

Enchanted Trinkets

Thanks for the Memories



Whether simple trinkets or mighty artifacts, magic items require something special to imbue them with a spark of the fantastic. Most enchanters use the magical energies at their beck and call, but others provide more personal ingredients. The trinkets presented here came into existence when their creators imbued them with a portion of their own memories.

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Each item provides a minor magical effect, but a user can unlock the memory inside to gain a greater benefit as well as a glimpse of another person's past.

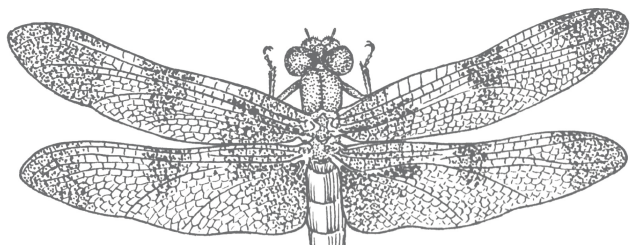
NEW MAGIC ITEMS

Alliance Rings

Ring, uncommon (requires attunement; 125 gp each)

These matched glass rings shimmer from a stitch of eldritch energy that runs through their center. They contain some residual memories of the cleric and paladin who originally wore the bands, relying on the enchanted jewelry as much as each other through many adventures together. When you and another creature attune to the rings, you each gain the ability to sense your approximate distance from one another. You also receive a slight jolt when the other ring wearer drops to 0 hit points.

When the other ring wearer takes damage, you can use your reaction to concentrate and rotate the ring. When you do so, both you and the other ring wearer receive an image of an elderly paladin giving up her life to shield her cleric companion from enemy arrows. The effect, spell, or weapon's damage dice are rolled twice and use the lower result. After used in this way, the energy in each ring disappears and they both become mundane items.



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Amber Wings

Wondrous item, uncommon (requires attunement; cost 250 gp)

This minute pair of amber dragonfly wings holds the memories of a native of the Feywild who befriended several insect companions. You can speak with insects when carrying the wings in your hand or wearing them as a piece of jewelry. When you speak the name of the fey creature whose memories lie within the wings, you briefly experience the sensation of flying atop a giant dragonfly. For 1 minute after speaking the name, you can glide up to 60 feet per round. This functions as though you have a fly speed of 60 feet, but you can only travel horizontally or on a downward slant. The wings crumble to dust after the gliding effect ends.

Coin of Avaricious Greed

Wondrous item, uncommon (requires attunement; cost 300 gp)

This weathered platinum coin sits in a metal casing that sits flush with its rim. Inside is a fragment of memory from a gnome jeweler who knew only too well that greed can turn the hearts of mortals. When you hold the coin in the palm of your hand, you gain advantage on Charisma (Persuasion) checks you make as long as you make the promise of payment to the target and sincerely intend to make good on that assurance.

When you speak the command word, the coin spins rapidly in its rim. At this point, every creature within 20 feet hears a voice whispering old Gnomish proverbs about gold and greed. You recall the memory of when one of the gnome's friends took on a violent job for the promise of coin, then choose a creature that can see the *coin of avaricious greed*. That target must make a Wisdom saving throw or attack one creature of your choice for 1 minute. The target can make a new Wisdom saving throw at the end of each of its turns to end this effect. If you give the *coin of avaricious greed* to the target before the effect ends, the target does not realize it was enchanted. Regardless of the final outcome, the *coin of avaricious greed* loses its magic and stored memory after being used in this manner.

Emerald Egg

Wondrous item, uncommon (requires attunement; cost 250 gp)

About the size of a human fist, this egg shines like a well-polished emerald yet feels leathery to the touch. When you attune to this item, the egg rattles as though about to hatch whenever you are exposed to poison of any kind. When exposed to poison, you have advantage on Constitution saving throws to resist it. Only one creature per day can use the egg's magic in this way.

The egg has resistance to all types of damage unless deliberately broken by the person attuned to it. You can spend your action to crush the *emerald egg* and unleash the memory inside. When you do, you briefly relive the memories of a green dragon wyrmling defending its siblings from a band of greedy adventurers. You can then expel poisonous gas in a 15-foot cone. Each creature in the area must make a DC 14 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. Once crushed the egg's magic fades, leaving the remnants of its shell a dull olive green.

Ever-Shifting Map

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

Created by a dwarven prospector who made it his life's goal to map out as many of the deepest dungeons and tunnels as he possibly could, this tattered piece of parchment has an ever-changing display of words and diagrams on it. When you attune to the map, the words change to the language of your choosing. Whenever you examine the map, you can immediately find north no matter where you are, so long as you are in a plane that has traditional cardinal directions.

When you speak a command word etched on the back corner of the map while you are underground, you recall the memory of the dwarven prospector embarking on what he feared to be his last expedition, delving so deep that he thought he might never return. When this happens, the map shows you the direction to the largest cache of treasure (measured in number of coins and jewels) within 1

mile. The map shows you passageways relevant to your destination and gives you advantage on ability checks to find secret doors, but does not note the location of monsters or traps. The information on the map disappears after your next long rest, at which point all writing disappears from the parchment and it becomes a mundane item.

Figurine of Shared Affliction

Wondrous item, uncommon (requires attunement; cost 300 gp)

This small wooden figurine was crafted as a special totem used by a healer whose magic allowed him to absorb other people's afflictions into his own body. The item changes shape, taking on your rough appearance when you attune to it. While carrying the figurine on your person, you have advantage on the first Wisdom (Medicine) check you make to treat a disease or poison. Only one creature per day can use the figurine in this manner. When you successfully treat an affliction, the figurine takes on a sickly visage as it absorbs the disease or poison. The *figurine of shared affliction* grants no benefits until it returns to its normal appearance at the end of your next long rest.

When you would be reduced to 0 hit points, you can spend your reaction to relive the last memory of the healer who created the totem, in which he gave his life to absorb a deadly illness that infected his niece. When this happens, for the next minute you have advantage on death saves. The figurine shows the effects of the attacks you've suffered in gruesome detail before reverting to a featureless wooden carving and losing its magic forever.

Flute of the Forgotten Feast

Wondrous item, uncommon (cost 200 gp)

This simple clay flute features crude etchings of berries and twigs along its barrel. The instrument holds memories of a druidic traveler who attended a fey feast and it sends a warm feeling to anybody who plays a jaunty tune on it. Once per day, you can spend your action to concentrate on the flute. Doing so grants you advantage on Charisma (Performance) checks for 1 hour.

By playing a complex series of notes on the flute, you can recall the specific tunes played by satyrs at the feast and channel some of that fey magic. Choose one creature that can hear you and make a Charisma (Performance) check opposed by the target's Wisdom saving throw. On a success, you charm the target for the duration of your performance and 1 minute afterward. The flute's magic fades after being used in this manner, although it still functions as a normal musical instrument.

Ivory Knights

Wondrous item, uncommon (requires attunement; cost 175 gp each)

These two ivory figurines look as though they belong with a chess set. If you and one other person hold one of the knights, you can use an action to whisper in the ear of the game piece to communicate with creature holding the other (as the *message* cantrip).

If you and the person carrying the other figurine hold your game pieces to your hearts while within 120 feet of each other, you share a remembrance of two over-matched knights rushing into battle to save their queen. Within the next minute, each of you can use an action once to teleport to any point between your current positions. You each can teleport once, after which the figurines lose their power.

Jade Tiger

Wondrous item, uncommon (requires attunement; cost 250 gp)

This jade figurine carries the memories of a weretiger that spent years tracking and hunting its prey under the light of the jungle moon. When you attune to the item and keep it on your person, you have advantage on Wisdom (Survival) checks to find and follow tracks for up to 1 hour per day.

When you speak the *jade tiger's* command word, you vividly recall one of the weretiger's most challenging hunts. For the next minute, you can use a bonus action to make a Dexterity (Stealth) check to hide immediately before or after you take the Attack action. The *jade tiger's* magic forever fades away after being used in this way.

Mask of the Eagle Queen

Wondrous item, uncommon (requires attunement; cost 500 gp)

Adorned with eagle feathers and small diamond chips, this mask carries traces of memories left behind by an eagle who found herself transformed into a human woman due to an unexpected magical surge. While attuned to the item, you have advantage on Wisdom (Animal Handling) checks when dealing with birds.

You can pluck the feathers from the mask as an action, recalling memories of when the spell upon the eagle wore off and she took flight as a bird once more. When you do so, you transform into an eagle (as the druid's Wild Shape). You remain in eagle form for 1 hour, until reduced to 0 hit points, or when you use a bonus action to dismiss the effect. Afterwards the diamond chips in the mask lose their luster and the item becomes a mundane, ordinary-looking mask.

Plague Doctor's Mask

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

This waxed leather mask covers an entire humanoid face and resembles the beak of a bird. A pair of glass lenses allow the wearer to see through it and the bill provides a constant smell of lavender to whoever wears it. While attuned to the *plague doctor's mask*, you have advantage on Constitution saving throws against diseases.

When you spend your action to concentrate and inhale the fragrance inside the mask, you recall memories from the brilliant surgeon who created the item. This renders the mask nonmagical but allows you to recall the details of a particularly dangerous case. You have advantage on Wisdom (Medicine) checks made to treat any single nonmagical disease of your choice until the end of your next long rest, at which point the memories vanish. 🦠

