

# Occultist's Beverage Press

*Wonderous Item, Rarity Varies (Requires attunement by a spellcaster)*

While delving into the unknown, one often loses sleep. To combat this, many aspiring dark magicians create these devices, which in addition to making particularly good drinks and being generally pleasant to have, are loaded to the brim with magic to keep one safe and sane during long, late-night forays into the occult.

**Slumbering (Uncommon).** You learn a single cantrip of your choice from any spell list you choose. You choose what its spellcasting ability score is. If your attunement to this item ends, you lose that cantrip.

In addition, you can choose the flavor of any coffee or tea you brew using this press. This press also produces up to a gallon of nonmagical coffee or tea each day without requiring coffee grounds, tea leaves, or water.

You can use this beverage press as a spell focus.

**Stirring (Rare).** The Stirring beverage press has the Slumbering property, and in addition, you can put spell slots into it, causing it to gain charges equal to the level of the spell slot. Treat this as casting a spell. While Stirring, the coffee press can only hold up to four charges. You can expend charges in the following ways:

- You can expend any number of charges to give temporary hit points to a creature you can touch. That creature gains a number of temporary hit points equal to 5 times the number of charges expended. While it has these temporary hit points, it ignores the effects of exhaustion until they have at least 5 levels of it.
- You can expend one charge to cast Shield of Faith on a creature you can touch.
- You can expend three charges to cast Lesser Restoration.
- You can expend four charges to cast Haste or Magic Circle.

While attuned to this coffee press, you get a +1 to your spell save DC and spell attack rolls.

**Wakened (Very Rare).** The Wakened beverage press has the Slumbering and Stirring properties, and in addition, it can now hold up to six charges, and can expend charges in the following ways:

- You can expend one charge to cast any spell of 5th level or lower as a ritual, even if you do not have the ritual casting feature.
- You can spend 5 charges to gain advantage on saving throws against spells and other magical effects for one minute, or until you lose concentration (as if concentrating on a spell)
- You can expend 6 charges to cast Greater Restoration.

While attuned to this coffee press, you get a +2 to your spell save DC and spell attack rolls.

**Ascendant (Legendary).** The Ascendant beverage press has the Wakened, Slumbering, and Stirring properties, and in addition, it can now hold up to ten charges. You can expend all 10 charges at once to cast Power Word: Heal. Once this property is used, the coffee press cannot gain charges until the next dawn.

While attuned to this coffee press, you get a +3 to your spell save DC and spell attack rolls.