

PORTAL FILTER

Wand, Rare (requires attunement by a spellcaster)

This wand consists of a wooden handle with a heavy, sturdy metal basket on the end and can also be used as a mundane club. It has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the filter's last charge, roll a d20. On a 1, the filter crumbles into used coffee grounds and is destroyed.

Spells. While holding the Portal Filter, you can use an action to expend some of its charges to cast one of the following spells: *dimension door* (4 charges) or *haste* (3 charges).

Energy Injection. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple. Alternatively, when you succeed on a saving throw against being paralyzed or restrained, or when you escape a grapple, you can use your reaction and expend 1 charge to increase your movement speed by 20 feet until the end of your next turn.

Tasty Brew. The portal filter can be used without expending charges to produce up to 6 shots of high-quality espresso per day.

