lasts for 24 hours or until it is wiped away as an action.

Alternatively, you can expend 2 charges to increase the DC to notice the object to 15.

The charcoal has 2 charges and regains 1 expended charge daily at dusk. If you expend the last charge, the charcoal is consumed.

Conch of the Secret Voice

Wondrous item, common (cost 120 gp)

The verbal components of spellcasting present a major problem for magician-thieves in need of total silence. When you cast a spell with a verbal component, you can hold the conch's opening up to your mouth and expend a charge. If you do, the shell completely absorbs the noise of your verbal component and the spell still takes effect.

Alternatively, you can use an action and expend 3 charges to cause the conch to speak with its secret voice. The conch utters the verbal component to the last spell that was cast into it, even in a magically silenced area. The creature holding the conch still expends a spell slot and must provide the somatic and material components.

This conch has 3 charges and regains 1 expended charge daily at dawn. If you expend the last charge, the conch loses its magic and becomes a mundane object (speaking ever after only with the voice of the tides).

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Getaway Boots

Wondrous item, common (cost 75 gp)

Experienced thieves know that the most dangerous bounty hunters can practically track them across open ocean to say nothing of muddy city streets—these supple brown leather boots bring some misdirection into the mix. While you are wearing these boots, your footprints indicate a creature of your type but the race, height, weight, and sex that you choose when you pull the boots on.

Alternatively, you can use an action to end one divination spell currently affecting you. If you do, the boots remove themselves from your feet and make tracks in a different direction. After 1 mile, the boots fall apart into a pile of mundane leather.

Glass Ring

Wondrous item, common (cost 150 gp)

Though glass is expensive and not found in all buildings, breaking a window is a common aspect of burglary—a dangerous part if there are guards to worry about. As a bonus action, you can make the hand and arm wearing the ring pass through a single pane of glass for 1 minute. Objects that you hold in that hand also pass through the glass. If your hand or arm are still through the glass at the end of the duration, you take 1d10 slashing damage as the glass breaks.

Alternatively, when you hit a creature made of glass or crystal with a melee attack using the hand wearing the ring, you can command the ring to shatter. The hit deals an additional 2d8 damage.

The ring has 2 charges and regains 1 expended charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the ring loses its magic and becomes a mundane item.

Legerdemain Gloves

Wondrous item, common (cost 100 gp)

Stage magic may not be as impressive as true wizardry but it can still delight an audience and that's where these supple gray leather gloves got their start, but con artists and thieves find uses for them as well. While wearing both of these gloves,

once per minute you can teleport an item, up to the size of a dagger, from one hand to the other.

The gloves can teleport an item a longer distance, but their magic is forever exhausted in the process. When you wear one glove and another creature within 120 feet wears the other, you can teleport an item up to the size of a dagger into the hand of the creature wearing the other glove. If you do, the gloves dry, crack, lose their magic and become mundane items.

Lockpicks of Memory

Wondrous item, common (cost 150 gp)

It's good to learn from your experiences but even better to learn from someone else's. For a guild of thieves with a legacy of control and access within a city, these enchanted tools are a truly valuable asset. You can use these lockpicks and an action to unlock any lock that the lockpicks have previously opened. The lockpicks twitch in your hands when they come within 5 feet of a lock they have been used to open within the last year.

Alternatively, you can exhaust the lockpicks' magic completely to borrow a skill or memory from a previous user. You can choose to either watch 10 minutes of a previous user's memory (taken from the span of time they had the lockpicks in their possession) or for 10 minutes you can gain one skill, tool, or language proficiency of the previous user. At the end of the duration, the lockpicks rust away to nothing.

Note. The cost listed above is for a relatively recent set of *lockpicks of memory*; at the GM's discretion, older versions may cost much more.

Second-Light Lantern

Wondrous item, common (cost 35 gp)

Many humanoid races have darkvision but some find that this curious lantern (which can be a hooded lantern or bullseye lantern) is worth carrying all the same, particularly scholars and spies who often need the finest possible detail without revealing themselves to others. When you light this lantern, you can expend 1 charge to shed second-light.

Second-light is visible only to creatures with dark-vision and they see the full range of colors in things illuminated by it.

Alternatively, you can expend 1d3 charges to shed a still more specialized light, visible only to those who are touching the lantern's handle. This light lasts for a number of minutes equal to the charges expended.

The lantern has 3 charges and regains 1 expended charge daily at dusk. If you expend the last charge, roll a d20. On a 1, the lantern loses its magic and becomes a mundane item.

Tempest Mantle

Wondrous item, common (cost 50 gp)

Guard patrols don't do their best work in driving rain or bitter cold—because they really want to be somewhere else. This enchanted trinket is very popular with sailors and fishermen, as it can save their lives in the most dangerous environments. While you wear this hooded oilskin mantle, you never have disadvantage on Wisdom (Perception) checks from heavy precipitation.

Alternatively, you can use an action to exhaust its magic. If you do, for 24 hours you ignore the effects of freezing temperatures and you automatically succeed Constitution saving throws against exhaustion while in frigid water. At the end of the duration, the mantle loses its magic and becomes a mundane item.

Tools of the Hidden Hand

Wondrous item, common (cost 30 gp)

Carrying thieves' tools is frequently illegal without a license or certification for locksmithing and

even then can be an unfortunate piece of circumstantial evidence in the courts. As an action, you can alter their shape of these thieves' tools to resemble any one set of artisan's tools. If used for any task related to their new appearance, the illusion fades. The illusion can also be detected by a creature that spends an action inspecting them and succeeds on a DC 13 Intelligence (Investigation) check.

Alternatively, while you are touching these thieves' tools you can command them to truly become whatever type of artisan's tools they are disguised as. You add your proficiency bonus to the first ability check you make with that set of artisan's tools. Afterward the artisan's tools remain in their new form as all magic fades from them and they become a mundane item.

Wand of Cobwebs

Wand, common (cost 150 gp)

A convincing way to cover one's tracks is to create the appearance that an area hasn't been disturbed in a long time. This spindly wooden wand sheds a little dust whenever you touch it. While holding it, you can use an action and expend 1 charge to conjure wispy cobwebs in a 1-foot cube within 30 feet of you that you can see. The cobwebs must be anchored to two solid masses or layered across a floor, wall, or ceiling. The ground beneath the cobwebs is covered with a layer of dust that suggests at least a year of disuse. The cobwebs and dust last until cleared away.

The wand has 10 charges and regains 1d6+4 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the wand disintegrates into a mass of cobwebs. 