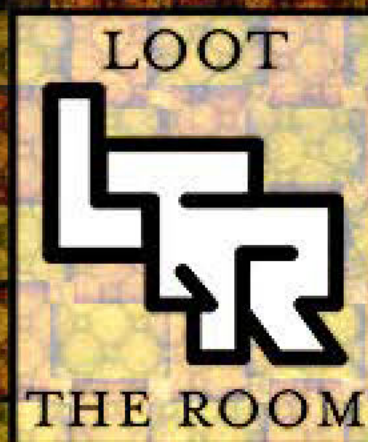




TRINKETS Too



ANOTHER 100 NEW TRINKETS



TRINKETS TOO

I'm a sucker for trinkets. I've always loved to fill dungeons with loot that veers away from a simple pile of gold and gems or collections of weapons, and I decided to try my hand at building my own list of trinkets.

Use these however you like. They're designed to provide potential plot hooks should they be found while players are adventuring, or else to help develop a character's background - and, potentially, your own worldbuilding - during character creation.

This product is the follow-up to the DMs Guild Bestseller **Trinkets**.

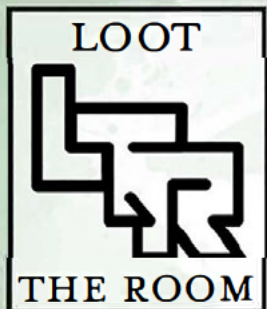
LOOT THE ROOM

Loot The Room is an RPG blog with maps and treasure and stuff, updated three times a week with free D&D content. I also publish products on DMs Guild, many of which are bestsellers.

If you enjoy this product and would like to support my work further, please consider ecoming a patron on Patreon. Reviews on DMs Guild help, too!

If you'd like to contact me, pick your poison:

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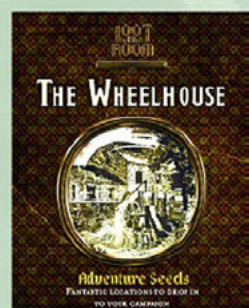
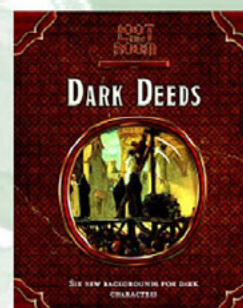
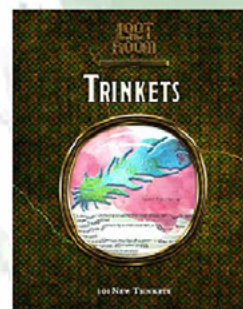
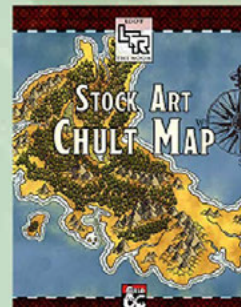
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ACKNOWLEDGEMENTS

For the creative inspiration: Hollie & Ash.

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MORE ON DMs GUILD



d100 TRINKETS

1. A letter from a dead soldier, addressed to his lover.
2. An object that resembles a spool of thread but that appears to serve no use, and can't be accurately described.
3. A leather sack of beans. They give off a faint magical aura, but have no apparent use.
4. A fine dagger with a spring in the hilt that causes the blade to retract when it strikes something.
5. A piece of tentacle that writhes slightly when placed near water.
6. A pre owned monkey paw with all its charges expended.
7. A small copper sundial mounted on a leather strap.
8. A very sharp quill and a bottle of green ink. When the quill is used to write, whatever is written is simultaneously carved into the back of the user's hand.
9. A faulty throwing axe of returning that, when thrown, returns immediately to the hand before being able to strike anything.
10. An unbreakable egg.
11. A glass chess piece.
12. A severed hand in a red velvet bag. When removed from the bag it clenches and unclenches repeatedly.
13. A delicate glass sword.
14. A portrait of one of the party members.
15. A horse bone carving of a flower, missing one petal.
16. A piece of shell from a basilisk's egg.
17. A large, leather-bound book. Inside is a smaller but otherwise identical book. It's books all the way down.
18. A set of lockpicks made from the spines of a cactus.
19. The seed of a horse chestnut tree, varnished to a high shine and attached to a length of string. It can never be broken.
20. A two inch high scrimshaw figurine of a barbarian wielding a waraxe.
21. A silver spoon that can't be looked at directly.
22. A round yellow brooch with a smiling face painted in what appears to be blood.
23. A brass tiara that changes the wearer's hair colour to blonde.
24. A set of clear glass marbles that grow cloudy when rain is approaching.
25. A pouch containing a statue of an eagle carved from buffalo horn.
26. A mirror that only shows the back of the viewer's own head.
27. A sandstone statue of a dog carved with Elven symbols. It becomes warm to the touch in moonlight.
28. The beak of an owlbear.
29. An ornate filigree harmonica that can only produce one note, which is inaudible unless played beneath the full moon.
30. The shrunken head of a kobold.
31. A small wooden box containing 17 glass slides, each holding one drop of blood.
32. A smooth rock with eyes painted on its surface.
33. A glass rose. A single drop of blood is contained in the middle of the flower.
34. A small black canister that contains a roll of almost translucent paper, painted with images of people you don't know. The colours seem to have been inverted.
35. A stack of 20 platinum pieces rest on the desk, affixed to each other and to the desk's surface with sovereign glue.
36. A one foot long flat wooden rod that wraps tightly around your wrist when struck against it.
37. A small leather journal. All the page are blank except for the last one, that contains the words "The End" in fine, flowing script.
38. A halfling's skull. A circular section of the top of the head has been removed.
39. An onyx loun stone that circles your head when thrown but has no other effect and bestows no benefits to you.
40. A cheap brass ring mounted with a piece of quartz that changes colour with the wearer's mood.
41. A jar of pickled sheep eyes.
42. A small, blunt glaive with a bearing in the middle. When the bearing is pinched between your fingers and the glaive spun around it, it will continue almost endlessly.
43. A toy wooden top that always remains balanced on its point, but can't be made to spin.
44. An open coin purse. Once shut, it can never be opened again.
45. A mummified goblin head.
46. A convincing replica of a gold coin that can be folded in half to appear like it has been broken.
47. A preserved eyeball, labeled with a tag that reads "Eye of Gnoll".
48. An undead fly tied to a two foot length of fishing line.
49. A sack of harpy feathers.
50. A letter of recommendation from a noble nobody has heard of.
51. A small picture book that explains how to identify different shapes, colour, and shiny things.
52. An onyx icon of a long dead god.
53. Two strands of hair entwined around each other, encased in gold and fashioned into a bracelet.
54. A string of red beads that are warm to the touch and smell of turmeric.
55. An invitation to a party that will be held in three years' time.
56. A ship in a bottle. When held close to your ear, you can just make out the faint sound of sails flapping in a strong wind.
57. A leather pouch containing small nickel figures of a top hat, a thimble, a wheelbarrow, a Scottie dog, and a carriage with no horse.
58. A single brass acorn.
59. A one foot high brass figurine of a pugilist.

d100 TRINKETS

60. A piece of shedded snakeskin with words written on it in an unknown language.
61. A set of ivory false teeth.
62. A life-size wooden hand. It is fully poseable, and missing its ring finger above the first knuckle.
63. A marble chess set haunted by its former owner.
64. A single woden goblet with a two-foot piece of string attached to the inside, but no ball on the other end of it.
65. A compass that always points southeast.
66. A child's paper kite, painted with strange runes. It can't be torn.
67. A single gold piece that is oddly heavy yet floats on water.
68. An ink-well of clear ink that never runs out.
69. A copper tuning fork that produces a different note each it is struck.
70. A hand puppet of a goblin holding a wooden club.
71. A potion of create water that, when poured out, creates an equal volume of water.
72. A detailed colour map of the local area, marked with several previously unknown ruins.
73. A fine gold chain holding a miniature bell. An equally small gold hammer is attached beside it.
74. A wizard's spellbook completely filled with the same spell written on every page. The spell has no discernible effect, but still consumes a spell slot when cast.
75. A steel chain attached to the bow and shoulder of a broken key.
76. A sealed wooden tube with something inside it. It sounds like rain when it is tipped from side to side.
77. A well-worn, folded flyer advertising "Barnum Rekel's Bazar of Relics".
78. A bottle for a rare vintage of elven brandy, now empty.
79. A set of six dice with 4, 6, 8, 10, 12, and 20 sides respectively. They are carved from jade and are all weighted to land on the number 3.
80. A book entitled "The Habitat and Mating Habits of the Common Basilisk" permanently held open to page 32 by a petrified human hand.
81. A deck of 52 cards that each depict a skeleton being killed in a different way. The cards are not numbered and have no apparent suits.
82. A length of rough cloth with a stain that resembles the face of a famous historical figure.
83. Three large, sharp teeth from an unidentified animal, carried on a leather thong.
84. An apple that will never rot, but whose skin can't be pierced.
85. A taxidermed mouse with a small wizard's hat and cape stitched to it.
86. A painted porcelain statue of a human boy. He has blonde hair and is giving a thumbs up.
87. A folding leather wallet that contains an antique set of glass dentist's tools.
88. A bottomless goblet. Any liquid poured into it immediately disappears and cannot be retrieved.
89. A set of crochet hooks carved from a giant's finger bones.
90. A set of caltrops made from goblin teeth.
91. A six-sided die that is all ones.
92. The pickled eye-stalk of a beholder.
93. A small pebble with a spiral carved into it.
94. A ring that has no effect on the wearer, but becomes invisible itself when worn.
95. A glass troll ear.
96. A preserved goblin's head. At sunset every day its eyes briefly open.
97. A thimble-sized ivory pot sealed with wax, containing thick black ink.
98. A paper ticket decorated with gold leaf, that reads "CONGRATULATIONS! You have won a-". The rest of the message has been torn off.
99. A weighted coin that always comes up heads when flipped.
100. A glass eye that always rotates to look at you when placed on a surface.

Thanks again for purchasing this Loot The Room product! If you enjoyed it, please remember to leave a rating and a review on DMs Guild!

