

The timepiece is of no use for reaching locations that are wholly secret or not known to any creatures within range. Once you use this feature of the *timepiece of travel*, it cannot be used again until the next dawn.

Get Away From It All. As an action, you can cast the *teleport* spell. Once you use this feature of the *timepiece of travel*, it cannot be used again until the next dawn.

Part of a Whole. While this component is not installed in the *Orrery of the Wanderer*, its magic might function sporadically or with unpredictable side effects, as determined by the DM.

WHEEL OF STARS

Wondrous item, very rare (requires attunement)

While attuned to this device, you have a +1 bonus to Wisdom saving throws, and you can use an action to cast the *dancing lights*, *guidance*, or *message* cantrips.

Portent of the Stars. As a reaction when a creature you can see within 60 feet of you makes an attack roll, saving throw, or ability check, you make that creature roll a d10 and add or subtract the number rolled (your choice) from the roll. Once you use this feature of the *wheel of stars*, it cannot be used again until the next dawn.

Alter Gravity. As an action, you can cast *fly* on yourself or you can cast *levitate* (save DC 15). Once you use this feature of the *wheel of stars*, it cannot be used again until the next dawn.

Part of a Whole. While this component is not installed in the *Orrery of the Wanderer*, its magic might function sporadically or with unpredictable side effects, as determined by the DM.

APPENDIX E: TRINKETS

Worried that you're going to pull out your dead sprite inside a clear glass bottle at a company function only to discover that three other people in the franchise have one as well? Then consider rolling on the Acquisitions Incorporated Trinkets table instead of the table in chapter 5 of the *Player's Handbook*, to gain a unique trinket at character creation with a bit of Acq Inc flair.

ACQUISITIONS INCORPORATED TRINKETS

d100 Trinket

- 1 A perfect skipping stone
- 2 Three weighted dice that always roll low
- 3 A locket with a picture of Jim Darkmagic
- 4 A tiny anvil and smith's hammer
- 5 A nonfunctional *immovable rod*
- 6 A DIY acupuncture kit
- 7 A stuffed owlbear toy
- 8 A diagram for a new war lute
- 9 A declaration of war against a nation no one has ever heard of
- 10 A pipe that emits green smoke
- 11 A glass eye
- 12 The centerpiece of a priceless chandelier
- 13 A fine cane with a secret compartment
- 14 A letter written by Rosie Beestinger
- 15 A coin that always lands on its edge
- 16 The deed and title to an abandoned windmill and three acres of tillable land that you've never been able to find
- 17 A menu from Big Daddy Donaar's Yum Yum Hut
- 18 A small purse that screams loudly when opened
- 19 A deep-crow-feather quill
- 20 A pair of breeches that always smells faintly of honey
- 21 A one-armed Viari doll (*Apocalypse Dagger* accessory missing)
- 22 A leather pouch filled with various finger bones of unknown provenance

d100 Trinket

- 23 The collar of your childhood pet, Nutmeg
- 24 A seashell that, when pressed to the ear, speaks in flowing rhymes
- 25 A recipe book for cooking with mushrooms
- 26 One expired coupon for "A Free Cornerstone"
- 27 A portable beehive
- 28 Goggles that literally tint everything rose colored
- 29 A *wand of wonder* that allows you to cast only *mending*
- 30 A bracelet woven from mistletoe
- 31 A curved claw from an unknown beast that small children are always frightened of
- 32 A longsword that can be folded down in 1 minute and hidden in your pocket
- 33 A living graft of what you believe to be the World Tree
- 34 A tattered scarf with the Acquisitions Incorporated logo
- 35 A box containing a torn-up letter
- 36 An old contract marked "Void"

