

HALFLING SUBRACE: KENDER

MIXED BLOOD

Kender are the result of a union between a halfling and a gnome, always physically resembling their halfling parent but having the same natural bent towards curiosity as their gnomish guardian, and are almost always raised in halfling communities. As a result, kender grow up like most halflings, incredibly community oriented and ultimately well meaning. However, their gnomish predilection for curiosity and the occasional prank mark them as stalwartly more Chaotic than the rest of their generally Lawful community.

Because of their rather incompatible mixed blood, kender cannot bear children of their own.

PERMANENT YOUTH

Another stark difference between kender and the average halfling is their youthful appearance and behavior. No kender ever appears to age past 14, with few looking much older than a small 11 or 12 year old human. They have a childlike naivete and an innate wonder of the world that few ever lose. They also have a rather stunted emotional growth - kender never really understand romance. When they take a life partner it's more a ceremonial recognition of a true lifelong friend than a marriage.

MAGPIE TENDENCIES

Occasionally to the ire of other races, kender have a very loose concept of ownership. Save for family heirlooms, important personal items, or certain essential gear, kender see nothing wrong with "borrowing" items without asking. They also have a love of all things shiny and interesting, though once inspected, they have no use for something they've already looked over once. They do have an unfortunately short attention span, however, and often put things in their pockets without thinking if they become distracted. They have no compunction of giving such things back to those who ask for them, though, as they never intended to keep the item in the first place.

That said, Kender are ultimately kind, and while childlike and naive, they're not ignorant or unteachable. If someone asks a kender to keep away from their belongings, the kender will do their best to comply, or at least ask first before inspecting an item - often, their gnomish parent warned them that many races would not be so keen on "sharing" as other halflings, so requests like these rarely shock a kender. However, if an item of interest is left unintended and you could swear you left it by the fire, you know who to ask first.

WANDERLUST

Many, though not all, kender experience "wanderlust" in their early 20s. Sometimes, this desire for travel can be sated by visiting a large city, or traveling around one Autumn and enjoying a number of local harvest festivals. Other times, a kender's wanderlust urges them farther into more daring locales and roles.

These are the kender that become adventurers, though the exact nature of their unbidden desire varies wildly from person to person. Some might simply wish to explore some ancient ruins and follow the path of a dungeon delving rogue. Others wish to sate their curiosity in the libraries of arcane universities and unlocking the powers of a wizard. Others still might seek a higher calling, exploring the churches and temples across the world and trying to follow the path of a cleric in worship of a god they favor. A stout few do become fighters, seeing sparring as just another sport.

KENDER TRAITS

Along with the halfling traits, kender also have the following:

Ability Score Increase: Your childlike charm and wonder lend you a charming demeanor and a willful personality. Your Charisma Score increases by 1.

Keen Eyes: Ever on the lookout for something interesting, you more easily notice when things are amiss or unusual in your surroundings. You gain +2 to your passive perception, and are proficient in the Investigation skill.

Kender Pockets: Always looking around and inspecting, kender are bound to stuff things into their pockets throughout the day and then immediately forget once distracted again. You may roll a d4 at any time you are in need of a piece of nonmagical equipment that you could reasonably fit into a pocket. On a 4, you produce the item you were looking for after one minute of rummaging.

Kender Gifts: Kender possess a limited amount of their gnomish parent's ingenuity, as well as a small amount of magic. A kender inevitably discovers how to craft two minor magical items - the kender pouch and the kender bangle, listed below.

Kender Pouch: A kender possesses a pouch that generates a minor, largely useless (but entertaining or interesting to the kender) and sometimes magical item every dawn. Roll a percentile die on the Kender Pouch table to determine what item you get every day. Any item generated by the pouch disappears when a new one is created.

Kender Bangle: Somewhat more useful than the pouch, a kender owns a bangle that they can craft small charms for. These charms contain a minor but useful magical affect, and can only be used once each, or last 1d4 days, before they break unless otherwise stated. A charm can be made of any material that can hold a shape, and a kender may have 3 charms on their bangle at a time. It takes 1d4 hours to craft a charm as the kender hyper-focuses, which can be done during a long rest. A kender may attempt a DC 15 Wisdom saving throw to create a functional charm in only one hour, which can be done on a short rest, but a failed save makes results in a nonmagical charm and wastes the time that could have been used to take any other actions during that short rest. Kender are inspired randomly when crafting, but innately know the end function of whatever charm they craft. Charms are only able to be activated by the kender. When crafting a charm, roll on the Charm Table to find out what you created. If the charm has an effect for a class you do not have levels in, reroll that charm.

KENDER POUCH TABLE

d100 Interesting Item

- | | | | |
|--|---|--|--|
| 1 A beautifully crafted silver pocket watch that works but the hands tick backwards. | 16 A set of six sided dice with funny pictures on each of the faces | steel, which has numerous rods sticking out of it. Twisting the rods in a particular order allows them to be removed, and reveal a trinket inside. | words "So you think you're smart do you? Bugger off." written on it. |
| 2 A crystalline ring in the shape of a dragon that changes colors. | 17 A spool of thread that coils up when you touch the spool. | 30 A glowing orb that has a hidden button on it. Pressing it reveals several smaller orbs inside, which escape the orb and start to orbit it, like planets around a star. Pressing the button again causes the spheres to retreat back into the glowing one. | 38 A ship in a bottle suspended above water that sloshes and froths rhythmically, regardless of whether or not it is moved or shaken. The ship bobs in the water cheerfully. |
| 3 An enchanted jar that holds a little gelatinous cube, which eats any material you drop into it. | 18 A stone that is deceptively soft and squishy. | 31 A pewter figurine of a pegasus with a switch underneath it. Flipping the switch causes the pegasus' wings to flap in unison. | 39 A petrified giant's toe that keeps shifting color between the different species of giants. |
| 4 An ornate wooden music box that can play any song of your choice at the cost of 1 gold piece | 19 A small flute that plays the same note no matter how you blow into it or what holes you cover | 32 A honeycomb intricately carved from marble and polished to a fine finish. | 40 A series of small glass spheres connected by glass beams. Each one has a different miniature creature suspended in time. There's a Beholder, a Red Dragon, a Chimera, an Aboleth, and a Minotaur. |
| 5 A hyper realistic looking wax apple that returns to its original state after being bitten. | 20 A gold ring where the gemstone levitates out of the socket, following wherever the ring goes | 33 A jade figurine of a lion. Pulling the tail causes the lion to roar. | 41 A strangely shaped piece of whittled driftwood with dozens of holes in it. When the correct hole is blown into, it mimics the sound of the ocean |
| 6 A Copper ring that disappears every few minutes, only to reappear the on the finger it was put on. | 21 A metal fork but the prongs move occasionally | 34 A box with a small metal cube inside. The cube melts at the temperature of human skin, so when held, the cube melts, but when exposed to cool air, it solidifies again. | 42 A stein decorated with a design depicting a fearsome kraken tearing a ship apart during a tumultuous sea voyage. Golden threads decorate the bottom of the design and line the polished metal lid of the stein. |
| 7 A human tooth, carved in the shape of a heart kept in a little glass bottle | 22 A small statue of a god that glows when near gold | 35 A necklace with five interlocking golden rings integrated into the chain. Each ring is surrounded by tiny semi precious gemstones. | 43 A large button with a monarch butterfly on it. |
| 8 A bag of different colored rocks of various shapes and sizes | 23 A ring that turns the finger it's on invisible. | 36 A sturdy leather cord tied into an intricate knot that writhes in the hands of the holder | 44 A smoking pipe that lights itself when plant matter is put into it |
| 9 A small drawing of a young man chopping wood that changes every once in awhile. | 24 A dodecahedron made of glass that when activated projects a night sky, complete with shooting stars and constellations. | 37 A dwarven brass puzzle cube with runes on it. Numerous rectangular pieces are interwoven with each other, and need to be moved in a particular order to take it apart. A small sphere with the | 45 A crystal hanging from a silver necklace. The crystal changes color depending on the wearer's mood. |
| 10 A tiny pebble that inexplicably weighs 20 pounds | 25 A chess board that magically moves the pieces when issued commands | | 46 A spoon, in which the head of the spoon is connected to the handle with a chain |
| 11 A feather that turns black when dipped in water | 26 A golden egg that wobbles every once in awhile (After an hour of being attuned to it, a random pet pops out, which is friendly to the holder) | | |
| 12 A wooden hand with the ring finger missing and tries to make animal shapes | 27 A deep indigo colored sapphire, which holds a raging thunderstorm inside of it. Dark grey clouds shift inside the gemstone, and flashes of lightning streak across them from time to time. | | |
| 13 An acorn with a little green sprout that retreats when exposed to sunlight. | 28 A set of dice, each made from a different precious gemstone | | |
| 14 A clay tablet with indecipherable symbols | 29 A sphere made of | | |

d100 Interesting Item

- 47 A ram's head made from lead that unexpectedly floats on water
- 48 A small vial of sparkling water. It smells vaguely of a different fruit every time you uncork it.
- 49 A heavy, cast iron frying pan with magical runes on the handle that never overcooks or burns food placed into it
- 50 A tiny stuffed animal made to look like a pitch black leopard. Its eyes glow in the dark.
- 51 A creepy porcelain doll that whispers to you while you sleep
- 52 A gilded thimble with a golden needle tied to it with thread
- 53 A deck of playing cards in which each card has an arbitrarily large number of symbols on it as opposed to the typical 2-10 of each suit. It includes cards like the 28 of clubs, the 132 of spades, and the 69 of diamonds, which has the word "Nice" written in tiny letters at the bottom of the card.
- 54 A coin that when flipped remains suspended in the air, spinning indefinitely until it is grabbed again.
- 55 A white cube that turns red and emits a loud noise when within 5 feet of a fire
- 56 A holy symbol that when a certain part of it is pressed, reads a prayer aloud.
- 57 A ball bearing that rolls back to the owner when thrown, defying gravity if it needs to.
- 58 A rectangular prism with 16 buttons on it, each a different color. Pressing them causes a pleasant ringing noise like that of a bell. The pitch increases as you press the buttons from left to right.
- 59 A pewter dragon wrapped around a metal cylinder. When the bottom of the cylinder is twisted, the head of the dragon produces a flame
- 60 A compass that always points to you
- 61 A miniature wind-up lead soldier
- 62 A pocket sized book that shows a different story depending on whether it is read upside down and right side up
- 63 A crumpled scrap of parchment. Every hour, an inspirational message magically appears on it.
- 64 A rounded pyramid made of polished granite that is inexplicably slippery and hard to pick up and hold.
- 65 A pin cushion in the shape of a heart. 1d6 + 6 pins are pushed into it.
- 66 A leather cord which holds a tooth from numerous different creatures, including a beholder
- 67 A marble statuette of an angel holding an urn. Water trickles from the urn indefinitely.
- 68 A silk handkerchief with delicate embroidery and stitching that depicts a golden sun
- 69 A fruit flavored hard candy that never dissolves, wrapped in thin parchment. When taken out of your mouth, the candy dries instantly and can be rewrapped without evidence of having been eaten before.
- 70 A pouch of three dimensional shapes that magically adhere to each other, allowing for them to be stacked in various shapes and designs. Applying a little bit of force allows you to pull the shapes apart.
- 71 A silver bell that when shaken, produces no noise despite having a clapper.
- 72 A length of string that magically ties itself into knots only to untie itself later.
- 73 A mirror that shows the reflection of the player as if they were the opposite gender.
- 74 A series of 5 vials in a wooden box, each filled with a bright green liquid. 4 of them contain a sweet tasting liquid, and one of them contains a horrid and acrid liquid that deals 4d6 poison damage when consumed in any quantity. They can only be distinguished by taste. The box reads: "Game of Chance".
- 75 A pouch of cubes that when dissolved in water, turn the water into a tasty broth.
- 76 A jagged, misshapen, and translucent stone with a sprig of mint suspended inside. It smells faintly of peppermint.
- 77 A well made hourglass with no sand inside.
- 78 A small metal box filled with exotic foreign coins
- 79 A large leg bone of an unknown beast, surrounded by teeth marks.
- 80 A snowball that refuses to melt. When thrown, it reappears in the player's hand 6 seconds later.
- 81 A throwing knife that always strikes the target hilt first
- 82 A large jar that contains a bubbling red liquid which produces no heat. When the jar is opened, the liquid disappears
- 83 A bundle of dried insect wings that flutter slightly when held between your fingers, wrapped in a bundle with twine
- 84 A reinforced slingshot that requires immense strength to pull back. The slingshot has a range of (150/600), requires a Strength of 18 to use, and deals 1d10 points of bludgeoning damage on impact.
- 85 A metal goblet that when filled too high, empties the contents of the goblet.
- 86 A five leaf clover
- 87 A tiny vial filled with a clear liquid. A label on the front reads: "Lobster Tears". It tastes briny.
- 88 A bundle of crumpled papers, each having a partially completed love poem on them. Most of the words are scribbled out and are illegible, but the intended recipient appears to be a woman by the name of Neurelia.
- 89 A small stuffed kitten that mewls when you pet it
- 90 A journal that insults the person who opens it
- 91 A metal disk that depicts writhing tentacles. The rim of the disk has the word "NEVINYRRAL" on it.
- 92 The skull of a bird with an iron nail driven through it that points towards the nearest water source.

d100 Interesting Item

- 93 A smooth stone, that when whispered to, retains the words given to it. Putting it up to your ear reveals that the stone will repeat what was whispered to it until a new message is given to the stone.
- 94 A small clay vase that is beautifully decorated with flowers that continuously bud and bloom.
- 95 A curious looking leaf that curls up when touched
- 96 A jar of animal fat that shimmers when shaken.
- 97 A small treasure chest, which has another identical one inside of it, which has another identical one inside of that one, which has another identical one inside of that one as well. The final treasure chest is empty
- 98 A metal rod decorated with gilded lightning bolts that makes your hair stand up when held
- 99 A petrified human hand with six fingers on it that tells the hour in sign language
- 100 A pair of glasses that blind the wearer, but the glasses telepathically describe what the wearer would see to the wearer.

KENDER CHARMS

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d100 Charm + Affect

- 1 Glowing Swarm- Magical glowing bugs the size of gnats will assist finding things. +3 to investigation, -3 from stealth.
- 2 Divine Shell- May expend the charm to take half damage from an attack as a reaction to being hit by any attack.
- 3 Frostbite/Flametounge/Shockscar/Unholy/Blackhorn Shell- May expend the charm to deal 1d6+1 cold/fire/lightning/necrotic/piercing damage as a reaction to a melee attack hitting you.
- 4 Soulbound Fortitude- A hit that would take you to 0 hp or lower instead takes you to 1 hp, expending the charm in the process.
- 5 Shaman Stone- Upon casting a damaging spell, flip a coin. On heads, the spell deals an additional 1 force damage.
- 6 Bloodseeker's Talisman- Dealing damage with a critical hit heals you 1d4 hp.
- 7 Sprintmaster- Movement speed increased by 5 feet.
- 8 Dashmaster- If you use your action to dash, you may expend your bonus action to gain an additional 10 feet of movement.
- 9 Furious Wind- Can make a melee weapon attack as a bonus action when using the dash action, expending the charm.
- 10 Lifeblood Heart- Grants the wearer additional hit points equal to the maximum outcome of their base hit die (6 for a wizard, 10 for a ranger, etc.). The charm breaks when the hit points have been expended.
- 11 Blood Fury- When your health falls below the maximum outcome of your base hit die (6 for a wizard, 10 for a ranger, etc.), the charm is expended and all of your weapon or spell attacks deal an additional 1d6 damage until you are healed in any way.
- 12 Unholy blood- Increases max health by the maximum outcome of your base hit die (6 for a wizard, 10 for a ranger, etc.), but you are vulnerable to divine damage, gain the sunlight sensitivity feature, gain disadvantage in all religion checks, and are classified as undead.
- 13 Strength of the Noble- May expend the charm to deal double damage on a spell or weapon attack as a bonus action, provided your action was used to make a weapon attack which hit. If multiple attacks are made in your action, only the first receives any benefit from this charm.
- 14 Spellmaster- May expend the charm to cast a spell at 1st level that you have prepared.
- 15 Shield of Stendarr- May expend this charm to resist being knocked prone.
- 16 Scales of Zenithar- +1 on persuasion checks to reduce buying prices.
- 17 Word of Talos- +1 on intimidation checks requiring a raised voice.
- 18 Heart of Mara- May expend the charm to heal 2d4 hit points to a creature you touch.
- 19 Breath of Kynareth- may expend the charm to triple your jump distance or double your jump height for one second.
- 20 Prism of Julianos- +1 on investigation checks requiring deduction.
- 21 Mask of Dibella- +1 on performance checks involving seduction.
- 22 Sun of Arkay- Upon casting a damaging spell, flip a coin. On heads, the spell deals an additional 1 radiant damage.
- 23 Hourglass of Akatosh- May expend the charm to undo your turn in combat, after which your turn immediately ends, nullifying any influence your turn would have had on the tide of battle. The unique shape of this charm means that it takes up 2 charm notches instead of the usual 1.
- 24 Heavy Blow- May expend this charm as a bonus action to make the melee attack you use your action on push the target away up to 10 feet.
- 25 Second Wind- If you are fighting with 2 light weapons and use your action to attack with one of them may expend this charm as a bonus action to attack with each weapon, for a total of 3 attacks under normal circumstances. Do not add ability modifiers to the damage rolls of these attacks.
- 26 Mark of Pride- If making an attack with a reach weapon you may ignore half cover.
- 27 Dragonskin Shell- If you take damage before your first turn of combat, you may use your reaction to expend the charm and nullify the damage entirely.
- 28 Plagued Swarm- A thin swarm of plagued magical insects now follows you. You gain disadvantage on all charisma checks requiring positive a disposition towards you, but in combat may command the swarm to attack for 1d4 poison damage as a bonus action. The swarm cannot leave a 15 foot radius around you, and is immune to all attacks. If you are subject to any conditions (blinded, prone, charmed, etc.), the swarm is as well.
- 29 Bat's Eye Gem- Grants the wearer 10 feet of darkvision if they do not have darkvision.
- 30 Noble's Crest- +1 to charisma checks interacting with upper class humanoids.

KENDER CHARMS

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d100 Charm + Affect

- 31 Healer's Focus- You know cure wounds and can use it in combat up to 3 times, and you may use subsequent actions to cast it again on the same target without expending a spell slot. The first action you take after sustaining Cure Wounds which does not sustain the spell breaks the charm.
- 32 Celestial Soul- Grants temporary hit points equal to the wearer's maximum health. When they have been expended the charm breaks.
- 33 Song of the Ancients- When you fall below half health, the charm is expended and half of your used spell slots are restored.
- 34 Cosmic Pulse- At the start of each of your turns, flip a coin. On heads, you regain 1 hp.
- 35 Mushboom- Can expend this charm to grow an explosive fungus on an arrow or bolt before firing it. On impact, it explodes for 2d6 poison damage within 10 feet, or half as much damage to those who succeed the DC 15 constitution saving throw.
- 36 Trueleaf Sprig- When using wild shape, your attacks deal an additional 1 poison damage.
- 37 Poem of Barrus- At full health, you deal an additional 1d4 radiant damage with your melee attacks.
- 38 Aazidal's Nexus- When casting a spell that deals fire damage, you may choose to have it deal cold damage instead.
- 39 Hunter Queen's Crest- When attacking with a loading weapon, roll 1d4. On 4, you may use the bonus action of that turn to reload the weapon if you desire.
- 40 Bloodseeker's Crest- Killing a living creature of CR 1/2 or higher heals you 1d6+1 hit points.
- 41 Lord and Lady Stones- This charm has 3 charges. 2 may be expended to cast a spell you have prepared at 2nd level, or 1 may be expended to cast a prepared spell at 1st level. Once all charges are expended, the charm breaks. The unique design of this charm requires 2 notches to use effectively.
- 42 Jonathan's Lock- When prone or sleeping, your effective armor class increases by 1.
- 43 Doom of Hell- Take an additional 1d6 damage from fiends. For every fiend you slay wearing this charm add it's CR to a running total. You deal half of this total as additional radiant damage when attacking fiends with a melee attack (for example if the running total is 13+3/8, you deal 7 radiant damage to fiends you hit). This total resets if your hp reaches 0, or if the charm is removed from your attunement. In the infernal plane, the bonus damage is not halved.
- 44 Fey Slayer- Doom of Hell but for fey and the feywild.
- 45 Wet Feather- Ignore the first 10 feet of falling damage. Falling rate slightly reduced. Taking more than 15 damage from a fall pops the charm.
- 46 Witchlight Moth- A small glowing moth follows you around, shedding 3 feet of dim light. Only you can see the moth and the light it produces. The moth does not respond to verbal commands, but will remain within 10 feet of you at all times, and can be caught with a successful DC 15 acrobatics check.
- 47 Wispy Cloak- Can expend this charm to become invisible. The effect ends if you move, typical invisibility ending actions are taken, or 1 minute passes.
- 48 Primal Hunger- Eating the heart of fallen enemies will restore health equal to your base hit die (1d6 for a wizard, 1d10 for a ranger, etc.). Plant based food deals 1d8 poison damage if consumed, and no health can be restored from rests. You do not contract any diseases from eating hearts.
- 49 Arcane Knowledge- You may expend this charm to cast any scroll, provided you pass the scroll comprehension DC. Even if you fail this check, the charm will still be broken. The scroll does not use a spell slot when cast.
- 50 Beacon Stone- You always know your direction relative to the last place you slept.
- 51 Mindgiver- Can expend this charm to awaken a shrub or similar plant of CR 0. You command this creature, but it rapidly withers losing 1 hp every minute until it dies. It cannot be healed.
- 52 Violet Spore- Can expend this charm to summon a violet fungus from a nearby corpse. This fungus is hostile to all creatures (including the wearer of the recently broken charm) and its victims do not spawn additional fungi.
- 53 Crablord- You can speak to crabs.
- 54 Acid Tongue- When you make an attack action with a weapon which hits, you may use your bonus action to expend this charm. The target's AC is reduced by 1 until the end of your next turn.
- 55 Magician's crest- You may expend this charm to cast prestidigitation.
- 56 Vile Swarm- Choose an enemy. As an action, you may expend this charm to summon a swarm of rats around this enemy. The swarm can only attack this enemy, and if the swarm hasn't been killed by the time the target dies, they disintegrate.
- 57 Charm Charge- May expend this charm to use another charm that has been used. The other charm is then permanently disabled.

KENDER CHARMS

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d100 Charm + Affect

- 58 Weasel Tooth- You can expend this charm to summon an invisible weasel and give it one verbal command. If no command is provided, it disappears. It will attempt to fulfill the command to the best of its ability. After this attempt it will disappear.
- 59 Vile Shape- Wild shape turns into a monstrosity instead of a beast.
- 60 Monk Crest- May expend this charm to restore ½ of your used ki.
- 61 Barbarian Crest- May expend this charm to restore ½ of your used rages.
- 62 Bard Crest- May expend this charm to restore ½ of your used bardic inspirations.
- 63 Cleric Crest- May expend this charm to restore ½ of your used channel divinities.
- 64 Wizard Crest- May expend this charm to restore ½ of your used Wizard spell slots.
- 65 Paladin Crest- May expend this charm to replenish ½ your used HP for Lay on Hands or ½ the uses for your Divine Sense.
- 66 Rogue Crest- May expend this charm to effectively double your dexterity modifier on an ability check, attack roll, or saving throw.
- 67 Sorcerer Crest- May expend this charm to restore ½ of your used Sorcery points.
- 68 Warlock Crest- May expend this charm to restore ½ of your used Warlock spell slots.
- 69 Druid Crest- May expend this charm to regain 1 wild shape use.
- 70 Fighter Crest- May expend this charm to regain 1 use of Indomitable or Action Surge.
- 71 Ranger Crest- May expend this charm to restore ½ of your used Ranger spell slots.
- 72 Living Tether- You can expend this charm to conjure a vine which binds you to another creature within 1 size rating of you that could be reached by a 30 foot vine. For example, a target 5 feet from you on the other side of a wall might still be tethered if the vine can reach through a small chimney or a window. This vine has the same statistics as a 30 foot rope. Neither creature is considered grapple.
- 73 Quipper Idol- You can expend this charm to obtain gills, and breathe water instead of air for 1 hour. You must choose either saltwater or freshwater when you use the charm. It appears to be an idol in the shape of a quipper.
- 74 Merfolk's Blessing- You do not expend an extra movement when swimming instead of walking. You require 3 times as much water per day. It appears to be an ornate fish made from bronze.
- 75 Silent Claw- You may expend this charm to deal 2d4 psychic damage to a target you can see within 30 feet that has not detected you. It bears the image of a Tiger's head.
- 76 Vicious Claw- You may expend this charm to deal 1d4 psychic damage to a target you can see within 10 feet. It bears the image of a roaring lion's head.
- 77 Sleeping Eye- You may expend this charm to magically slow an enemy you see within 30 feet until the end of your next turn. Appears to be a closed eye forged from silver, which opens when the charm has been used. The charm then appears to be empty, and does not contain an eyeball.
- 78 Feyblood Shell- If an enemy attempts to put you to sleep with magic or charm you, the attempt fails and the charm is expended. Bears the image of a greater fey wielding a shield.
- 79 Elven Mind- You may expend this charm to trance instead of sleep. Bears the image of a meditating high elf.
- 80 Unlucky Copper- You have a -1 penalty to all ability checks. Appears to be an orb of rusted copper.
- 81 Lucky Copper- May expend this charge to add 1d4 to any d20 roll before the outcome is revealed by the DM. Instead of the usual effects of expending a charm, it is replaced by Unlucky Copper when used. Appears to be an orb of rough copper, except for the draconic symbol for 1 carved into it.
- 82 Lucky Silver- May expend this charge to add 1d4 to any d20 roll before the outcome is revealed by the DM. Instead of the usual effects of expending a charm, it is replaced by Lucky Copper when used. Appears to be an orb of dull silver, except for the draconic symbol for 2 carved into it.
- 83 Lucky Gold- May expend this charge to add 1d6 to any d20 roll before the outcome is revealed by the DM. Instead of the usual effects of expending a charm, it is replaced by Lucky Silver when used. Appears to be an orb of shiny gold, except for the draconic symbol for 3 carved into it.
- 84 Iron Hide- AC increases by 1, but movement speed is halved and you cannot swim.
- 85 Lucky Coin- Once per day you can reroll a 1, and you must take the result. After using this, the next 20 you roll must be rerolled and you must take the result.
- 86 Sweet Heart- If you take an action in combat to eat a sweet food, you regain 1d4+1 hit points.
- 87 Sweet Horseshoe- You gain the ability to neigh like a horse. A successful DC 17 intelligence saving throw from a creature who cannot see you will reveal the true origin of the neigh to them.

KENDER CHARMS

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d100 Charm + Affect

- 88 Sweet Comet- If you can see a shooting star, you can cast the Wish spell without using a spell slot. After you cast it, this charm disintegrates.
- 89 Sweet Clover- You can expend this charm to add a +1 bonus to any d20 roll.
- 90 Sweet Balloon- You can expend this charm to cast levitate on yourself without expending a spell slot. Shaped like a device from an unknown reality.
- 91 Sweet Rainbow- You can expend this charm to immediately know the location of the most valuable object within 30 feet.
- 92 Sweet Crescent- If you see something that is in direct moonlight, it will give off a blue glow if it is in any way magical.
- 93 Sweet Hourglass- As a free action, you can expend this charm to take 2 actions on your turn.
- 94 Holy Toast- It may just be coincidence, but the burn marks really look like your favorite god's symbol. +1 on religion checks. Can be consumed only once for 1d12 + 2 hp, after which the charm dissolves into burnt bread crumbs.
- 95 Raven Rock- You can expend this charm to summon a Raven under your command for up to a day. After the duration has ended or it reaches 0 hit points, the Raven turns into a puff of black smoke which rapidly dissipates.
- 96 Pact Stone- If you know Eldritch blast, it now deals 2d4+1 force damage per hit instead of 1d10.
- 97 Dark/Divine Nexus- Any radiant/necrotic damage you deal is necrotic/radiant damage instead.
- 98 Greedy Heart- Any time you receive a healing benefit, you regain an extra hit point. This charm cannot be removed when it is attached to a charm band.
- 99 Greedy Strength- You gain a +1 benefit to Strength (Athletics) checks. This charm cannot be removed when it is attached to a charm band.
- 100 Bloodcoil- You deal 1 extra damage on all melee attacks, but also take 1 damage when a melee attack hits.