

Enchanted Trinkets Arcane Apparel



Couture reaches its pinnacle with this latest line of magical attire from mystical fashion genius Adderley. Perfect for both the highest echelons of society and the deepest dungeons, everyone who's anyone will be wearing something from this new wave of stunning designs.

These enchanted trinkets provide adventurers with fantastic cosmetic enhancements that with some clever application can give them a small functional advantage.



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NEW MAGIC ITEMS

Conservatory Bonnet

Wondrous item, common (cost 15 gp)

This enormous chapeau is covered in tasteful flowers and pins and surrounded by a number of resplendent butterflies constantly fluttering about nearby. This hat generates the illusion of colorful butterflies that gently fly and perch upon it. Any creature who interacts with the butterflies can see through the illusion with a DC 10 Intelligence (Investigation) check.

Dancing Suit

Wondrous item, uncommon (requires attunement; cost 90 gp)

There’s now no need to feel nervous when approaching the dance floor—with Adderley’s new *dancing suit* even the least coordinated bachelor can confidently waltz the night away. While wearing this fine black suit, you gain advantage on any Dexterity (Acrobatics) or Charisma (Performance) checks made to dance. You can use a bonus action and the suit’s magic to grant you advantage on Dexterity (Acrobatics) checks unrelated to dancing until the end of your next turn. For the duration your speed is reduced by half as you include superfluous dance steps as part of your movement. Once you have used this property, it can’t be used again for 1 hour.

Discreet Petticoat

Wondrous item, common (requires attunement; cost 80 gp)

Need to carry something to a party but don’t want the hassle? This elegantly tailored coat hides a small extradimensional space in an interior pocket on the chest. This pocket space can house a single object no longer than 2 feet in any dimension. The object can be easily retrieved by using a bonus action to reach into the pocket.

Gossip Earring

Wondrous item, uncommon (requires attunement; cost 100 gp)

The days of wondering what the socialites across the room are chatting about have come to an end!

This brass earring is sculpted into the shape of whispering maidens. Whenever a creature says your name while within 100 feet the earring activates, transmitting the creature's words as a hushed whisper into your ears until it has gone at least 1 minute without saying your name.

Hat of Grand Entrances

Wondrous item, uncommon (requires attunement; cost 35 gp)

Step into the room and make a grand entrance! This top hat is embroidered with figures of trumpet players in full regalia. By speaking a command word, you can cause the figures to magically and loudly herald your arrival with trumpet blasts, followed by a speech announcing your name, titles, and any of your major accomplishments. You can alter this speech beforehand by giving any special instructions to the hat before speaking the command word. Once used it can't be used again for 10 minutes.

Immaculate Handkerchief

Wondrous item, common (cost 35 gp; cost 50 gp if monogrammed)

The need to carry a soiled handkerchief has passed! The *immaculate handkerchief* quietly and discreetly burns away any indiscretions. When the *immaculate handkerchief* is completely wrapped around a substance or object equal to or less than 1 cubic foot and the command phrase is spoken ("pardon me"), the *immaculate handkerchief* starts burning away its contents. The object or substance takes 1 acid damage at the end of each minute until the *immaculate handkerchief* is unfolded or its contents are completely dissolved, leaving only a fine lemony scent.

Intuitive Hairband

Wondrous item, common (cost 30 gp)

This stylish black hairband lets the world see how you really feel! While wearing the *intuitive hairband*, your hair changes color depending on your emotional state: red for angry, blue for sad, gray for depressed, and so on (the full range of colors and their meaning are at the GM's discretion).

Ioun Sequins

Wondrous item, common (requires attunement; cost 10 gp)

Glitter and glow within your very own shimmering constellation of *ioun sequins*. Each set of *ioun sequins* contains a dozen pebble-sized stones of any imaginable color and gem cut.

When you use an action to toss this set of stones into the air, the stones orbit your head at a distance of 1d3 feet. Thereafter, another creature must use an action to grasp or net a stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stones, ending their effect.

Each stone has AC 24, 10 hit points, and resistance to all damage. Each stone is considered to be an object that is being worn while it orbits your head.

While orbiting your head, each *ioun sequin* glows the color of its stone, providing dim light in a 10-foot radius.

Maiden's Gloves

Wondrous item, uncommon (requires attunement; cost 55 gp)

Do they or don't they? Take the guesswork out of choosing a dance partner! While wearing the elegant white elbow length *maiden's gloves*, if you physically touch both gloves to another creature you telepathically learn if that creature is attracted to you and if so, how strongly.

Masquerade Makeup Kit

Wondrous item, common (cost 45 gp)

Why wear a flimsy mask to a masquerade when you can don a magical disguise instead? A *masquerade makeup kit* is made up of various mundane creams, powders, and paints that function as a disguise kit with one additional pot of magic powder.

Whenever you use the kit to change someone's appearance, you may add a dash of the magic powder. When applied, the magic powder creates an illusion that causes whatever change was made to appear real whether that be animalistic features, gender changes, age changes, or something else. Any creature that

physically interacts with the disguise recognizes it is an illusion with a successful DC 12 Intelligence (Investigation) check.

The *masquerade makeup kit* holds enough magic powder for 5 applications. Once these are expended it functions as a normal disguise kit.

Necklace of Quips

Wondrous item, common (requires attunement; cost 10 gp per gem)

Never be caught off guard by a cutting remark again—get this elegant necklace and always be prepared with a timely comeback or witty turn of phrase. The necklace of quips has up to 5 gems that glow dimly orange upon your chest. When you are making a Charisma (Persuasion) check or a Charisma (Intimidation) check you may grasp one of the gems as a bonus action. If you do, you gain advantage on that check as the magic reveals the perfect thing to say and the gem's glow darkens as its enchantment is consumed. Once all the gems have been used, the necklace loses all magical qualities and reverts to a simple piece of costume jewelry.

Opera-Goer's Guise

Wondrous item, uncommon (requires attunement; cost 95 gp)

Love appreciating operas from the world over but unable to understand beautiful songs from foreign lands? This dashing filigreed white mask translates a song's meaning directly into the wearer's mind! When wearing the *opera-goer's guise*, you can magically understand any language so long as it is sung. The *opera-goer's guise* has no effect on written or spoken words.

Paradise Parasol

Wondrous item, uncommon (requires attunement; cost 125 gp)

This small red parasol ensures the perfect stroll for the lord or lady beneath it. When held upright, the *paradise parasol* creates a sheltered area that fills a 5-foot square to the height of the parasol's canopy (maximum 10 feet). Any creature in the sheltered area experiences a pleasant room temperature regardless of the surrounding temperature. Any nonmagical

wind or precipitation (such as rain or snow) diverts around the sheltered area as if the sheltered area were a solid wall.

Prismatic Gown

Wondrous item, uncommon (requires attunement; cost 90 gp)

Adderley had trouble deciding on this year's new style, so he chose all of them! While it always remains perfectly fitted to the wearer, this ballroom gown constantly shifts between thousands of colors, styles, cuts, and patterns. While wearing a *prismatic gown*, you gain advantage on all saving throws made for the effects of the *color spray*, *prismatic spray*, and *prismatic wall* spells due to the odd prismatic magic woven into the gown.

Shoulder Dragon Brooch

Wondrous item, uncommon (requires attunement; cost 100 gp)

Shoulder dragons are all the rage this year but why deal with all that upkeep and feeding? Adderley's new *shoulder dragon brooch* creates a stunning image of the dragon of your choice and onlookers will never know the difference. Once attuned, you can imagine up to one dragon of your choice and a Tiny-sized illusion of it appears on your shoulders. The dragon looks lifelike, occasionally flying, snapping at insects, and generally behaving dragon-like. This illusion does not hold up to physical scrutiny and any creature who physically interacts with the dragon sees through the illusion with a successful DC 12 Intelligence (Investigation) check. You can dismiss the illusion as a bonus action.

As a bonus action, you can have your dragon illusion attack a creature within 5 feet of you. That creature must make a DC 12 Dexterity saving throw, taking 1d4 damage of a type of your choice (fire, lightning, cold, or acid) on a failed save or half as much on a successful one. Once you have used this property, it cannot be used again for 24 hours.

Storyteller's Fan

Wondrous item, common (cost 35 gp)

Has attention waned? Keep guests entertained and enthralled with the *storyteller's fan*! This lace folding fan is engraved with characters from a popular legend

or romantic love story and when you fan yourself with it they magically animate to create a rotoscoping effect. The characters act out the key scenes of their story for up to 1 minute before returning to their starting positions and looping if fanning continues. The animated characters are fascinating, and creatures who can see this animation have a -3 penalty to their passive Perception for observing anything but the fan.

Tailored Suit of Armor

Armor (leather), common (requires attunement; cost 100 gp)

For the debonair gentleman or sophisticated lady who wishes to attend the ball in something respectable but still retain the safety of mind that armor provides, this set of leather armor bears an illusion that makes it look like a finely-tailored suit or dress. This illusion does not hold up to physical scrutiny and any creature who physically interacts with the armor sees through the figment with a successful DC 10 Intelligence (Investigation) check.

Traveler's Humidor

Wondrous item, uncommon (cost 65 gp)

A gentleman deserves to enjoy a fine cigar regardless of his distance from the comforts of home. This small silver cigar case unfolds to reveal a full humidor measuring 2 feet to each side (8 cubic feet of space) when a small button is pressed. The humidor can hold up to 20 pounds and its interior is lined with cigar holders at the correct humidity and temperature for storing cigars. Pressing the button a second time returns the humidor to the size of a small cigar case. The humidor weighs 1 pound regardless of its contents when refolded.

Unfettered Cufflinks

Wondrous item, common (cost 15 gp)

Want to dance at the soirée but are too busy carrying drinks and hors d'oeuvres? With Adderley's new *unfettered cufflinks* never be caught without an open hand ever again! While wearing this pair of silver cufflinks, you can touch a cufflink to an object weighing no more than 2 pounds and speak the command word. That object floats suspended 6 inches from the cufflink until



grasped or the command word is spoken again. Each cufflink can suspend up to 1 item at a time. Objects suspended in this way keep their orientation with regard to the ground, not the cufflinks, meaning any open containers or platters do not spill their contents.

Unspoiled Slippers

Wondrous item, uncommon (requires attunement; cost 150 gp)

These fetching slippers never get dirty, magically repelling any liquid or small object that could stain or otherwise attach to them. While wearing *unspoiled slippers*, you are immune to difficult terrain or other effects caused by slicked or coated surfaces, such as the *grease* spell, icy surfaces, caltrops, or broken glass. 