

TRICK or TRINKETS



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INTRODUCTION

A fantasy roleplaying game resource from Loot The Room.

loottheroom.uk

What is this book?

Trick or Trinkets is intended to help you inject interesting and unusual things and places into your games. While this book is intended to be system agnostic, the minor magic items detailed in the final chapter are designed to work with the Fifth Edition of *Dungeons & Dragons*. Everything you find in this book should fit seamlessly into any of your , but they will be of most use in horror games or games with a darker tone. Many of the items described in *Trick or Trinkets* have been designed to be more than just simple loot; many of them will provide you with seeds for future adventures, and with a little work of your own many of the trinkets can easily be turned into fully-fledged magic items.

Using this supplement

This book is designed to be used both while you are preparing your game sessions and as an on-the-fly reference at the table. When preparing adventures you may want to trawl through this supplement to help you come up with encounter ideas and stock loot hoards, or else be used by players at character creation when rolling for trinkets.

Alternatively, you may wish to turn to it when your players wilfully decide to ignore all your carefully crafted plot hooks and head off to seek their own adventure. Use the locations to kickstart ideas for your on-the-fly adventure, and use the trinket tables to stock your dungeon with loot.



Chris Bissette is a bestselling DMs Guild author and runs **Loot The Room**, an ENnie-nominated RPG site that provides free maps and resources for GMs 3 times a week. Find out more at loottheroom.uk or on Twitter with [@pangalactic](https://twitter.com/pangalactic).

TRICKS

1d12 | Trick

- 1 This small silver ring gives off an aura of magic, and changes its size to fit any finger. When worn, small barbs on the inside surface dig into the skin, making it almost impossible to remove.
- 2 This perfect red apple looks delicious, but a razorblade is hidden inside.
- 3 This child's doll always appears to be watching you, and laughs quietly to itself when you are not looking.
- 4 This ration pouch contains 1d10 strips of jerky made from the ears and tongues of goblins.
- 5 This set of false teeth are not false at all; they were torn from the mouth of a vampire. If they are not coated with blood once per week, the fangs extend and they attempt to bite the nearest living creature.
- 6 This polyhedral die is made of bone and has 8 sides. Each is carved with a crude likeness of a human face showing the following emotions or states: fear, wrath, misery, anxiety, lust, sickness, envy, death.
- 7 This glass vial contains water from the River Styx. Drinking from it causes complete memory loss for a short amount of time.
- 8 This long, luxurious wig is made from the hair of a famous elven beauty. When worn, it grafts itself to the wearers scalp before beginning to slowly devour them from the top of the head down.
- 9 This silk nightcap allows the wearer to drift into a deep sleep with little effort. Waking is more difficult.
- 10 This candle burns with green flame when lit, but gives off no light if there is no other source.
- 11 This pouch contains dust of disappearance that is too old to function correctly. Anything that moves once coated with the dust immediately becomes visible again.
- 12 This cigar box contains 5 skeletal fingers. When the box is closed the fingers can be heard moving inside it.

TREATS

1d12 | **Treat**

- 1 This bouquet of deep red flowers grow small berries that will nourish hunger for a day. They must be watered with fresh blood daily or else they will wilt, but standing them in a vase of blood overnight will restore them.
- 2 This brown paper bag contains 1d20 aniseed-flavoured boiled sweets. Sucking on one of them will keep you warm for as long as the sweet lasts.
- 3 The hilt of this long silver dagger is carved into a wolf's head. The blade gives off dim light in a 10' radius under the full moon.
- 4 This small wooden box contains a miniature version of a child's hoop and stick made of brass. When trundled, the hoop emits children's laughter.
- 5 This chain holds a thick silver coin with a heart embossed on one side and a stake on the other. When the coin is spun on the end of the chain the stake appears to be protruding from the heart.
- 6 This velvet pouch contains a set of brass balls that each ring softly with a pure musical note when shaken.
- 7 This set of marble dice have been made from the headstone of a grave. There are no numbers or symbols on any of the faces.
- 8 This glass vial contains a potent liqueur distilled from the tears of pixies.
- 9 This dusty bottle contains strong brown ale. A severed finger floats in the liquid.
- 10 This charm bracelet contains small portraits of each member of your family tree, going back three generations.
- 11 This ivory letter opener has a glass bead filled with white fog set into the hilt. The fog turns dark if the letter being opened contains bad news.
- 12 This fist-sized glass pyramid contains one rose petal, and a single drop of blood.

Graveyard Finds 4



This short wooden stake is mounted at the base of an ornate silver cross.

This spell component pouch is made from orc skin



Storage Solutions 3

Locations 3:
Standing stones



UNEARTHED IN THE GRAVEYARD

1d12 | Graveyard Finds

- 1 A life size wooden hand. It is fully poseable, and missing its ring finger from the first knuckle
- 2 This weird crown is made from the eyestalks of a beholder. The eyes themselves have been replaced with colourful gemstones.
- 3 This silvered hourglass is filled with finely ground bone dust. It measures exactly thirteen minutes.
- 4 This short wooden stake is mounted at the base of an ornate silver cross set with rubies.
- 5 This strange potted plant has one thick central stalk wrapped with thinner vines. The head is not a flower of any kind but instead a large, blinking eye.
- 6 This heavy black dress shows little sign of wear or age, but bears the crest of an ancient royal line that died out centuries ago.
- 7 This fine lace veil is always slightly damp with the tears of the widow who lost it here.
- 8 This small pouch contains hard grey seeds. When planted in grave dirt they grow into ashen flowers that give off a burning smell. They will not sprout if planted in normal earth.
- 9 This flat white stone can be made to emit dim moonlight once per day. The light shifts and wavers, as though seen through moving clouds.
- 10 This doll is made from old tree bark. Its hair is thick, undying moss.
- 11 This gold urn contains no ashes, but the inside surface is coated in a thick layer of dried blood.
- 12 This chisel and hammer are made of brass and obsidian, and have been used to carve gravestones for generations.

STORAGE SOLUTIONS

1d12 | Storage Solutions

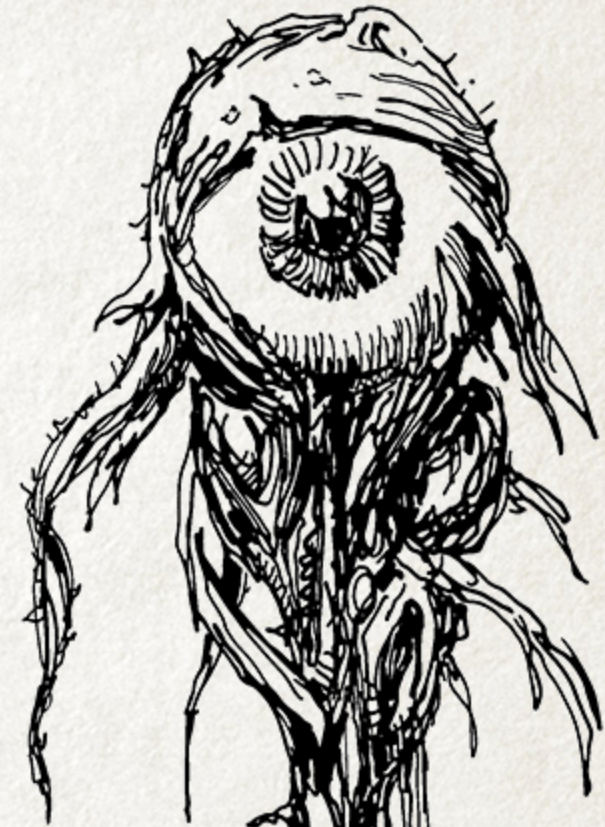
- 1 This small bucket is made from a hollowed-out and preserved pumpkin with a face carved into the front of it.
- 2 This spell component pouch is made from orc skin, and contains a preserved goblin's heart, a small glass box filled with teeth, a snake's skeleton, and a collection of fingernails taken from various races.
- 3 This small trinket box is made from onyx and bone. It is carved into the likeness of an ornate sarcophagus with a skeleton lying on top of it. Opening the box requires lifting the skeleton's ribs in a specific combination.
- 4 This tobacco box is made from a hollowed-out and enamelled scarab beetle, with the wings acting as a lid.
- 5 Careful examination of this otherwise-ordinary petrified tree reveals a carefully disguised set of hinges that allow the front of the trunk to swing open and grant access to the hollowed-out space within.
- 6 This clockwork hand is clenched tight around an object of great importance. It needs to be wound to be opened, but the key is missing.
- 7 This well-preserved half orc's head still looks as fresh as it did when it was severed from its body. The top portion of the skull has been sawn away and reattached with a heavy brass hinge.
- 8 This set of heavy clay jars are stoppered with thick clay plugs. Each contains the essence of a ghost that has somehow been transmuted into a fine grey powder.
- 9 This marble statue of a crypt is hollow, and the doors and locks are fully functional. It can be used to store small treasures.
- 10 These black silk handkerchiefs seem perfectly ordinary until they are placed against a wall or on a flat surface. When placed in such a way they create openings to a small extradimensional space that resembles a portable hole in a 1' cube. Once placed, they cannot be removed unless the magic is dispelled.
- 11 This heavy bronze chest contains the bones and skull of an ancient king, as well as his crown, sceptre, and a set of robes made from his skin.
- 12 This small ivory cage holds a delicate oval mirror. When viewed from an angle it does not reflect its surroundings, but instead seems to give a glimpse into a forest glade where a dryad silently beats against invisible walls.

Graveyard Finds 5

Locations 1



This thick tree has been sundered by lightning. Thick black vines are wrapped around it, and a concave section of the trunk holds a long-dead skeleton that has been nailed to the tree.



This strange potted
thick central stalk
thinner vines.
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but instead
blinking eye.

plant has one
wrapped with
The head
any kind
a large,



Gele 17

THE RESTRICTED SECTION

1d12 | Library Finds

- 1 This thick tome tells the history of a Goliath tribe dating back hundreds - if not thousands - of years. Its pages are formed from the preserved skin of a goliath skald, and the words were tattooed onto his body over the course of his life.
- 2 The beads of this abacus are made from preserved and varnished eyes.
- 3 This slim folio contains the letters of dying soldiers to their loved ones, all undelivered.
- 4 These crumbling paper pages are bound with the hide of a long-dead animal. The book is a bestiary full of illustrations of strange, unfamiliar creatures.
- 5 This book of pressed flowers is bound in stitched-together fairy wings.
- 6 Smoke perpetually rises from the pages of this book, which is bound in black leather that shimmers like oil.
- 7 This brass box contains a deck of playing cards made from iron plates with the designs stamped onto their faces.
- 8 This single sheet of paper is the last page of a diary. It contains only the words "...once the moon rises".
- 9 This fountain pen is made from a well-preserved elven finger. The nib is the fingernail, which grows slowly and must be trimmed occasionally if it isn't worn down through use.
- 10 This blood-stained tome is titled *Summoning and Morality: A Guide to the Ethics of Magical Enslavement*.
- 11 The pages of this slim pocket guide are coated in resin to protect against water. Its title is *Strange Catches in the Styx*.
- 12 This large book is called *Trophies from Skin*. Several pages are marked with bookmarks made from preserved tongues.

LOCATIONS

1d12 | Locations

- 1 This thick tree has been sundered by lightning. Thick black vines are wrapped around it, and a concave section of the trunk holds a long-dead skeleton that has been nailed to the tree.
- 2 This wide forest clearing is ringed with 10' tall teeth that protrude from the ground. Their roots descend some 6' into the earth. Local legends are filled with tales of the teeth eating people, or of travellers who rested in the clearing going missing, but nobody has ever actually seen anything happen here.
- 3 This barren hilltop holds an ancient circle of standing stones of varying heights that taper to sharp points. Several are broken, and one has been toppled into the middle of the circle where it has crushed a stone altar. Beneath the rubble of the altar, a dark hole can be seen that seems to lead into the depths of the hill.
- 4 This cold mausoleum is decorated with large murals that depict an ancient war between elves and strange tentacled horrors that seem to be emerging from rifts in the air.
- 5 This vast expanse of tundra contains crumbling towers of bone, the remnants of an ancient city of giants that once stood here.
- 6 Each of the old trees in this circle holds a small door fitted into its trunk. Each door is individually decorated with weird landscapes. Passing through the doors transports you to the location depicted on the door, though there is no door on the other side to provide passage back.
- 7 The walls of these ancient hallways hold hundreds of thousands of gears of different sizes, each linked to those next to them and rotating slowly. Their purpose and origins are unknown. Nothing lives here, but the halls are patrolled by a small force of clockwork warriors and their mechanical hunting dogs.
- 8 This farm once grew pumpkins, but recently a blight has taken hold of the fields and reduced the crops to black mush. Now dark roots are emerging from the ground and spreading towards the local town.
- 9 This shimmering pool contains not water but a section of the Astral Sea. Submerging yourself in it allows you to travel to that plane, though finding your way back could prove difficult.
- 10 This ruined shrine contains an obsidian chest full of severed hands intended as offerings to Vecna.
- 11 This dank swamp is plagued by bloated flying creatures with oddly human mouths full of razor sharp teeth. Somebody ancient and powerful is said to have been discarded somewhere in the waters.
- 12 This deep chimney in the mountainside descends hundreds of feet to a dank stone chamber flooded with a strange green liquid. Weird fungi grow on the exposed walls, and rumour has it they can be dried and powdered to produce a substance of strange power.

MINOR MAGICS

BAG OF CONCEALMENT

Wondrous item, rare.

This black velvet belt pouch emits dark smoke from its mouth. It can hold one item of any size (as long as it can fit through the mouth of the pouch, which has an 8' diameter). While inside the pouch, that item cannot be scryed on.

CANDIED ORANGE

Wondrous item, rare (requires attunement)

This simple chain necklace holds a small orange studded with cloves. The orange never rots. While attuned to this item you can breathe gasses as though they are air, and you are immune to stinking cloud and poison effects caused by gas.

OWL KEY

Wondrous item, uncommon.

The head of this small gold key is a painted figure of an owl. Speaking the key's command word allows you to possess an owl within 6 miles of you for ten minutes. Your body falls limp and your mind moves into the owl. You have all of the abilities of the owl and can sense everything it senses, but your Intelligence and Wisdom remain as your own. Once used, this ability cannot be used again until the next dawn.

THE LONER'S BLADE

Weapon (greatsword), legendary (requires attunement).

Adventuring can be a lonely business - especially if you find yourself lost in a long-forgotten labyrinth for years, with nobody to talk to except your sword. The former owner of this blade poured so much of himself into it while searching for an exit he never found that part of his personality entered the blade upon his death. The personality within the sword is deeply lonely, and wants nothing more than to talk to another living being for the first time in centuries.

This weapon is magical, but offers no additional benefits. The sword has learned to read the base emotions and desires of those who hold it. When examined with an *identify* spell or the like, the sword appears to grant the benefit most desired by the person examining it. Once attuned, the sword wants to talk to the wielder constantly. It possesses the memories and knowledge of the adventurer who died wielding it, but mostly wants to make small talk.

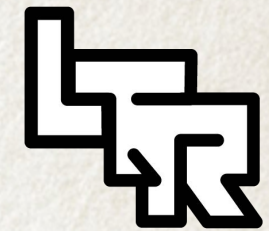
Curse. Once the sword has found somebody to talk to, it is unwilling to give them up. Unattuning from this item requires a successful **DC 18 Wisdom saving throw**. Failure results in you remaining attuned to the item. You are unable to attempt to unattune from the item for a number of days equal to the amount you failed the saving throw by (i.e. 18 minus your roll). Further attempts to unattune from the sword are made at disadvantage.

X-RAY SPECTACLES

Wondrous item, rare (requires attunement) Cursed.

While attuned to these glasses, you can see through walls and doors up to 20' away from you as though they weren't there.

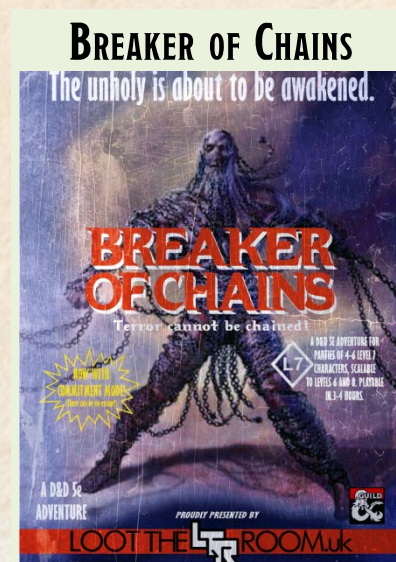
Curse. Unattuning from these glasses or moving 10' away from them causes you to go blind. This can only be reversed with a *greater restoration* spell.



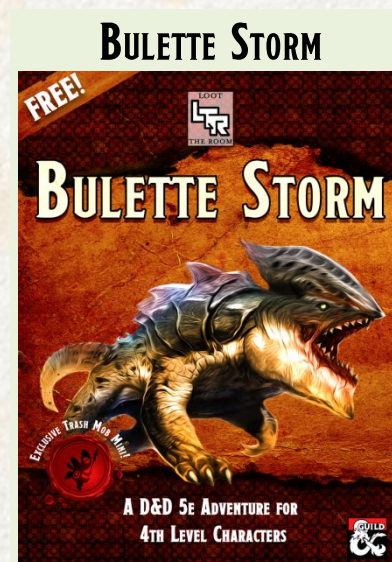
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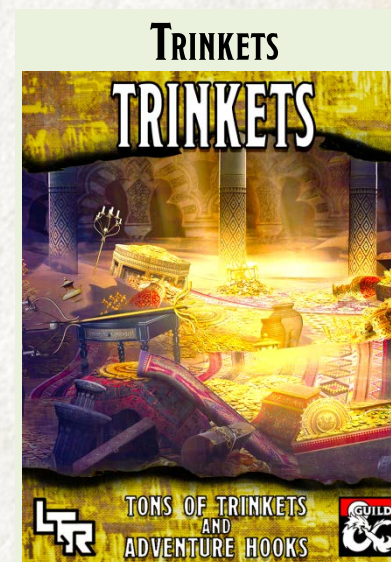
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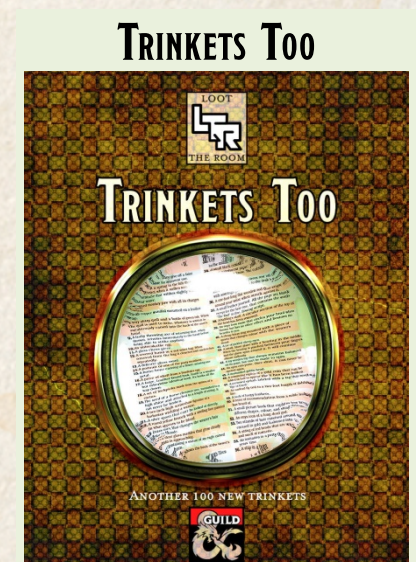
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