

Fun little trinkets 3

1. 5d10gp
2. 10* (1d4gp, 1d6sp, 1d8cp)
3. 20 platinum pieces, 100gp, 150sp, 100cp.
4. 1d4 * 1000gp +250gp, 1d3 * 1000sp
5. Two green jewelled earrings (worth 45gp together or 15gp alone).
6. A two inches large hollow golden cube (worth 100gp).
7. Abstractly sculpted dove (worth 20gp but can be sold for up to 80gp to lovers of abstract art).
8. A painting in a really nice frame. The painting is ruined but the frame has inlaid gold and is easily worth at least 100gp.
9. A beautifully crafted pearl necklace (worth 120gp).
10. A crafted statue of a deity made out of silver (worth 125gp).
11. A mermaid sculpture with shiny blue metallic paint (worth 100gp).
12. A thri-kreen sculpture made of brass (worth 65gp).
13. A beautifully crafted titanium hip (worth 850gp).
14. A cheaply made iron hip (worth 30gp).
15. A golden set of teeth (worth 175gp).
16. A sheriff's badge from a neighbouring town. (worth 25gp).
17. An antique bottle with patterned sigils (worth 5gp, or up to 235gp to an antique collector).
18. A slightly shiny gold ring (worth 250gp).
19. A watermelon tourmaline gem. Has elemental properties linked to earth (worth 300gp).
20. A star-shaped garnet gem. Has elemental properties linked to fire (worth 315gp).
21. A perfect glassy pearl. Has elemental properties linked to water (worth 275gp).
22. A baryte desert rose crystal. Has elemental properties linked to air (worth 175gp).
23. Two silver arrows. They might be kept as ornament because they are especially beautiful (worth 75gp each).
24. A beautiful ruby red rose (worth 25gp).
25. A bracelet made out of gold with a set of inlaid rubies (worth 750gp).
26. Half a dozen crystal eggs (worth 100gp each, 1000gp for the whole set).
27. A golden chalice of Pelor (worth 1650gp).
28. A set of thieves' tools.
29. A treasure map.
30. A spyglass.
31. A set of cartographer's tool (compass, scribing equipment).
32. Masterwork jeweller's tools.
33. A large box filled with two dozen empty vials.
34. A random one-handed melee weapon.
35. A random heavy melee weapon.
36. A random ranged martial weapon.
37. A really well-made shovel (worth 5gp).
38. A small cube of vegetation. Can be thrown to produce a 4 feet tall, 16 feet long hedge wall. If there isn't enough space for the wall to appear, it stays in cube form. In

the middle of the wall is a small branch that can be broken to turn the wall back into a cube.

39. A small white cactus. It moves slightly as if it was perceptive of what is happening around it. It can live for several weeks without water, although if it is lacking water or sunlight, it can uproot itself and move, albeit slowly, towards a new spot where there is more water and/or light. If it is not well maintained, it might attempt to flee.
40. A magical key chain with 10 keys. Each key can be thrown as a non-magical dart. Every morning, the key chain grows back 1d6 keys, to a maximum of 10.
41. Temperate rock. The owner of the rock can choose a temperature between 1 and 45 degrees C. If they then put the rock in water, up to 100 liters of water can be kept at the chosen temperature.
42. A small bell that can be attached to the neck of a beast. The owner of the bell can at will hear the sound up to a kilometer away, but no one else.
43. One single tooth that can be planted in rotten food to make it viable for consumption. The tooth can clean up to 5 rations per day.
44. Joe the turnip. A big turnip with the name Joe carved on it. It feels warm and fuzzy to the touch and brings whoever holds it a calm and restful sleep. The holder has much fewer nightmares, if any, although they often dream of giant turnip.
45. A fur hat that seems to spawn little rodents. The rodents are friendly to the owner of the hat.
46. Wand of the mustache. A wand that helps mustaches grow can be used once a day. If used against an unwilling target, they can make a DC 12 Charisma saving throw.
47. Wand of red flowers. A wand that allows the user to turn non-magical flowers red. The user can turn up to 15 flowers a day.
48. Wand of glass repairing. This wand can mend non-magical reflective or transparent surfaces.
49. Wand of braids. This wand can magically braid hair if it is long enough.
50. Potion of puke. Makes the drinker puke. If they want, they may make a DC 16 Constitution saving throw to avoid the effects.
51. Potion of hair dye. A dull, transparent liquid in a clear vial. If an object is put in the vial, the liquid takes the color of the object. Afterwards, if the potion is drunk, the drinker's hair color permanently becomes of the same color as the potion. If the potion is drunk while it isn't colored, the drinker's hair falls out at once. The drinker may choose to resist the effect, even if they are not aware of the potion's properties. Constitution saving throw DC 11.
52. Potion of the green thumb. The drinker's thumbs become green for 12 hours and they gain advantage on Wisdom checks made to take care of plants or find plant-based food.
53. Potion of lion's roar. After drinking this potion, the drinker can't speak for 5 minutes but can roar just like a lion.
54. Mirror of the past. A small hand-mirror that can show you some of your memories when you look into it.
55. Helping quill. A magical quill that writes down what is being said. It knows to recharge itself with ink if an inkwell is nearby.
56. An enchanted bracelet. Whenever people see the bracelet, they feel compelled (Charisma saving throw DC 10) to say how it's a beautiful bracelet.

57. A crown the whispers in the ear of who wears it. It whispers non-sense. But the crown is pretty.
58. A 4 inches large wooden box that can be magically sealed at will. The seal doesn't protect against magic, but it does prevent water and air from entering or exiting the box.
59. A spoon that makes everything taste worse. It is also made of lead and on the long run might lead to lead poisoning.
60. An oil lamp that can be lit indefinitely. The light's color can be changed to red, green, blue or a regular yellow.
61. A cap that transforms into hair when put on the head of a bald person.
62. A cloven hoof attached to a red leg. It twitches and tries to clop against the ground whenever it can.
63. Belt of human strength. While wearing this belt, your Strength score changes to a score of 10, granted by the belt. The item has no effect on you if your Strength without the belt is equal to or greater than the belt's score.
64. A clicker clockwork contraption. Whenever it is clicked, the clockwork within activates the mechanism. There is an arcane link between the contraption and something else.
65. Benny the goat. A small baby goat that was cursed to be a baby for the rest of eternity. Will attach itself to whoever gives it attention.
66. Slow cooker. A large black cauldron. If dead animals are put inside the cauldron, they will automatically be skinned, cut and cooked within 4 hours. Water and vegetables can be added to make a stew.
67. Evil cap. This cap feels evil. Wearing it will make good creatures distrust you. Evil creatures are unaffected by the cap.
68. Hammer time. This light hammer does non-magical damage, but has an enchantment on it that allows the wielder to know what time of day it is, even if the sun is not visible.
69. Bongos of rabbits. Playing these bongos will make rabbits friendly to you.
70. Twin rings of the Bear. If both magical rings are worn, the wielder's carrying capacity goes up by 10 lbs. They also have a +2 bonus on ability checks to catch fish with their bare hands.
71. Hourglass of aggressivity. The speed at which the sand flows down into the hourglass depends on the aggressivity of the room. The more aggressivity, the faster the sand goes down. When the hourglass is in an empty room. the sand stands still.
72. A piece of chalk that never runs out of chalk.
73. A small golden bead that vibrates in the presence of saltwater.
74. A tiny earth elemental the size of a rat. It seems relatively friendly.
75. Dagger of Daggers. Magic item, rare (worth 450gp). Whenever this dagger is thrown, a second dagger is spawned out of it, causing the weapon to do 2d4 damage instead of 1d4. The additional daggers created are dispelled after 5 minutes and are non magical.
76. Greatclub of Goodberries. Magic item, uncommon (worth 235gp). Whenever the wielder hits a target with a critical hit, 1d4 goodberries are spawned in the pommel of the greatclub.

77. Morningstar of Light. Magic item, uncommon (worth 205gp). This morningstar can be lit up as a bonus action as if affected by the light spell, for an unlimited duration. The light can be turned off as a bonus action.
78. Dark Shortsword. Magic item, rare, requires attunement (worth 1135gp). Whenever the weapon is unsheathed, any non-magical bright light in a 30 feet radius becomes dim light and dim light becomes darkness. Regular darkness becomes magical darkness.
79. +1 Light Crossbow.
80. Thunderous Whip. Magic item, uncommon (worth 935gp). Everytime the wielder hits a target with the whip, the target takes an additional 1d6 thunder damage.
81. Banishment Dart. Magic item, rare (worth 1000gp). If the dart hits a creature with an attack, that creature is affected by a Banishment spell (DC 14). At the end of the spell, the dart stays in the other plane.
82. Spiked Gauntlets of Mockery. Magic item, uncommon, requires attunement (worth 1340gp). These spiked gauntlets do 1d4+Str piercing damage on a hit, plus the target is affected by a vicious mockery spell. The spell is cast at the wielder's level and the save DC is based on the wielder's charisma.
83. Head-Crusher. Magic item, very rare, requires attunement (worth 12 000gp). This magical maul has a +2 enhancement bonus. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, the creature takes an extra 6d8 bludgeoning damage from the hit. A creature is immune to this effect if it is immune to bludgeoning damage or doesn't have a head.
84. Leydrassil. Magic item, very rare, requires attunement (worth 20 000gp). This carved wooden longbow has a +2 enhancement bonus. It has delicately carved elvish letters and symbols all across the handle, telling the story of the first elven soldier that wielded the longbow. In the morning, the wielder can choose between Fire, Cold, Lightning, Acid or Poison; for the rest of the day, the bow does an additional 2d4 points of damage from the selected elements. The bow naturally grows wooden thorny-branch-like arrows whenever the string is pulled, thus the wielder never needs to carry arrows. The creature holding the bow can cast the druidcraft cantrip at will. Also, whenever a creature dies from the bow, a small tree sprouts from the corpse within a minute.
85. Rose-Tinted Shield. Magic item, rare (worth 1675gp). A large shield made of pink glass surrounded by a titanium rim. As an action, the wielder can crouch and hide behind the shield. Any enemy that can see the wielder must succeed on a Wisdom saving throw (DC = 8 + proficiency bonus + Charisma modifier), otherwise it doesn't see the wielder as an enemy target until its next turn.
86. Scalemail of the Fire-Bearer. Magic item, rare, requires attunement (worth 6500gp). A red set of scale mail armor with a fire blazon on the front. It also comes with a set of heavy gauntlet. While wearing this armor, the wearer gains resistance to fire damage and can cast the produce flame cantrip will, as well as the spell burning hands once a day. The ability modifier used for these spells is Intelligence.
87. Treetop Leather Armor. Magic item, uncommon (worth 355gp). This brown leather armor has green patterned vines and leaves on it. It allows the wearer to effortlessly climb trees. Whenever the wearer does a Strength (Athletics) check to climb a regular tree, they automatically succeed. Whenever the wearer does a Strength

(Athletics) checks to climb a large tree, such as a magically enhanced elf city, the wearer has advantage on the check.

88. Plate of Elemental Earth. Magic item, very rare, requires attunement (worth 11 000gp). This magical set of plate armor has a +2 armor bonus. While attuned, the wearer can speak Primordial, can move across difficult terrain made of earth or stone without expending extra movement and can cast the spell Pass without a trace once a day, requiring no material component, using the armor's magic. The wearer also has advantage on Strength and Dexterity saving throws made against effects that would knock them prone.
89. Helm of Protection. Magic item, very rare, requires attunement (worth 35 000gp). While wearing this helm, the wearer becomes resistant to bludgeoning, piercing and slashing damage from non-magical weapons that aren't made of adamantine.
90. Staff of the Swamp. Magic item, rare, requires attunement by a spellcaster (worth 16 000gp). This strange wooden staff is twisted on itself and covered in humid moss. A puddle of green water forms at the base wherever the staff stays still for too long and it smells of peat. You gain a swim speed of 30 ft. and you can breathe underwater while you hold this staff.
The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: darkness (2 charges), insect plague (4 charge), stinking cloud (3 charges), or water walk (3 charges).
The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to green bogwater and is destroyed.
91. Ring of the fox. Magic item, rare (worth 156gp). Gives the wearer advantage on Survival (Wisdom) checks to track creatures.
92. Flute of the woodpecker. Magic item, uncommon (worth 78gp). A small wooden flute that when sang next to a tree causes holes to appear in the tree and insects to come out from under the bark.
93. Hearing cone. Magic item, uncommon (worth 135gp). A snail like cone that when put against the ear, allows the user to clearly hear sounds up to 300 feet away.
94. Book of the Maggot. Magic item, uncommon (worth 150gp). A small book binded by black cracked leather. The book spoils any food in a 10 feet radius.
95. Reaping Preventer. Magic item, rare (worth 565gp). A small rock figurine of a grim reaper. If held on an individual, it can prevent death. If the holder falls unconscious and fails three death saving throws, or is affected by a death effect such as a Power Word Kill spell, the figurine breaks and the holder gets back up to 1hp.
96. Shoes of the Fey Dancer. Magic item, uncommon, requires attunement (worth 185gp). The wearer has advantage on Charisma (Performance) checks made to perform a dance. The wearer also becomes immune to enchantment magic made to force them to dance, although they do enjoy dancing more than before.
97. Headband of Blades. Magic item, rare (worth 1300gp). If the wearer receives at least 5 points of slashing damage, an incorporeal weapon appears above them for one minute, attacking one enemy target per round until it is dispelled. The spiritual weapon is a longsword that does 1d10+(wearer's intelligence modifier) points of magical slashing damage. Once this feature has been used, it cannot be used again until the next dawn.

98. Veil of the dark arrow. Magic item, rare, requires attunement (worth 1500gp). A dark grey veil worn around the face. While the wearer is in darkness, any of its weapon attack (ranged and melee) do an additional 1d4 necrotic points of damage.
99. Earrings of the Negotiator. Magic item, rare, requires attunement (worth 2500gp). These earrings whisper tips and tricks to the wearer when they are negotiating prices. The wearer gains advantage on Charisma checks made when negotiating prices.
100. Tail Feather of Sikkeris. Magic item, very rare (worth 4850gp). A lone tail feather of a powerful phoenix. Has deeply powerful affinity with Elemental Fire. Fire alchemists might like to buy it.