

Kuo-Toa trinket table

1. A dead fish.
2. Two dead fishes.
3. THREE dead fishes.
4. A dead mutant fish with two heads.
5. A bunch of shark teeth.
6. A broken femur that is partly sculpted into a knife.
7. A pet barnacle growing on a rock within its pocket.
8. A pair of lobster claws.
9. A collar made of eyes.
10. Many empty clams shells stacked in a leather bag.
11. A bunch of living oysters stashed in its pockets.
12. Rolled up sea algae. Very nutritive.
13. Rolled up phosphorescent sea algae. Emits light for 2d4 days.
14. A bunch of rotting meat stashed in many pockets.
15. A bunch of fingers. There is a 1 in 10 chance that one of the fingers still has a ring on it.
16. A humanoid nose with a nose ring and a chain attached to the ring.
17. Twelve little bones. They appear to be small bones from either a foot or a hand.
18. A bunch of rusty fish hooks rolled up in fishing line.
19. A pouch filled with clear sea glass.
20. A pouch filled with colorful sea glass.
21. A rock with a fossil ammonite on it.
22. Very sharp rocks.
23. An old broken harpoon.
24. A small leather pouch filled with wet gunpowder.
25. An old, broken pair of glasses.
26. An old medallion containing a worn out picture. It looks like a person but it is hard to say.
27. Old wood with barnacles on it.
28. A small fish figurine, badly made. It looks like a poor children's toy.
29. A very badly-carved figurine of Blibdoolpoolp. It takes a DC 16 Intelligence (Religion) check to even recognize that it is Blibdoolpoolp.
30. An amulet made out of a crab covered with metallic paint.
31. An amulet made of various shells (bivalves, gasteropods).
32. An amulet made from a clam shell with a tiny pearl in the middle.
33. An amulet carved in the likeness of Blibdoolpoolp.
34. A nice ring made of colorful coral.
35. A mediocre ring made of white coral.
36. Three identical copper pieces covered in barnacles.
37. 1d4 gp, 1d6 sp and 1d8 cp.
38. 2d10 gp, 2d12 sp
39. 1 single platinum piece.
40. 1 single copper piece.
41. Two tiny black shiny pearls, each worth about 15gp.
42. One large black pearl, worth 500gp.

43. A tiny blue sapphire worth 125gp, kept in a tiny lead box in a small leather pouch.
44. A beautifully carved figurine in the likeness of Blibdoolpoolp. Whoever looks at it must succeed on a DC 12 Charisma saving throw or otherwise they start believing that "Blibdoolpoolp" is actually not that bad of a deity.
45. A clam shell that repeats whatever is said to it, but in a slightly sarcastic, whispering tone.
46. A shell necklace that makes the wearer unable to properly breathe air, but allows them to hold their breath underwater for up to an hour.
47. A scroll that doesn't seem to have any water damage. Writing on it gives back echoes of madness.
48. A cursed ring that shrinks when put on. The wearer starts hearing kuo-toa voices whispering in their fish language.
49. A lens that allows the wearer to see into the ethereal plane. Any non-kuo-toa that uses the lens starts having headaches after a day or two, and after a week starts having migraines.
50. A small white cream in a vial. It is non-magical. Whoever eats it that isn't a kuo-toa must succeed on a Constitution saving throw (DC 12) or become poisoned for 1d4 hours.
51. A wooden eyeball. It observes but no one knows for sure who it reports to.
52. An old rusty monocle.
53. A glass that never breaks. It has a human insignia on it and appears to have been looted after being lost in the water.
54. A vial half-way filled with brown water. Drinking it causes fever.
55. A old smelly rag that can turn pearls black.
56. A hair pin with a fish on it. Pinning it to a person's hair turns their hair into a blueish gray tint.
57. A fish skeleton that can swim on its own. (necromancy)
58. A warm round rock. It always stays warm.
59. A packet of algae. If they are eaten, the eater turns green for 2d6 hours.
60. A small lobster. It is very docile and never needs to eat, it just kinda sits there.
61. An old abandoned bottle of wine, it is past due and should not be drunken.
62. A leather jacket that gives the wearer a constant eerily feeling.
63. A small sea shell. Holding it against your ears, you hear "Kuo-toa. Kuo-toa. Kuo-toa. Kuo-toa..." over and over.
64. A rotten apple. It is squishy and seems to have been used like a stress ball. It seems to be kept together by arcane way, instead of turning into a mush that dissolves in the water.
65. An old rusty spike. Touching it feels uncomfortable.
66. A giant sick-looking tadpole. It tries to bite whoever touches it and try to eat their rations.
67. Rib bones that can be thrown as darts. Magic item, uncommon. They are considered +1 darts, but they break after one attack.
68. Harpoon of blinking. Magic item, rare. A harpoon that can be thrown as a weapon. Once a day, the user can throw the harpoon up to 60 feet away and teleport at the location where the harpoon landed.

69. Mask of the Kuo-toa. Magic item, uncommon. When you wear this mask, you are under a illusion that makes you look like a kuo-toa. Most people will be aggressive towards you, but regular kuo-toa will believe you are one of them if you don't interact too long with them and don't speak.
70. A boat in a small bottle. Magic item, uncommon. With a DC 15 Dexterity check, a creature can pull out the 4 inches long boat from the bottle, which then turns into a 4 feet long replica of a ghost-ship-looking ship.
71. Knife of the fishtick. Magic item, uncommon. The knife automatically skins and prepare dead fishes for consumption. It has a swim speed of 5 ft., but cannot move while out of water. It will automatically move towards any dead fishes in a 45 ft. radius.
72. Bubble water. Magic item, common. A small bottle that lets out bubbles when open underwater.
73. Coral of despair. Magic item, uncommon. A small white coral. If it is put on top of living coral, it spreads death to the neighbouring corals. The magical coral can kill three square meters of coral colony per day, until any connected coral within 500 meters are dead.
74. A hermit crab that can cast toll the dead. It only does so if it is given food.
75. A still-beating kuo-toa heart.
76. Pouch of swimming grease. Magic item, uncommon. A skin pouch filled with what appears to be yellow grease. If the pouch is pierced and the fluid inside is drank, the drinker gains a swim speed equals to their walking speed for 10 turns. The taste is horrible and lingers in the mouth.
77. Fish skin. Cursed magic item, uncommon. It looks like a skinned fish, but touching it causes the skin to attach to the skin of any creature (DC 11 Dexterity saving throw to avoid it). It starts swimming around on the cursed creature's skin.
78. A dying frog. It is on the edge of death for the rest of eternity. Out of the water, the frog creaks loudly.
79. Canoe of sending. Magic item, uncommon. This 2 inches long canoe sculpture can be used to send messages. A creature can whisper into the canoe and it will then float towards a designated creature within 5 kilometers, transmit the message and then float back to its owner.
80. Hat of catfish. Cursed magic item, rare, requires attunement. A hat that looks like the head of a brown catfish with long whiskers. This hat needs to have been worn for at least 24 hours before it can be used. Once a day, the wearer can turn into a carfish for up to 10 minute. As a bonus action, it can turn back into its regular form.
81. Leather harness of holding. Cursed magic item, uncommon. This harness gives no benefits, but every once in a while the wearer will be affected by the hold person spell.
82. Spell scroll, Create or Destroy Water.
83. Spell scroll, Darkness.
84. Spell scroll, Bestow Curse.
85. Oil of Slipperiness.
86. 2 vials of oil of slipperiness.
87. Ring of water-breathing.
88. Potion of water-breathing.

89. Potion of water-walking.
90. Potion of poison
91. Potion of animal friendship.
92. Elemental gem of water.
93. Folding boat.
94. Cloak of the manta ray.
95. Soul of the fishpeople. An amulet with the soul of 2d4 kuo-toa trapped inside. Anyone wearing the amulet will hear the voice of these creatures. They are angry and vindictive but might give useful information if they want to. They rarely want to.
96. Vial of concentrated kuo-toa blood. Magic item, uncommon. A vial filled with concentrated kuo-toa blood. Any creature that drinks the vial gains these three kuo-toa abilities for 3 hours: Otherworldly perception, slippery and sunlight sensitivity.
97. A really friendly fish in a cage. The fish is awakened and is neutral good, but has been kept as a prisoner by the kuo-toa for a while.
98. Hand of the Kuo-toa. Cursed magic item, rare, requires attunement. An old, mummified kuo-toa hand, with a chain going through it. Can be worn as a necklace, allowing the wearer to attune to an additional magical object, if one of those is a ring on the kuo-toa's hand. However, if the wearer keeps the hand for more than a week, they must succeed on a DC 13 Charisma check every sunset thereafter to avoid contracting a madness. Once the wearer has a madness, they can't contract another one from the hand. The hand is dry and dark, even underwater, and slightly twitches from time to time.
99. Pearl of eversight. Cursed magic item, rare, requires attunement. A creature that looks into the pearl will feel inclined to take out their eyeball and replace it with the pearl (Wisdom saving throw DC 13). If the pearl replaces their eye, they gain the following: Disadvantage on regular Wisdom (Perception) that rely on sight, however the wearer can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving. If the wielder keeps the eye in for 6 days, they gain a madness.
100. Idol of Blibdoolpoolp. Cursed magic item, rare. A relatively large golden statue representing Blibdoolpoolp. Anyone who touches the idol must succeed on a DC 16 Charisma saving throw or else be corrupted by it. A corrupted creature has disadvantage on any attack against kuo-toas or other followers of the Drowned Goddess, as well as a vulnerability to necrotic damage. The corrupted will attempt to hide the idol from others, but might try to show other people the idol in secret, to try and corrupt. The more time passes, the more the corrupted creature will feel uncomfortable outside of water and might try to spend as much time as possible in the water as an attempt to be closer to the Drowned Goddess. If the corrupted doesn't already have water-breathing, it doesn't gain it from touching the idol and might very well die from drowning.