

100 Magical Trinkets (And Where To Find Them)

Table of Contents:

Table of Contents

100 Magical Trinkets (And Where To Find Them).....	1
Table of Contents:.....	1
Bustling Library:.....	1
Haunted cove:.....	2
Ashy Desert:.....	2
Mountain Temple:.....	3
Ancient Lagoon:.....	4
Razed hamlet:.....	4
Gladiator arena:.....	5
Alchemist lab:.....	5
Crowded casino:.....	6
Forgotten mausoleum:.....	7
Acknowledgements and thanks:.....	7

Bustling Library:

Wide doors open into a room where sunlight streaks through tall windows to illuminate sweeping staircases and row upon row of bookshelves. Heels clack over polished floors, and the rustle of turning pages sounds like leaves whispering in the wind.

- A small bottle of ink tucked behind a leaning stack of books. When you concentrate on it for 1 minute, you can change the colour of the ink inside to any you desire.
- Beneath a desk sits what appears to be a small wax candle. On closer inspection, it is a plaster sculpture, perfect in every detail. Snapping your fingers on the wick causes it to light with a magical flame. Cool to the touch, it sheds dim light 5 feet around the sculpture.
- A silver monocle sits forgotten on a shelf, the hanging chain snapped short. Using the monocle allows the wearer to read texts in one previously unknown language. Once set, the language cannot be changed, and the magic effect applies only for the initial user.
- Left on a window sill, this hat has large, fluffy ear flaps. No sound can disturb the wearer of this hat, no matter how loud. Can absorb up to 20 points of damage caused by sound before it crumbles into pink ash.
- When placed atop any tome this worn bookmark will sink through the pages to rest on the page most recently perused by the last person to read the book.
- When placed on a page with visible writing on it, this ivory pendant in the shape of a human face will read the text aloud in a soft, calming voice.
- Carelessly abandoned, this slim notebook always has one more blank page to turn, despite its size.
- Tucked behind a dusty dictionary, this plain book's cover reads: Desire. Within lies a romance

novel, a scintillating story perfectly tailored to the reader's deepest, most secret desires.

- Containing entries on a number of wild beasts to be found across the land, the delicate illustrations of this book strut and pace across the pages as if alive.
- Made from copper, this little device clips onto the book's cover and turns the page when activated with a simple command word.

Haunted cove:

Wind wails between sharp, craggy rocks. The night is dark, a smattering of stars fleeting between racing clouds. Locals refuse to come this close at night. Too many of their own have gone missing, and too many return with stories of horrors in the charnel cove...

- A tarnished teardrop pendant by a rotten rowing boat. It glows a dull green when within 30 feet of the undead.
- This beautiful seashell allows a magic user to ask a deceased person one question when placed on the body, as per the rules of Speak with Dead. Recharges on the full moon.
- This rusted lamp dims the light around it in a 10 foot sphere. Bright light becomes natural, natural becomes dim, dim becomes dark, and darkness becomes impenetrable darkness without magical means.
- This ring in the shape of a drowning figure lays abandoned in the sand. The wearer of this ring can cast Water Breathing once per long rest, with the effect of the spell lasting 10 minutes. However, every time the ring is used, the wearer has a nightmare of drowning.
- A small golden compass, missing the case, that always points to the nearest storm.
- These two miniature oars are tied together with twine. When activated with a simple command word, they grow into full sized oars until deactivated in the same manner.
- No matter what size your head is, this slightly battered captain's hat will always fit you.
- Once per day this human skull lets out a hacking cough, and a single gold coin drops from between its teeth.
- This small wooden box is slightly warped by damp, but is airtight. Each day at dawn the box produces 1 ration's worth of hard-tack, if it's empty.
- A rusty dagger, twisted and bent and always cold to the touch. Once per long rest it does an extra 1d6 of poison damage at the user's discretion.

Ashy Desert:

The crushing heat of the sun burns your skin and stings your eyes. Grey ash swirls around your feet, clinging to your clothes and coating the inside of your mouth with a gritty film...

- This paper parasol conjures a gentle, cool breeze about whomever stands beneath it. If it gets wet, however, it will dissolve into mush and be destroyed.
- Rattling around the dessicated wrist of someone long dead, this jade bracelet takes away the feeling of being thirsty - but beware, it does not alleviate thirst.
- A small toy lion. When you pull the little string in its back, it roars at the full volume of a real lion. Contains 1d4 charges, and resets at dawn.
- These sand shoes have been delicately carved from sun-bleached wood and gives the wearer an extra 10 feet of speed when walking over sand.

- When activated with the command word, this ball of white fur flies into the air and becomes a single cloud, casting a 5 foot diameter of shade that follows the activator for 8 hours, or until the command word is repeated.
- If applied to the skin, this pot of white, clay-like ointment grants the user resistance to fire damage. After absorbing 30 points of damage the ointment flakes off. The pot contains 6 applications worth.
- A beautiful reversible cloak with intricate beading on both sides, depicting the constellations in summer in oranges and reds on the front, and in winter in whites and blues on the back. One side cools the wearer, the other warms them.
- A small coal, cold to the touch but with an ember glowing within. Blowing on the coal causes the ember to spark, and can be used to ignite camp fires and the like.
- An elegantly engraved short sword, its blade always hot to the touch. On a hit does an extra 1d4 of fire damage. Requires attunement.
- This sandstone carving in the shape of a bird turns up to 5 cubic feet of dirty water into clean drinking water when submerged. When removed, the water returns to its original state. Clean water isolated from the dirty water stays clean.

Mountain Temple:

Nestled into the barren outcrop of the mountainside, tattered strips of cloth flutter in the cold wind. The sound of carved chimes echoes through the temple...

- On a hit, this ancient ceremonial dagger whispers the name of a long-forgotten deity.
- A thick, metal collar. When activated with the command word it casts Zone of Truth centred on the collar. If the collar is being worn by someone, they automatically fail the save.
- A curved scimitar, imbued with holy energy. When used by a good aligned divine caster to land a killing blow, it heals the wielder for 1d4 hit points. When used by an evil aligned divine caster to land a killing blow, adds an extra 1d4 of necrotic damage on the next successful hit. A neutral aligned divine caster can choose the effect each day at dawn. Requires attunement.
- When placed over the head, this golden veil grants the ability to cast Silent Image once per day, regaining its charge at dawn.
- Once per day this pair of lacquered wooden geta-style sandals grants the wearer advantage on an acrobatics check on their choice.
- When played, this metal horn in the shape of an extinct beast's tusk allows the user to cast Animate Dead at its base level once per day. All who hear the music are plagued with nightmares for 1d12 days.
- A heavy necklace of multicoloured glass beads. Whenever the wearer receives magical healing, they gain an extra 1d4 hit points.
- This fragrant powder can be mixed with a drink to imbue the consumer with plus 2 strength for 10 minutes, but there's a 25% chance the consumer will have troubling visions of some future event and suffer 3 levels of exhaustion after the 10 minutes have passed.
- Made from red iron, this helm allows the wearer to cast Disguise Self once per long rest, but the wearer can only take on the form of an avatar of a minor god for the duration of the spell.
- A plain chalice. When blood is poured into it, the blood sinks into the carved stone and

disappears. When filled 10 times with fresh blood, a single diamond worth 100 gold pieces is left at the bottom of the cup.

Ancient Lagoon:

Crystal clear waters drop down into absolute darkness, the whiterock surrounding the lagoon discoloured from mineral deposits. the entrances to little caves under the water glimmer with fish darting between the coral...

- Crafted in the shape of a beautiful, singing figure, this Siren's Ring causes the wearer to sing instead of speak, and grants advantage on persuasion checks. Can only be removed when underwater.
- A circlet covered in tiny pearls. Allows the wearer to discern true north. The circlet feels heavy, but always floats on water, and gives the wearer advantage on swim checks. Requires attunement.
- This pair of pale green gloves grants the wearer a swim speed equal to their walking speed, but makes them vulnerable to fire damage.
- A pink freshwater pearl on a thin gold chain. Once per day allows the wearer to cast Control Water on any fresh water source. Hundreds of tiny pink fish swim in the water being controlled.
- These chunky goggles always fit neatly on the wearer and grant them 120 foot of vision through murky water as if it were clear.
- A pair of shimmering, smooth leggings made from some unknown leather. Grants the wearer a 60 foot swimming speed.
- This crystal pendant allows the wearer to cast Shield once per long rest, throwing up a wall of clear water to protect them.
- A thin cloak covered in dazzling scales. When worn underwater it grants the wearer advantage on stealth checks.
- Carved from pale pink quartz, this seal-shaped mask grants the wearer advantage on perception checks while underwater.
- Sculpted from mineral-rich rock, this little figure of a mermaid brims with magical energy. Once per long rest it can be used to cast Polymorph, allowing the target to change into an aquatic creature with a challenge rating no higher than 2. Requires attunement.

Razed hamlet:

The stench of smoke and blood curls thickly through the air. Buildings still smoulder, their walls charred and collapsed, and the once peaceful hamlet now sits in eerie silence...

- A charred pike, buried in the ground. On a hit, roll a d20. On a 16 to 20, casts Slow with a difficulty check 13 Wisdom save.
- This cowl is spun from fine, black wool and adorned with orange embroidery. Anytime the wearer deals fire damage, the amount of fire damage is increased by 1d6. Requires attunement.
- A pair of sleek boots forgotten in the mud. Once per long rest, grants the wearer the ability to cast Long strider.
- This delicate pair of glasses is hidden beneath the rubble of a burned shack. Once per day grants the wearer advantage on a perception check.
- An old spoon, carved from white marble. When dipped into food or drink which has been poisoned, it glows a soft green.

- When attuned, this wooden jewellery box only unlocks for that person. It cannot be opened by non-magical means, but spells like Knock will override the enchantment. Requires attunement.
- This neatly woven hamper basket can hold up to 50 pounds of food in a manner similar to a bag of holding. Any non-food items are rejected from the hamper, and food items inside never rot.
- A small statue of an angry chicken. Once per week it produces a small golden egg, worth 15 gold pieces.
- This riding gear is simple but made with clear love and attention to detail. Grants advantage to animal handling checks on creatures wearing the gear.
- An astonishingly gorgeous handwritten book on the flora of the area. Grants an extra plus 5 to Nature checks when it's consulted.

Gladiator arena:

Sand crunches under your feet. Fragments of bone and teeth lay between clumps of bloody grit. The sun is hot across your shoulders, and the roar of the crowd echoes the pounding of blood in your ears...

- An obsidian amulet in the shape of a black bear. Once per long rest it grants the wearer advantage on a strength check.
- A fearsome mask in the shape of a screaming face. Whenever the wearer kills a creature or humanoid, the wearer gains temporary hit points equal to the challenge rating of the slain. Requires attunement.
- A pair of worn sandals, the heels ground down to smoothness. Once per day grants the wearer advantage on a dexterity saving throw.
- This helmet gleams brilliantly in the sun and grants the wearer a plus 1 increase to their strength ability score. However, if worn for more than 6 consecutive hours, the wearer suffers one level of exhaustion, increasing by one level for each lot of 6 hours after the first. The exhaustion doesn't lift when the helmet is removed.
- A battered and dented breastplate. Grants the wearer resistance to all damage, absorbing up to 30 points of damage. Each long rest, it gains back one point of damage absorption, up to 30 hit points. If the breastplate takes over 30 points of damage, roll 1d20. On a 1, it shatters. Requires attunement.
- This small pendant in the shape of a gourd causes a thick layer of sand to adhere to the wearer's skin. This sand armour grants resistance to all non-magical damage, but for every 25 points of damage it nullifies, the wearer takes 1 level of exhaustion. Requires attunement.
- A packet of small, dense pills with a vaguely bitter smell to them. Eating one renews abilities reset by a short rest. The packet contains 6 pills.
- Once per day, at the wielder's discretion, this dagger splits into 3 when thrown at a target. Make 2 additional attack rolls.
- This lucky pendant in the shape of a desert fox allows the wearer to disappear in a swirl of sand and reappear within 30 feet of their original location, as per the rules of Misty Step.
- When you cause yourself 1d6 of damage with this ragged-edged short sword you deal an extra 1d12 points of necrotic damage on the next successful hit and regain 1d4 hit points. Causing yourself damage counts as a Bonus Action in combat, while attacking is an Action, as normal. Requires attunement.

Alchemist lab:

The surfaces in this lab are covered in a thin dusting of strange powder, the wooden tables stained with acid and scorch marks. Rows and rows of bottles sit on lopsided shelves...

- A cloak made of thick, waxy material. Grants the wearer advantage on constitution saving throws against poisons.
- These thick gloves glow a faint green colour when within 100 feet of black powder.
- A pair of thick-soled boots, the toes stained pink. When the wearer takes the Dodge action, they may move an additional 5 feet.
- When applied to the skin, this viscous grey liquid acts like the Protection from Poison spell and smells of lavender. The nondescript jar contains 6 applications.
- This glass vial is unbreakable.
- A small leather pouch containing 6 foul smelling smoke bombs. When used, the smoke bombs also cast Stinking Cloud.
- Made from the hide of some unknown creature, this bag's inner temperature is always stable, and can be set with a little mechanism on the handle, between 3 degrees Celsius and 40 degrees Celsius.
- When one of these chalky pills is dropped into liquid it neutralises up to 5 cubic feet of poison. Pack contains 4 pills.
- This jar of thick poison glitters and swirls in the light. Those affected must make a difficulty check 13 Con save against the effects when ingested or harmed with a coated weapon. The poison causes the target to act as if every living creature they can see has cast Blur on themselves. Jar contains 6 applications.
- While this sweet, invigorating potion lifts 1 level of exhaustion per dose, each dose also turns the drinker's skin a dull grey colour for 3 hours. Bottle contains 6 doses.

Crowded casino:

Dice rattle and cards purr in the hands of the lucky and unlucky. Lit entirely by lamplight with no windows, the casino is hot, crowded, and disorientating. Cheers and howls ring out in equal measure...

- A pair of black gloves, impossibly soft to the touch. Once per day allows the wearer to cast Unseen Servant.
- These pince-nez have a slight pink tint to the lenses. Grants the wearer advantage on one insight check once per day.
- When one is activated by the command word, this beautiful pair of amethyst earrings act as a receiver and transmitter. When the first is worn and the second is at least 10 feet from its partner, the user can hear through the second as if they were standing in its place for up to an hour, as long as the two earrings are on the same plane of existence. Requires attunement.
- Whatever drinkable liquid you pour into this flask is replicated, allowing you an endless supply of the aforementioned drink.
- When the wearer activates the ring using a spell slot of level 1 or higher, this black onyx ring tightens around their finger if someone attempts a Slight of Hand manoeuvre within 30 feet of the wearer for the next minute. Plus 1 minute for each level spell slot above 1.

- This stylish monocle is made from tinted glass, and when used in conjunction with the matching dice, it grants the user the ability to cast Augury once per long rest.
- A beautiful timepiece made from rose gold. By pressing a hidden button on the back, it allows the user to cast Clairvoyance once every 24 hours - as measured by the timepiece.
- This small tin box holds several sweet smelling candies. Eating one casts Expeditious Retreat on the consumer, but causes one level of exhaustion after the spell has worn off. Contains 4 candies.
- Made from highly polished oak, this wooden chest measures 40 centimetres by 20 centimetres. When coins are placed inside and the lid closed, the chest converts the coins into higher currencies. For example, if 10 silver pieces are placed in the chest, it will convert them to a single gold piece. However, 9 silver pieces will stay 9 silver pieces.
- This ornate book contains the rules to every single game in the world. Though it appears blank when first opened, asking for the rules of whichever game you desire causes letters to flow across the page with detailed explanations of the game.

Forgotten mausoleum:

A lone raven caws from the top of the sepulchre. The sky is overcast with grey clouds and the wind sighs through the bare trees. The mausoleum's walls are cracked, nature slowly beginning to reclaim the forlorn stone...

- These ancient gauntlets reek of blood. Grants the wearer advantage on death saving throws, but inundates them with nightmares for a week after using. Requires attunement.
- A circlet of silver with an ancient line of verse etched on the inside. Grants the wearer advantage on fear saves, but turns their irises jet black.
- This pale leather tunic is embroidered with a skull motif. Grants the wearer one additional hit dice per long rest, and allows the wearer to cast Spare the Dying once per day. Requires attunement.
- An obsidian bracelet inlaid with tiny human teeth. Once per day allows the wearer to gain control of a single target up to one size larger than the wearer, as per Command. The target may make a Wisdom saving throw equal to the wearer's spell casting save difficulty check (or 15, whichever is higher). Requires attunement.
- When this pair of ivory glasses are worn, the wearer's head becomes a human skull no matter what species they were originally. The DM must tell the wearer the remaining hit points of one target, but all attacks against you have advantage, and you can only remove the glasses after 1 minute. Once per day.
- Crafted from fragments of bone and teeth and wrapped in muslin, when this hex bag is placed on a target's person (in a pocket / bag, etc.) the target suffers 3 levels of exhaustion for 24 hours.
- This ornate urn contains the ashes of a once beloved pet. When you scatter the ashes, you may cast Find Familiar. One use only.
- Woven from the finest grey gossamer threads, when worn this shroud will bring the wearer back to 1 hit point, even if the final blow should have killed them outright. The shroud disintegrates into bone ash once used. Requires attunement.
- Made from thick opaque glass, this jar always glows with a sickly light. When you strike the killing blow and the jar is empty, the target's spirit is sucked into the jar via a little mouthpiece on the side. By inhaling from the same mouthpiece, you absorb half the spirit's original hit points as temporary hit points. You can do this once per long rest. Inhaling again after a long rest absorbs the remaining half hit points, and the spirit disappears. The spirit does not and can not regain hit

points. Requires attunement.

- This dark leather armour is always cold to the touch. Wearing it grants the wearer resistance to necrotic damage, but they always wake from sleep with a single raven's feather in their hand. Requires attunement.

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