



SORA ESMA'S CART OF EVENTIDE TREASURES

700 ECLECTIC TRINKETS FOR
THE WORLD OF EBERRON



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*Baubles, baubles toil and hobble, trinkets earned and barrow wobble.
Fillet of a Thranish snake, in my cart for you to take.
Eye of newt and warforged toe, and at such a pretty bargain though...*

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INTRODUCTION

It's the second night of Long Shadows, Grandmother." The young bugbear bowed his head in reverence.

"That it is, child. Khybersef it is called to those in Thrane, a night they seek to bring forth the light of the Flame. But you are no devout of Shadow nor Silver Flame, yet you seek the Greatfather Winter?" The hobgoblin crone smiled, for she already knew the answer.

"My tribe believes he rewards children with spoils of Shae Joridal," the bugbear replied quickly.

The old peddler chuckled. "Perhaps, though the actual Greatfather Winter is known to ride from Taer Syraen." She laughs again. "No matter, that is farther than you could make in a night. Perhaps I have some gifts of my own for Long Shadows. Tell me, Marduke, what do you seek?" She turned to start digging in her overladen cart.

"I seek information about my little brother..."

"Ah... then I have just the thing..." She laughs as she begins to rummage in her haul of presents...

In Eberron, the final three days of the year are known as Long Shadows. For some, this is a time to stay inside, chasing away the gloom with good company and high spirits. For others, this is a time of devotion and gratitude to the Shadow of Aureon for the magics it has brought into the world.

As is her nature, Sora Esma may be encountered by characters during this holiday, for the crone has a habit of turning up in convenient places on her own whims.

The trinkets in this supplement have some similarities with the categories from previous works ([Sora Esma's Cart of Wonders](#), [Sora Esma's Cart of Otherworldly Wares](#), and [Sora Esma's Cart of Reliquaries](#)) but the vast collection in her Cart of Eventide Treasures is much more eclectic than usual, and the categories of items have little in common with each other.

THE DOTING GRANDMOTHER

Bugbear children may tell stories of Greatfather Winter, but many races know tales of an elderly hobgoblin who pushes her cart all across the land—and of the fanciful and wondrous things she produces from it. It's said that no prize is beyond Sora Esma's reach, and no entity is foolish enough to refuse her. The hobgoblin gram treats queens and fiends alike, speaking to all with a familiarity and treating everyone she meets as her own grandchild. During Long Shadows she can be encountered in any village or locale, happy to barter away her collected holiday goods.

APPEARANCE

During the last days of Vult, Sora Esma can be encountered wearing festive fur-lined garb and pushing her cart decorated for the season. Outfitted in heavy winter furs



even in places like Q'barra that seldom see snow, Sora Esma seems unbothered by the frigid cold or sweltering heat. She appears with a grin, as little can dampen her spirits at year's end.

PERSONALITY

Sora Esma is eccentric, but kind. She may chastise those that barter with her, but she does so with a grandmotherly fondness. Often Esma chuckles or laughs, seemingly to a joke that only she knows. She treats any who show her respect equally, but her story is long—and woe to any who cross her and find themselves written into her book of grudges. Sora Esma has little use for coin, and prefers to bargain for her trinkets with stories, favors, and more immaterial things like memories or the color of your hair. Encounters with Sora Esma should be fun and memorable.

STATISTICS

Sora Esma is a grandmother green hag (as described in *Volo's Guide to Monsters*) who engages in artifice and weird magic to bring many of her trinkets into creation. When Sora Esma is part of a hag coven, her focus is upon the nature- and prophecy-themed Alternate Coven Spells. Any coven with Sora Esma as a member also has access to *compulsion*, *conjure woodland beings*, *contact other plane*, and *Tasha's hideous laughter*.

LAIR ACTIONS

Sora Esma's barrow cart drives itself and functions as the hag's lair. As long as Sora Esma is within a mile of her cart, she has access to Lair Actions. On initiative count 20 (losing initiative ties), Sora Esma can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

No Regifting. Sora Esma creates a cyclone of the items from her cart in a 40-foot high, 20-foot radius cylinder centered on the cart. The effect lasts until initiative count 20 on the next round. The whirlwind lightly obscures every creature in the area for the duration. A creature that enters the whirlwind for the first time on its turn or starts its turn there must make a DC 15 Constitution saving throw, taking 1d6 bludgeoning damage on a failure as it is battered by junk.

Witch's Switch. A bundle of birch branches answers Sora Esma's call. Until initiative count of 20 on the next round, Sora Esma has a fly speed of 120 feet.

Naughty or Nice? Sora Esma touches a creature and magically knows the creature's current emotional state. If the target fails a DC 16 Charisma saving throw, she also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw

Dash Away All. In a panic, Sora Esma can clap her hands and teleport herself, her cart, and any items not traded away to a location of her choice. She cannot use this lair action again until a different moon becomes full in the sky. When she uses this action, she vanishes in a cloud of coal dust.

REGIONAL EFFECTS

When Esma spends too long in one spot, the effects of her cart seep into the land. The region within 1 mile of the grandmother hag's lair creates the following effects:

- The region takes twice as long as normal to traverse, unless a creature is making their way towards the cart, in which case traveling time and distance is halved.
- Strange laughter sounding like goblin children and eerie music pervades the silence.

SORA ESMA

Medium fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	14 (+2)	18 (+4)

Skills Arcana +6, Deception +12, History +6, Insight +10, Perception +6, Stealth +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Goblin, Sylvan

Challenge 10 (5,900 XP)

Amphibious. Sora Esma can breathe air and water.

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Innate Spellcasting. Sora Esma's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *sanctuary* (self only), *vicious mockery* (17th level)

3/day each: *eyebite*, *mental prison*, *polymorph*

1/day each: *feblemind*, *forcecage*, *maze*

1/month: *imprisonment*

Legendary Resistance (3/day). If Sora Esma fails a saving throw, she can choose to succeed instead.

Mimicry. Sora Esma can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Nereid's Shawl. Bestowed to Sora Esma as a gift, this silky shawl grants Sora Esma the ability to understand and verbally communicate with beasts, and to cast the *water breathing* spell three times per day.

ACTIONS

Multiattack. Sora Esma makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Another Really Big Stick. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Illusory Appearance. Sora Esma covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, Sora Esma could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that Sora Esma is disguised.

Invisible Passage. Sora Esma magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Sora Esma's Extradimensional Catalogue. Sora Esma can draw a magic item from her bag. The number of items that she can withdraw per day depends on their rarity. Her bag is magical, and only she can draw an item from it. She can never be magically compelled to draw an item.

At will: Common
3/day: Uncommon
1/day: Rare
1/week: Very Rare
1/year: Legendary

LEGENDARY ACTIONS

Sora Esma, as a grandmother green hag, can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sora Esma regains spent legendary actions at the start of its turn.

Cackle. Sora Esma casts *vicious mockery*.

Claw. Sora Esma makes a claw attack.

Walk Unseen. Sora Esma uses her *Invisible Passage* action.

SORA ESMA'S WARES

During Long Shadows, Sora Esma's cart seems near to overflowing with gathered presents and baubles. Nearly anything someone could want, and many more items they never knew they needed (or existed), can be found on her fantastical cart.

When bartering with Sora Esma, players may roll once on a trinket table of their or the DM's choice. DMs might also allow new characters to start with a trinket from this list instead of the table in the *Player's Handbook*. These trinkets can also be used as story rewards or miscellaneous loot beyond meetings with the mysterious curator.

AIRSHIPS

d20 Trinkets

- 1 This cylinder, when affixed to an elemental strut, produces harmonious music as an elemental ring passes through it
- 2 Half of a lucky life ring that helped two airship crashes result in no casualties
- 3 A stolen Wind Whisperer banner
- 4 A brass bowsprit cap that summons a flock of seagull familiars for 1d4 hours a day; the gulls obey no one
- 5 A porthole window depicting an underwater journey
- 6 A commemorative ticket from the first voyage of the Golden Dragon
- 7 Broken Khyber dragonshards from an airship crash
- 8 A ship's cat made from living cloud
- 9 A rose grown from the livewood of Karia Naille; it is always blooming
- 10 This charred and broken *wind of wheel and water* is beyond repair, but whispers cryptic hate in Ignan
- 11 Struck by Kythri lightning, this Siberys dragonshard displays a bird's eye view of Regalport within it
- 12 Ornamented with a kraken motif, this captain's coat has a thin sheen of mist about its tails
- 13 This tri-corn hat grants the wearer illusory pointed ears that do not hold up to scrutiny
- 14 A pouch of efreet dust that, when tossed into an elemental ring, makes a ship leave behind a sparkling golden trail for miles
- 15 Looking through this telescope shows a large map compass projected onto whatever land is viewed
- 16 1d4+1 Thranish silvermint leaves that help abate airsickness when chewed
- 17 A bottled rainbow caught during an airship voyage
- 18 Forged of Syranian steel, this hook can anchor an airship to a cloudbed
- 19 A small figurehead of a winged kobold
- 20 Every day this tiny pouch refills with stale over-salted cashews or peanuts (user's choice)

ATUR

d10 Trinkets

- 1 An adder stone from the peak of Mt. Tharzil; a soft elegy murmurs through the lunette
- 2 A lectern made from a pair of ghoulish forearms; the hands turn a book page on the lectern upon command
- 3 A lantern that illuminates with scarlet fire at night
- 4 A pair of Karrnathi undead greaves from the Night Forge
- 5 A small Nightwood fox made of living shadow
- 6 A linen wrap given by High Priest Malevenor that bears a mantra of the Odakyr Rites
- 7 A bone knight helm with pinpoints of light hovering inside the eye sockets
- 8 A blood-art tapestry of armored King Kaius auctioned from Nighthold
- 9 Broken Khyber dragonshard fragments accompany this parcel with cryptic half-finished schemes for "Operation Leviathan"
- 10 A corpse collector's bone key that unlocks an Atur vault chamber
- 11 A candlestick from the Crimson Monastery; candles burned in it drip blood instead of wax
- 12 An ornate vase sculpted by the True Shapers of Thuranni, with a looping waterfall cascading down the sides
- 13 A vial of Karrn river water that's forever surrounded by light mists
- 14 A skeletal raven that animates each day after dusk, and at dawn, crumples into an inert pile of bones
- 15 An Atur Academy wand made from a specially preserved covadish branch; magical images of skulls accompany most spells channeled through it
- 16 Once an evening, this mug converts its liquid contents to Nightwood Ale
- 17 A poisoner's ring that preserves one drop of blood stored inside it
- 18 24 rib bones delicately inscribed with the love story of warlord Harika ir'Shult and the Knight of Roses
- 19 A small pouch of grave soil containing 1d6+1 Mabar-infused earthworms
- 20 Three unlucky Keeper's coins, robbed from graves



BAKER'S DOZEN

d10 Trinkets

- 1 A mobile of glowing orbs representing the moons; the 13th is cracked and burnt out
- 2 13 toy dwarven soldiers representing the clans; the face of the Noldrun dwarf is worn away
- 3 A recipe book for Baker's Night desserts; the 13th recipe has been torn out
- 4 A cloak sewn from the tabards of every nation recognized at the Treaty of Thronehold
- 5 A map that adheres to no current known lands; twelve quori portals are marked and stricken—one remains circled
- 6 A black Kundarak tome, locks broken; it lists 13 prisoners of the Deep Ward of Dreadhold, with most details omitted
- 7 A circular stone tablet foretelling a mysterious cataclysm, measured by an outdated Giant form of timekeeping
- 8 An Eberon dragonshard pulsing with crimson light; it has the number 13 carved into it, and shines brighter near certain elves
- 9 The *Odium Excoriāre*, a tome containing the flayed dragonmarks of 13 House excoriates
- 10 A bracelet with 13 settings, but only 12 cats-eye stones



BELTS & BANDOLIERS

d100 Trinkets

- 1-4 Made from a severed tonguworm, this belt twitches in the presence of aberrations
- 5-7 This champion belt is fashioned with a large Giant coin in its center
- 8-10 This stylish snakeskin belt doubles as a whip
- 11-13 Hooking your thumbs behind these suspenders allows you to tell a long anecdotal story for ten minutes within needing to pause for breath
- 14-16 An often-lost corded belt made of belker smoke and naturally invisible
- 17-21 A brightly colored bandolier that sings a different note every time a pouch is opened
- 22-25 Dragonmark-like symbols dance across this belt of interlocked stone plates
- 26-29 An intricately braided belt that unravels into 50 feet of rope
- 30-33 A wandslinger's crossed bandolier with metal rings on the back, perfect for the talons of a winged creature to pick up
- 34-37 A belt that loosens itself if patted thrice after a meal
- 38-40 A jester's belt decorated with numerous removable bells that turn into puffs of colored smoke when thrown against a hard surface
- 41-43 This livewood bandolier grows a different flower from a pouch every day
- 44-46 An autographed gilded wrestling belt from the Daring Dar
- 47-49 Woven from banshee hair, this belt lets the wearer emit a keening wail that can travel far distances, but only at night
- 50-52 Mockery knives adorn this uncured leather belt that absorbs any blood on its wearer
- 53-55 Beset with teeth and bone, this Droaamish gladiator belt grants its wearer an aura of dread
- 56-58 When snapped, these embroidered Zil scripts change to reflect the next 25 words spoken to them; a snap changes these suspenders back
- 59-61 Made from shackle chains, this heavy belt is adorned with bent and broken Kundarak keys
- 62-65 Any wand drawn from this bandolier glows menacingly red for a moment
- 66-68 This glameweave magician's belt makes the wearer look bisected
- 69-71 A belt with an Aureon motif, the compass on the buckle points to his nearest place of worship
- 71-74 An ornate sash of spun spider gossamer, spiders of shadow crawl upon it
- 75-78 The mural on this ancient obi paints a scene of fiends versus dragons
- 79-81 This formal cummerbund holds a secret compartment for a vial and another for a stiletto dagger
- 82-85 If the wearer of this cave harness falls from any significant height, the belt emits a shout of help
- 86-88 Cut from mummy wraps, this cincher makes the wearer appear very thin
- 89-92 An elastic belt made from dormant gray ooze
- 93-95 Scored with notches, this pseudo-dragonhide belt boasts many draconic victories
- 96-98 Studded with tiny sunshards, this belt projects an illusory Ring of Siberys about the wearer
- 99-100 A flowing Thelanis sash that's actually a small waterfall held in stasis

BLOODSAILS

d20 Trinkets

- 1 A basket of woven ebon sedge grass that keeps its contents cloaked in shadow
- 2 This unbreakable arrow releases a baleful moan when fired
- 3 A small urn covered in sigils and filled with scarlet tattoo ink
- 4 A crimson flag of Farlnen that whispers and perpetually flutters
- 5 An idol of basalt that can be exchanged for a favor from a member of the Grim
- 6 A severed elven hand, covered in red tattoos that serve as a map; a finger occasionally points to landmarks
- 7 A glowing dragon turtle bone that mutters cryptic wisdom in Elvish
- 8 The fingerbone needle of this darkwood compass points only to shipwrecks
- 9 A bottle of Mabarán gloom wine; drinking it briefly shrouds you a dark haze
- 10 Penned in blood, this tome is filled with prophetic interpretations by the Dreadhold prisoner Saeria Lantol; it initially opens to a passage describing a party member
- 11 A ghostlight lantern that emits cold green light
- 12 A haunted deck mop exuding black pitch
- 13 A cracked Irian crystal quietly repeating the phrase, "Some things cannot be purchased"
- 14 Half of a broken candelabra that summons the specter of a bisected mute elf ghost, which looks at the sundered object with sorrow
- 15 A small box of vampire ash; it holds a blood-stained gold piece that can't be removed
- 16 A darkwood bust of an elf that cries tears of blood when three moons are dark
- 17 Wisps of ghostly vapor encircle this tricorn hat, bemoaning portents of doom to whoever dons it
- 18 This darkwood peg leg, haunted by the sailor that bore it, instills its new owner with a passion for impromptu dance
- 19 A basalt chronometer, this moondial only works at night
- 20 A cloak of ebon leaves, constantly falling, from a winter eladrin

BOOTS AND SHOES

d20 Trinkets

- 1 Stitched with Daanvi fatecord, these boots lace themselves perfectly with a command
- 2 Crafted from swordtooth titan leather, these boots roar when they are stomped
- 3 Stamped with Dol Arrah's symbol, these shoes are fabled to enable "walking on sunshine"
- 4 These owlbear mukluks surround the wearer in an explosion of feathers every day
- 5 A pair of livewood clogs that play a pan-pipe tune as the wearer dances
- 6 This massive cloud giant boot hovers inches off of the ground
- 7 Glamerweave shoes that sparkle red and instill an irrational fear of tornadoes in the wearer
- 8 These chitinous boots glow in the dark
- 9 A favorite among the Shadow Marches, these waterproof reptilian hide shoes are called "cross"
- 10 While wearing these sandals, you leave a trail of dust when running, no matter the terrain
- 11 These pointed green shoes are adorned with bells; elves can't stand them
- 12 These dusty knee-high boots contain wand sheathes worked into the cuff interior
- 13 A pair of stylish shark-leather seaboots that attract lightning to the wearer
- 14 Emblazoned with a unicorn, these Orien running boots leave an illusory rainbow trail behind the wearer
- 15 These shoes can leave luminous footprints for half an hour each day
- 16 Made from solid gray mists, these boots moan and wail the closer they get to the Mournland
- 17 Shaped from assassin vines, these sandals grow sour blood grapes each week
- 18 Studded with bone, these Karnathi soldier boots allow a wearer to sleep while standing without discomfort
- 19 A pair of Kundarak knee-high boots with dozens of buckles
- 20 While wearing these bright Irian-infused shoes, a wearer can opt to cast no shadow

CHILDREN'S TOYS

1d100 Trinkets

- 1-2 This stuffed wolf doll growls whenever its owner shifts
- 3-5 A wooden Cannith puzzle resembling a ghulra, which slowly resets over a period of 8 hours
- 6-7 A hobby-clawfoot that roars when its reins are pulled
- 8-10 A large pair of Sivis-marked sunshards that can pass single words back and forth across a room
- 11-12 Resembling a will-o-wisp, this spongy Sharn ball can bounce the entirety of a tower if not obstructed
- 13-15 A crysteel hand mirror that can store up to three reflections
- 16-17 This ceramic Aereni figure stores and repeats one phrase from an ancestor; only a descendant can activate the figure
- 18-20 A Vadalis whistle that replicates five different bird calls
- 21-22 Illusory snow billows about this Prince of Frost costume
- 23-25 A lantern that projects scenes of warriors fighting when lit
- 26-27 A wand that conjures a tiny flying dragon of colored smoke
- 28-30 A child's tinker kit complete with "dented" wooden armor and repairable panels
- 31-32 When this wooden Dhakaani sword strikes a creature, it giggles
- 33-35 A soft tear-apart doll that can only be reassembled by a Jorasco heir
- 36-37 A color-changing crystal
- 38-40 This crate, painted like a fortress, collapses when its Kundarak key is inserted into the keyhole on the painted door
- 41-42 A pair of Ghallanda glasses that fill with fruit juice when clinked together
- 43-45 A Shavaran birch wand that produces endless bubbles
- 46-47 A wagon sculpted and painted to resemble a bulette
- 48-50 A set of moon marbles that glow in the dark
- 51-52 Once per day, these thick gloves can summon a mud ball
- 53-55 When squeezed, this stuffed toy goose honks and explodes into a cloud of feathers, then slowly reforms
- 56-57 Messages written in this rainbow Irian ink can only be seen through a special Irian-quartz magnifying glass
- 58-60 This plush Borrie ghost tiger turns into a tigerprint blanket, then back, with a command
- 61-62 A small Kythrian skipping stone that bounces erratically when thrown, then returns to its owner
- 63-65 A Conqueror set with pieces that animate in play
- 66-67 A coatl kite that leaves a trail of silver mist
- 68-70 A marble container resembling the Tower of the Twelve; inside are livewood figures of the dragonmark totem beasts
- 71-72 When placed in a hearth or fire, this stone conjures a mouse of soot that dances around the flames
- 73-75 An Orien phase-disc that blinks randomly when thrown
- 76-77 Constructed from all three types of dragonshards, this crystal puzzle forms a dragon in an egg when completed
- 78-80 Infused with Lamannian energy, this long toy constrictor remains ever buoyant
- 81-82 An overly large false spellbook that conjures a frog when particular glowing runes are pressed in order
- 83-85 A Sharn wardwing—this carved board of soarwood allows a balanced rider to surf down stairs at a rapid pace
- 86-87 Goodbye girallons—this pair of stuffed girallons glow red when one is squeezed, and when both are squeezed, they emit warmth for a moment
- 88-90 A large fork with a hilt paired with a plate strapped like a buckler
- 91-92 This Junior Wayfinder kit has an explorer outfit and a personalized letter from Boroman ir'Dayne
- 93-95 A toy warforged titan with wheels instead of legs
- 96-97 Boots that turn your feet invisible
- 98-100 A livewood dryad doll with growing hair



CONTAINERS

d20 Trinkets

- 1 A coinpurse made from a taxidermied toad; it croaks when coins are pulled from it
- 2 A gingerbread-replica secret chest that can summon a cookie, but only after dinner
- 3 A darkwood cask that adds a strawberry flavor to any foodstuffs stored within it
- 4 A basket constructed of rib cages, inscribed with Odakyr sigils, and surrounded by incorporeal mists
- 5 A backpack woven from kelpie seaweed that always keeps its contents dry
- 6 A knee-length striped sock that holds an indeterminate amount of porridge
- 7 A large Lamannian gourd that can carry as much as a leather backpack
- 8 A livewood barrel that washes and cleans any garments left in it overnight
- 9 A satchel of displacer beast leather than can only be opened by singing an Elvish lullaby
- 10 A violin case containing a carefully folded pavilion tent
- 11 A palm-sized wooden box, emblazoned with the Orient unicorn, that can store a gallon of liquid
- 12 A gilded birdcage bearing the Kundarak seal that can safely contain tiny incorporeal creatures
- 13 An elf skull fashioned into a bowl; its contents can't be spilled by mundane means
- 14 A weathered and threadbare rucksack that plays a fanfare when it's near precious gems
- 15 A soarwood coffin lined with velvet and padding; undead can't get inside it
- 16 A cigar case that holds four small inert wands
- 17 A battered tacklebox that conjures local fishing bait on Sar
- 18 A cup of bound masthin shoots; water placed within it is converted to a weak ale
- 19 A shiftweave backpack that always appears gaudy and out of fashion
- 20 Anything placed in this dolweave belt pouch appears in the wearer's mouth instead



CRIME SYNDICATES & GANGS

d20 Trinkets

- 1 A clawfoot talon that serves as a Boromar passkey
- 2 A jacket painted with a multitude of eyes that blink in an unusual pattern
- 3 Stamped with a wolf paw and only visible in moonlight, this map shows a dragon's blood storehouse in Passage
- 4 The handle of this Bilge Rat wharfboss dagger is wrapped with a dire rat's tail instead of leather; the dagger squeaks when used
- 5 A former Cloudreaver windsail turned into a tattered lucky cloak, said to divert lightning and help survive shipwrecks
- 6 Occasionally whispers from this conch shell proclaim where the Black Highway village of Sea Weed will be next making port
- 7 This animated golden crow delivers notes to and from an unknown hideout in Thaliost
- 8 The reflection of a changeling sometimes appears in this cracked hand mirror; they shift into a different person, wink, and disappear
- 9 A symbol like an aberrant dragonmark dances wildly upon this House Tarkanan banner; a marked person may find clues in the patterns
- 10 Written by a child, this letter is constantly wet and dripping; it is an open invitation to meet someone named Drifter in Stormreach
- 11 Possession of this jet-black rib bone keeps its owner safe from the Fist of Mabar
- 12 A pouch made from a worg muzzle; random items will sometimes appear within, or written instructions
- 13 Hanging this stuffed crimson rat from a window beseeches the aid of the Red Jackals
- 14 A collection of raver foretellings that mention you repeatedly, scrawled on shards of glass
- 15 A mummified doppelganger hand whose fingers are shaped into keys
- 16 A noble signet ring that unlocks a hidden Golden Lion cache of pilfered loot; it glows when close to the spot
- 17 Returning this jade clawfoot figurine grants its owner a single favor from Saiden Boromar
- 18 This glowing ethereal compass leads to the hideout of the Ghost-Walkers of Metrol
- 19 A long-nosed leather mask of the outlaw known as The Stirge; wearing it instills a thrill for danger
- 20 Resembling a *spellshard*, an aberrant marked person can read this Khyber dragonshard to learn several contacts for House Tarkanan

CYRE

d10 Trinkets

- 1 An illusory painting depicting the sunrise over Starmantle Bay
- 2 A glass coin stamped with the emblem of the city of Making, hard as iron; it rings like a bell when struck
- 3 A singed piece of parchment with hastily scrawled words, "The elves are—"
- 4 A Cyran banner that endlessly flutters
- 5 Stone marbles sculpted from each of the Vermishard Towers, they glow with each color of the rainbow when in proximity to each other
- 6 A wanted poster of Shaldra Antarielle, famous Cyran turncoat
- 7 A golden handbell that sings Cyre's anthem at mid-day
- 8 An ornate bracelet engraved with "What our dreams imagine, our hands create"
- 9 Half of a plate for minting copper coins that circulated in the 7th century
- 10 A key made of ivory initialed with WH 472



DAELKYR

d20 Trinkets

- 1 A ring set with an eye in place of a gem, the hourglass pupil occasionally blinks
- 2 Slimy boots of hardened ooze that leave a trail like a slug
- 3 A glove resembling a Nymm flytrap; the wearer can consume insects caught in the palm through the glove
- 4 A walking stick made of fossilized dolgaunt tentacle
- 5 A garish helm carved from illithid skull, which alleviates headaches
- 6 A rat made of living stone
- 7 A scarab brooch that crawls to pin itself
- 8 A glowing segment of chitin that is slightly painful when touched by orc-kin
- 9 A bouquet of eyestalks, wilted and drooping
- 10 A finger that alters itself to match the race of its owner. The finger can be attached to a hand, but the extra digit gives no advantage
- 11 A locket that houses a mesmerizing void where a portrait would be
- 12 A rattle topped with a choker skull that whispers at night
- 13 A leather gauntlet covered in cilia that writhe and twitch
- 14 A belt of sinew that lets the wearer taste by finger-touch instead of with their tongue
- 15 An orb of polished bone that splinters and cracks at each hour; the osteoclock restores itself at dusk
- 16 A vial of briny mucus from an elder brain vat; consuming it helps to jog the memory
- 17 A continually clacking grell beak
- 18 A box containing 2d12 humanoid teeth that function as pieces of chalk
- 19 A fist-sized centipede that can be used once as a healer's kit
- 20 A fleshy book that consumes anything written on it that is not penned in ichor

DRAGONMARKS

d20 Trinkets

- 1 This necklace of opalite and Siberys shards allows its wearer to change the color of their dragonmark with a thought
- 2 Oxen barding designed to look like a gorgon
- 3 This manticore brooch roars when a password is said by a Kunderak heir
- 4 To anyone bearing the Mark of Shadow, the Paelion elves in this painting look ghostly
- 5 An ironwood Tharashk wand that is curiously magnetic
- 6 A Medani heir can make the rims of these chalices glow green if poison is detected in the contents
- 7 Illusory lightning dances between this pair of Lyrandar gloves
- 8 When held by an Orien heir, a unicorn symbol on this lightning rail line map moves in real time in relation to the map-holder
- 9 This Vadalis brush changes the color of any beast's mane or coat it is combed through for an hour
- 10 This livewood Jorasco bracelet emits a pulsing yellow light if its wearer is dying
- 11 Whispering a single word in Gnome to this copper Sivis ring emblazons the word upon it like fire
- 12 A pair of silver Kunderak cuff links that can be set to shine when an alarm spell is triggered
- 13 Shaped like a kraken, this pillow wiggles when squeezed by someone with the Mark of Storm
- 14 Embossed with a Jorasco griffon, undead find this targath token tastes disgusting
- 15 This prism of labradorite causes a Ghallanda heir's *unseen servants* to take ghostly visible form
- 16 This fiery Sivis Phoenix quill never runs dry of ink
- 17 When worn by a Deneith heir, this Blademark tabard's emblem changes colors to the heir's rank
- 18 This elven funerary idol is inscribed with a sigil similar to known dragonmarks
- 19 A bracelet of living rose vine that sprouts temporary thorns if its wearer uses their aberrant dragonmark; the thorns help to dull pain and anger
- 20 This lockbox has 12 musical keys, an heir with a different dragonmark must press each key for it to open

DREADHOLD

d20 Trinkets

- 1 This key belonged to a former Kunderak warden, but its design matches no known lock in Dreadhold
- 2 A Khyber dragonshard tooth of a former prisoner; wearing it allows conversation with an unknown entity
- 3 An opus written by Prisoner Briar that has never been performed
- 4 A detailed map that offers a way into and out of Dreadhold the next time Lamannia is coterminous
- 5 A petrified bat familiar of a missing prisoner of the Stone Ward
- 6 A replica of the prison whittled from densewood over centuries by one artisan
- 7 Rune-inscribed manacles for an incorporeal wearer
- 8 Torn journal pages notated by the artificer Thraxis, detailing a lost treasure
- 9 Kept in a lockbox labeled D-10, this living hand taps coded messages upon its metal prison
- 10 This false guard wand is hollow and contains a rolled-up note written in Infernal
- 11 Shaped like a manticore head, this lantern's red light instills paranoid thoughts
- 12 Looking through this dragonshard reveals things drawn in a very particular chalk found in Gaolgate
- 13 1d4 sticks of Gaolgate Lamannian Liestone chalk
- 14 A sixth century Dreadhold guardsman uniform
- 15 A bottle of Red Ward wine, honeyed with lies and fermented in secrets for 60 years
- 16 Twelve rat skulls, minutely carved with a prophecy from Prisoner Deep 42
- 17 A necklace made from manticore quillwork
- 18 Knucklebone dice with Khyber dust pips that glow softly when they change direction or elevation
- 19 Woven from minotaur fur, this ball of yarn is said to help navigate tunnels and passages
- 20 Carved from a guard's broken wand, this flute produces notes that are unpleasant to dwarves





FAILED CANNITH EXPERIMENTS

d20 Trinkets

- 1 Six creation forge longswords fused together in a jagged slag
- 2 Chained inside of a chest, this flying dagger has murderous tendencies
- 3 An indestructible button
- 4 If these trousers are donned one leg at a time, one is always much shorter
- 5 This schema contains plans for an enormous doss lute, sized for a warforged colossus
- 6 A set of too-flexible plate armor, it offers no protection and is as malleable as cloth
- 7 This crude unflaying and untethered homunculus resembles a small Aaren d'Cannith
- 8 A long steel warforged proboscis; wearing this nose causes you to emit an unpleasant scent
- 9 A palm-sized mechanical cricket that chirps whenever a joke is told
- 10 Any harmful energy channeled through this cracked arcane focus orb targets the wielder
- 11 A blood-stained broken schema (partially) detailing designs for a warforged clawfoot
- 12 This scroll contains instructions on how to conjure magical light; it can only be read by magical light
- 13 A mass-produced iron chest with its lid fused shut
- 14 This shard-tipped staff boosts teleportation, but unpredictably changes the destination
- 15 This ooze tries to maintain the shape of animals but frequently melts back into a viscous puddle
- 16 A bundle of metallic tendrils meant to attach to a warforged jaw; a note accompanying the false beard reads "Dwarforged"
- 17 Intended for a shield guardian, this magical amulet instead gives its wearer full control over an inanimate potted fern
- 18 Banded with tin, this wand intermittently summons a random sock, but never its mate
- 19 This jar contains a tiny dead ice mephit; shaking the jar conjures a small flurry of snowflakes
- 20 Gazing into this cracked dragonshard shows your reflection silently screaming for release

FOOD

d20 Trinkets

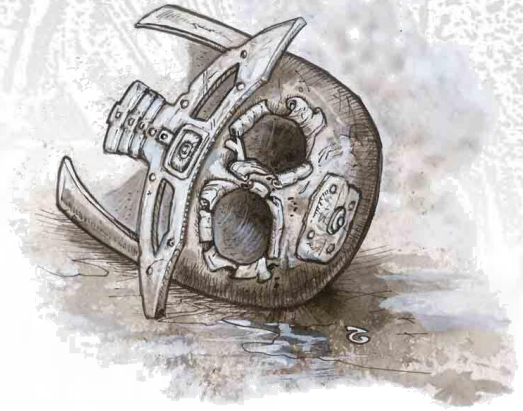
- 1 Tal leaves that, when brewed, cause the drinker's ears to steam
- 2 A cogs-crown, this cinnamon lozenge lasts for weeks without losing its flavor
- 3 1d4 Mabarar *badberries*, corrupted berries that cause immediate regurgitation when swallowed
- 4 A Fernian pheasant that bakes itself once slain and plucked
- 5 A handful of glowing Thranish beesh-berries
- 6 An edible mess kit sculpted from hathil root
- 7 A recipe for gorgon flank steaks, written in Goblin
- 8 A battered flask that produces a swig of korluat daily
- 9 Rust munster, a cheese flavorful only to warforged
- 10 A lumpy rum-cake made with Droaamish brain sledge
- 11 A bottle of Daanvi-infused Zil "negotiating" brandy
- 12 A ceramic jar labeled "Scorpion Chowder"
- 13 Shaped like tiny sprites, these sugar candies make an eater's mouth glow like *faerie fire* for a few minutes
- 14 A pouch of caramelized mootu slugs that chases away drowsiness
- 15 A basket of ashi friendship bread that stays warm and fresh if shared with a new person every day
- 16 A bushel of black apples from the Burnt Wood that temper anger and aggression when eaten
- 17 A 200-pound potato from Io'lokar
- 18 Smuggled from Dreadhold, these 1d6 cherries when consumed cause one finger at a time to turn invisible for several moments
- 19 This tricentennial bottle of Nightwood Ale contains just enough ale for a single group toast
- 20 A sad onion that can't be given away willingly



GNOMES

d20 Trinkets

- 1 These Khyber shard cuff links spark with purple lightning
- 2 An elaborate dancing costume of a ghost weaver
- 3 An original pamphlet announcing the founding of the Proctor's Trust
- 4 This glass bottle contains an unbound elemental wisp
- 5 This idol depicts Dorius Alyre ir'Korran decked in Aureon's garments
- 6 An alchemical flask that keeps any two liquids within from mixing
- 7 This perfumed scroll is written in Gnome but can only truly be understood by someone who also can speak with squirrels
- 8 This simple token calls in a small favor from Alina Lorridan Lyrris, but it must be repaid
- 9 A fish composed of elemental water that understands Gnomish and Aquan
- 10 This Power of Purity tome's text changes when elemental languages are spoken nearby while it's open
- 11 A scroll containing an heirloom limerick; every generation is expected to contribute a narrative verse
- 12 Flawed earth-bound boots that track mud wherever they go
- 13 A butter knife that heats up as it cuts
- 14 A Zilargo dart that plays a trumpeting sound when it scores
- 15 Upon this scroll is a vestige seal; legend holds it belongs to Loremaster ir'Korran
- 16 1d4 ice cubes that, when placed in a glass of water, turn it to Zil brandy
- 17 Set with three stones, this ring once belonged to a triumvir; the stones glow brighter in Trolanport
- 18 An outdated animated issue of the Korranberg Chronicle that reads itself aloud if asked
- 19 A wand from the Shimmerwood Forest that helps produce musical illusions
- 20 An alabaster rod from Pylas Pyrial that's constantly surrounded by a cloud of flower petals



HATS/HEADGEAR

d20 Trinkets

- 1 This mimic-leather wide-brimmed hat turns invisible when donned by a changeling
- 2 A white stetson monogrammed with WF in gold lettering; while wearing this hat, your smile sparkles and shines
- 3 The exceptionally long feather in this hat allows it to fly—but the flight is not extended to the wearer
- 4 This dusty beret infrequently whispers, "Ari, do not forget"
- 5 A cowl that obscures the wearer's upper face in shadow
- 6 An outlandish feathered gala hat from Aundair; geese chase the wearer relentlessly
- 7 An ethereal mask of a fallen mask weaver; it allows the wearer to screech like a clawfoot at dusk
- 8 A trapper's hat fashioned from werewolf fur that howls when Dravago is full
- 9 A crown, sized for a child, surrounded by tiny illusory flying dragons
- 10 A Zil top hat that slowly adjusts itself to be the tallest hat in a room
- 11 A pith helmet formed from scorpion chitin
- 12 A newsie cap that projects the wearer's voice
- 13 A sunhat constantly warmed by a Fernia-touched dragonshard
- 14 A magician's hat that summons an illusory jackalope randomly
- 15 This tricorn converts all curse words said by the wearer into the Sahuagin language
- 16 This nightcap blares a loud note of music at midnight
- 17 An Aundairian officer's cap split by a ghostly axe
- 18 A well-balanced helm crowned with moose antlers
- 19 This gossamer veil ever smells of evergreen trees
- 20 The wearer of this chef's hat can't be compelled to sneeze



KOBOLD TRINKETS

d10 Trinkets

- 1 A broken point of dragon-horn; when worn on a snout or nose bridge, it causes your breath to spark with harmless static
- 2 A maraca meant to be worn on the tip of a tail
- 3 A buckler made from a discarded draconic scale, polished to a mirror finish
- 4 A prism that projects the bearer's shadow as that of a red dragon of your size
- 5 A sling stone that emits a high-pitched "Yip!" when it strikes a creature
- 6 A cloak peppered in once-poisoned needles from sprung traps
- 7 A bottle of irvhir musk
- 8 A banner of safe passage through the lands held by Kethelrax
- 9 An Aundairian sovereign piece fashioned into a Gix badge of office
- 10 A torn piece of map detailing an entrance into the lair of Hassalac Chaar

LAKES

d100 Trinkets

- 1-3 A segment of twitching tentacle from a steel kraken defeated in Lake Cyre
- 4-6 A message in a bottle from Lake Galifar; the letter muses over a would-be tryst between a Passage Orien and a Sharn Phiarlan, while phantom blue butterflies fly within the bottle
- 7-9 An unknown talon from the depths of Lake Dark

- 10-13 Recovered from the shores of Chalice Lake, this map details a hidden jewel mine dangerously close to Castle Arakhain
- 14-16 A spiral shell from Silver Lake containing the melodic voice of a mermaid
- 17-19 This Dhakaani blade, which never rusts, is rumored to have been lifted out of the waters near Xandrar by an aquatic native
- 20-24 A necklace made from pearls from the twin lakes Glisten and Gloam, said to bring great fortune or terrible ruin depending on the wearer's virtues
- 25-29 From the Cyran shores of Lake Arul, this Mourmland fiddler crab plays woeful coronachs on its large claw that sound like a warped stringed instrument
- 30-33 A vial of liquid adamantine, reclaimed from the sunken village of Totens
- 34-38 A bone ring, crafted in an underground lake, that gives off soft luminescence in the dark like a cave fish
- 39-42 Glancing through this broken Mabarani crystal is said to show glimpses of the infamous Crimson Ship when held over a body of water
- 43-48 Housed in an orb of narstone is a single drop from the Lake of Fire
- 49-52 Stitched from sable-colored horrid crocodile skin, this Blackwater cowl always appears damp; whoever dons it hears voices whispering in Orc, urging them to return to the lake's heart
- 53-56 Drinking the waters of Lake Dark from this Khyber-shard-studded Keeper's chalice grants a vision of a departed person—sometimes friend, sometimes foe
- 57-60 A Talentan painting depicting a great fintail in Lake Cyre; the beast sometimes moves, or isn't visible
- 61-63 The hoof of a Mirror Lake glaistig said to bring harmony to a union

64-67 A strange talisman of always-warm basalt pulled up from the magma lakes of the Cogs; it's inscribed with Ignan script that many creatures can't see

68-71 This dream shard holds memories of individuals tossing it from Arcanix into Lake Galifar; whoever repeats this task may have their dreams come true

73-76 An odd bone from the shores of Crimson Lake that warps into a different kind of bone each night

77-80 A glowing orb from the lake of Kasshta Keep that shines with plant-nourishing life

81-84 1d4 vials of water from Vedykar Enclave that help take away bad memories

85-89 Hide armor crafted from Shadowmere chuul chitin surrounded by illusory swimming fish

90-93 A waterskin filled from the Traveler's Footprint, considered lucky to toast before a journey

94-96 A flask of syrupy blue water from Stagnation Lake in the Mourmland

97-100 A surly snapping turtle ghost from Lake Brey, near Valin Field, that comes with the spear that killed it

57-60 Wearing this antlered helm makes you appear frozen and covered in rime

61-63 On the last night of the year, this boot can summon a smoke mephit composed of coal soot

64-67 Cultivated during Long Shadows, this inkberry holly serves as empowered foci for Children of Winter rituals

68-71 Sacred bone chimes said to carry portents during Windwhisper

73-76 A hunting horn that summons phantasmal wolves when blown at night

77-80 A fused dragonshard of Khyber and Siberys that projects the silhouette of a wings-spread dragon

81-84 A wreath of warped Gloaming wood meant to stave off ennui

85-89 An ebon skull of an alpha shadow mastiff that howls at midnight

90-93 An inert graystaff of a bheur hag; holding it causes the wielder to randomly cackle

94-96 Frozen tears of a winter eladrin that fill whoever holds them with sorrow

97-100 Made from a dark treant, this wand glows in blood red and viscous green light]

LONG SHADOWS

d100 Trinkets

1-3 This dream shard glows brightest at year's end and holds warm memories

4-6 The traditional fur-lined coat and boots of the guul'dar Winter Father

7-9 A necklace of barghest teeth that grants the wearer a near-bottomless appetite

10-13 A leather skirt of succubus wing; the wearer appears to float above the ground

14-16 Infused with Mabar energy, this small tribex skeleton can fly (uses bat statistics)

17-19 During the last days of Vult, this holy symbol of Aureon inverts and shrouds its bearer in illusory shadow

20-24 This winter wolf pelt grants frosty breath to whoever wears it, regardless of temperature

25-29 When set into a lantern, this Mabar crystal projects intangible specters and shadows

30-33 An idol of the Shadow that whispers harbored secrets during Long Shadows

34-38 Ritually carved with the symbol of Boldrei, this darkwood log burns for three days

39-42 This palm-sized ooze, resembling a fruitcake, is nigh indestructible

43-48 Forged with elf blood and palpable gloom, this chest steals the color of anything stored within

49-52 This wooden toy horse becomes a toy nightmare in shadows

53-56 A belt studded with skull-shaped gongs; instead of chiming, these Slay Bells moan





MOURNING/MOURNLAND

d100 Trinkets

- 1-3 A flask filled with red-orange vapors, remnants of a living *hideous laughter* spell
- 4-6 Watering this razor-sharp mithral lily from Eston's Steel Gardens with blood keeps it alive and blooming
- 7-9 A shattered expeditious messenger that swirls in a small burning sirocco
- 10-13 Inscribed in blood in Elven, this century-old elf femur describes the Day of Mourning
- 14-16 This porcelain figure of Queen Dannel is missing its head; it emits soft whispers during rainstorms
- 17-19 Made from the Glass Plateau, this wand functions as an arcane focus, but has a tendency to randomly target innocents
- 20-23 A warped Vault key of adamantine; the slag of metal writhes when placed near coins
- 24-26 Half of a schema labeled "WX-23"; every time a different warforged touches it, more symbols become clear
- 27-29 A painting of a halfling noble that slowly cries tears of viscous grey ink
- 30-34 An heirloom sword that screams in pain when drawn
- 35-37 Penned on dwarf flesh, this concordant binds a Shavaran entity to Cyran service
- 38-40 A luminous chain forged from a strange material found in the Glowing Chasm
- 41-43 The blood on these opera gloves can never be removed; wearing them instills urges of strangulation

- 44-46 A broken warforged faceplate; it sometimes describes what the other part can see
- 47-50 When inspected, this Khyber dragonshard shows the ghost of a Cyran child trapped inside
- 51-53 An iron cage holding a Valenar spirit weasel that appears twisted, undead, and hungry
- 54-56 This beautiful Cyran family portrait depicts every member of the family as a ghoul
- 56-59 A walking stick topped with a prismatic sphere, which was once a living *chromatic orb*
- 60-63 A vulture formed of animated Mournland mists
- 64-67 When this tribex horn is blown, the trumpeter hears a chorus of baleful moans
- 68-70 A spyglass with no lens that shows Cyre as it was before the Mourning
- 71-73 A shadow trapped in an endless Cyran tago
- 74-77 Every page of this spellbook is covered with the phrase, "Aureon why?" in dozens of languages
- 78-80 When this soldier's tabard is worn, the ghostly visage of the former owner overshadows the wearer
- 81-84 A jewelry box turned into a tiny harmless mimic
- 85-88 A fishbowl filled with Crimson Water; an undead fish swims inside
- 89-92 The wolf on this cracked Karnathi shield mutters dark omens to any Karnn nearby
- 93-95 A darkwood violin that plays a haunting dirge by itself on the 20th of Olarune
- 96-97 A changeling is reflected in this mirror, he writes "ḍiḡobœHT" to any who look
- 98-100 This warped music box replays the last happy conversations of a goblin family before the Mists



NOBILITY

d100 Trinkets

- 1-3 Recovered from a minor estate, this collection of over forty rejections from the Tain Gala also contain plans for revenge
- 4-6 The hunting horn of Sir Danton ir'Lain made from a zombie minotaur
- 7-9 A bent, broken, or bloodied signet ring from every family of the Sharn Sixty
- 10-13 This livewood bonsai tree is a family tree of a noble family; illusions of members grow like fruit
- 14-16 Outfitted with four copper rings, this mummified dwarf hand points to dragonmarked individuals
- 17-19 These glamered Crown Dreadfuls reenact some of the greatest heroics of Boroman ir'Dayne when read
- 20-23 A sovereign coin depicting King Jarot that glows when held by anyone with Wynarn blood
- 24-26 This medallion shows a dragon mosaic; it is missing one tile
- 27-29 A copy of Lareth ir'Morgrave's *Excavation of Halden's Tomb*
- 30-32 This University of Wynarn map reveals "secret" passageways rediscovered by students each generation
- 33-34 A Brelish blue hood of the Swords of Liberty; whoever wears it may hear suggestions of anarchy
- 35-37 A gilded serpent arm cuff, gifted from Queen Sheshka, that turns temporarily green if exposed to poison
- 38-40 To those that are not nobility, this magnificent royal outfit is obviously all illusion
- 41-43 A black pearl from the last sahuagin expedition funded by Lady Celyria ir'Tain; the visages of all those lost on the journey are frozen on its surface
- 44-45 This electrum sealing stamp bears the likeness of Antus ir'Soldorak, but the bezel appears to be blank
- 46-47 A blank pardon for a minor Aundairian transgression, authorized by Queen Aurala
- 48-49 A feather tied with ribbon signed by Lord Mayor Raulo ir'Trannick; untying the ribbon has a chance to summon a hippogriff that will take one rider to Arcanix
- 50-52 This Fernian ash wand bears the insignia of the house of ir'Lain
- 53-54 A *Sharn Inquistive* article containing a portrait of young prince Boranel ir'Wynarn with the lady Chaseva ir'Massat
- 55-57 A hauntingly beautiful painting of Droaam by Orecha ir'Kell
- 58-60 A broken dragon shard that replays portions of a violin performance by a young Cyran noble; the

fragmented enchantment warps the beauty of Lord ir'Brenith's tune

- 61-63 This sundered breastplate from Silvercliff Castle ripples with burning silver flame
- 64-66 A discarded armor spike from the Lord of Blades; warforged holding it find it surprisingly soothing
- 67-69 The longsword of a Karnathi warlord, perpetually rusting from some magical backlash but never crumbling
- 70-72 A dagger sheath from a ranked graduate of Rekkenmark
- 73-75 A dark tabard of Drul Kantar's court, dotted with glowing stars
- 76-78 A script for a new play by Karklos ir'Isir called *The Slumbering Kings*
- 79-81 Borrowed from the Wayfinder Foundation, this ledger contains a family secret of the ir'Kavay family
- 83-85 A piece of the broken shaarat of former warlord Unndral Ochsester; any goblin that owns it knows the weight of their muut against it
- 86-88 This alchemically treated cloak of the Blackened Sky knightly order never tears and repels liquids
- 89-91 This tiger-skin cloak of a ghaal'dar lhevks instills any who wear it with a fear of fire
- 91-93 A battle mask of a Hulrar mercenary; wearing it instills strange dreams of being a Hammertail
- 94-96 A rose from Queen Ellida; its fragrance changes to its owner's favorite scent
- 97-98 A cloak formed of shifting sands from the court of the Queen of Sand
- 99-100 This crown of living seaweed reveals the treasures of a malenti prince to those who wear it, but instills a dark bloodlust





PETS AND COMPANIONS

d100 Trinkets

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| <p>1-3 A crude bear costume tailored to fit an owl</p> <p>4-6 An exquisite owl costume custom-made for a bear</p> <p>7-9 Painted in bright colors, this undead skeletal monkey obeys anyone wearing a tricorn hat</p> <p>10-13 A Mror pug wearing fake wings and a false manticore tail</p> <p>14-16 A small fortress made for a pseudodragon</p> <p>17-19 A horrid pigeon</p> <p>20-23 A Lamannian animated topiary pig</p> <p>24-26 A tiny scorpion of living elemental earth</p> <p>27-29 A trio of warforged rats</p> <p>30-32 A fireproof magebred duck</p> <p>33-34 A domesticated spiretop dragon</p> <p>35-37 An octopus tattooed with the Raincallers emblem</p> <p>38-40 An affectionate throwing scarab that can't produce crystalline carapace</p> <p>41-43 A puffy magebred chicken that produces only down feathers</p> <p>44-45 A snake of living Khyber shards</p> <p>46-47 The angriest rabbit this side of Khyber</p> <p>48-49 Studded with Eberon dragonshards, this collar keeps any beast that wears it dry</p> <p>50-52 Blessed (or cursed) by Mabarani energies, this raven is three centuries old</p> <p>53-54 A Cogs-bat made of living ash</p> <p>55-57 This Zil parrot produces 1d6 quill pens a day filled with colored ink</p> | <p>58-60 Elaborate dancing boots made for a clawfoot</p> <p>61-63 This nightshard-studded Ghallanda leash keeps any creature willingly tethered to it from teleporting further than 30 feet from whoever holds it</p> <p>64-66 A docile pet rock</p> <p>67-69 This Phiarlan nightbird can sing one song taught to it</p> <p>70-72 An aukarakki jackalope with crysteel antlers</p> <p>73-75 Fed on densewood tree nuts, this palm-sized chickadee weighs 10 pounds</p> <p>76-78 Magebred for House Medani, this cobalt bloodhound can leave glowing blue pawprints three times a day</p> <p>79-81 A pygmy mountain tribex</p> <p>83-85 A lucky black cat spotted with Olladra's white pips</p> <p>86-88 Blessed by Dol Arrah, this temple rooster shines gold at dawn</p> <p>89-91 This opalescent quori cat accompanies lucid dreamers while they sleep</p> <p>91-93 A tiny semi-intelligent raincloud that is drawn to melancholy</p> <p>94-96 Bound to a Karnathi helmet, this spectral wolf tries lead whoever owns the helmet to the Mournland</p> <p>97-98 If removed from its wearer, the bell on this collar rings like a gong</p> <p>99-100 An unbound familiar that takes the form of a small Aundairian dragonhawk</p> |
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PRODUCTION

d100 Trinkets

- 1-4 Pulled from a Thelanian haystack, this silver needle helps produce glameweave
- 5-8 A bar of lavender soap that never diminishes
- 9-12 A giant dung beetle trained to clear roads and pathways
- 13-16 Examining a gem or dragonshard through this jeweler's loupe, a viewer can determine if anything was ever bound within it
- 17-20 When striking a precious metal or stone, this mining pick briefly shimmers to resemble the material
- 21-24 These keys glow when removed from their key ring
- 25-29 A set of shears that cannot draw blood
- 30-34 This ticket offers unlimited lightning rail passage... in a livestock cart
- 35-39 A pitchfork that never rusts or dulls
- 40-44 When two people hold this long saw to a tree, the serrated teeth rotate
- 45-49 A pair of long mithril needles that increase the speed of knitting
- 50-53 Painted like a large bird, this animated paper fan waves a gentle breeze
- 54-58 This lantern is filled with slow-burning fuel called Midnight Oil
- 59-63 These wagon wheels, made of Xen'drik eldrich whorlwood, are said to reduce travel time
- 64-67 1d4 Mabaran moths that eat the holes in clothing, repairing the garments as they do so
- 68-70 A paintbrush of Xorian wenge that helps an artist paint their visions
- 71-73 This quill writes words dictated to it
- 74-77 This dragonshard pulses with light at every hour's bell
- 78-80 This glassmaker's blowpipe allows shapes to be formed of molten glass without other tools
- 81-84 A cobbler's mirror that creates a nonmagical mirrored duplicate of any shoe left in front of it overnight
- 85-88 A scythe bearing the holy symbol of Arawai, grains cut by its blade self-tie into sheaves
- 89-92 Baked goods placed on this flat stone remain warm and fresh all day
- 93-95 Once turned, this spoon slowly continues to stir when placed inside of a bowl or cup
- 96-97 Striking this small mallet against a tree or bush causes all ripe fruit to fall
- 98-100 Made from xorn hide, these gloves help with quicker excavation

SECRET SAUCES AND SPICES

d12 Trinkets

- 1 Wailin' Gailan's—this tabasco sauce amplifies your voice for an hour when consumed
- 2 Mistapple—a very bitter applesauce from the Mournland; eating it allows you to see ghosts until sunset
- 3 Ironspice chili—a Mroran dish that negates 1 point of fire damage, but causes the fingers of whoever eats it to look dirty and rusted for 24 hours
- 4 Glum Gaeth'ad—consuming this beverage grants strange dreams of dragons during the next sleep
- 5 Silver custard—a Thranish dessert said to be too sweet for evil to stomach
- 6 Sagal mustard—a Talentan condiment which steadies a mounted rider for a journey
- 7 Eldeen griffonradish sauce—this spicy root sauce turns anyone who consumes it entirely green for 1d4 hours
- 8 Blacksoul Molasses—this viscous Droamish syrup is sickeningly sweet, and grants those who eat it memories of a childhood not of their own
- 9 Jorasco Pepper—a pick-me-up drink said to contain 23 secret Talentan flavors, said to increase vitality
- 10 Conqueror Seared Gamehen—a favorite dish of Karnn, this recipe is said to boost morale of those who share it; commonly called Karnnathi Fried Chicken
- 11 Greensinger glaze—a Thelanis dessert sauce that changes the taste of whatever it is topped on based on the season
- 12 Jhazaal's Tears—a Dhakaani turmeric sauce, consuming it at dawn allows a performer to sing all day without harm to their throat





TSAI 030505

SHARN WAYFINDERS

d100 Trinkets

1-4 Once per week, this brass Dhakaani flask fills with korluat

5-8 A hobgoblin doll in a leather duster coat

9-12 A battered copy of *Devotion and Duty*, a romance novel by Vera Samir

13-16 A large jar containing a frozen half-elf foot

17-20 1d4 pre-written apology letters from the desk of Hendra ir'Kavay

21-24 An oil painting of Wroat on fire

25-29 Illusory pink and blue butterflies accompany this walking cane

30-34 A small red toy ball that emits a soothing effect when squeezed

35-37 This egg hums a Cyran tune when brought into a room

38-40 A wooden basilisk toy with two score marks notched into it

41-43 An apron fitted for a warforged juggernaut

44-46 Part of a broken smoking pipe surrounded by a small winged elephant made of smoke

47-49 This pendant contains a viscous glittery ooze that changes colors based on the wearer's mood

50-52 A stolen drinking mug stamped with the Wayfinder insignia

53-55 A stuffed cranium rat posed to cover its eyes; its brain is a carved, glowing sun shard

56-58 This small black cylinder contains the seal of House Orien, said to augment teleportation

59-61 A well-worn plush threehorn that squeaks when hugged

62-64 This insidious ceramic jar disguises any oatmeal raisin cookies inside it as chocolate chip

65-67 A small story recounting the Battle of Khaar'Noon Mbar'ost, the Gingerbread Fort, and the hobgoblin Lhevk'nu Am'baar

68-70 A flying toy model sky skiff

71-73 If placed in hair as decoration, this green feather becomes curiously difficult to remove

74-76 When donned, this woven Talentan mask conjures a harmless spectral hammertail for a moment

77-79 A small gem in the shape of a star that plays a mournful melody

80-82 A crown of moonstone and rose vine, a piece revering the Briar Moon

83-85 This journal contains a collection of recipes from an aspiring warforged chef

86-88 A piece of stone that appears to be the missing eye of a statue

89-91 A curious Xoriat wand instrument that can cause the complete loss of body hair

92-94 Part of a schema containing plans to build a construct panther

95-97 A scholarly journal on Dhakaani history, filled with notations and corrections in Goblin

98-100 Century-old crown dreadfuls detailing the amazing exploits of a heroic dire beaver

SPIES AND INQUISITIVES

d100 Trinkets

- 1-4 An exotic miniature wrist crossbow designed to fire darts
- 5-8 Flipping the lid of this ring reveals a very sharp bloodstone suitable for rope cutting
- 9-12 When sprinkled into a footprint, this powdered Daanvi gypsum becomes a perfect cast of the print
- 13-16 This backpack becomes a common outfit when turned inside out and unfastened
- 17-20 A dossier of the wanted spy Marquise ir'Winter, the notes have almost narrowed down her identity
- 21-24 A two-hundred-year-old Dark Lantern missive whose orders are still open to fulfill
- 25-29 Three Cyran propaganda flyers; when aligned, they reveal a map to a Fifth Crown safehouse near Eston
- 30-34 Half of a wondrous raven figurine bearing the seal of King Kaius
- 35-39 An inverted tabard of the King's Shields, the tabard's reflection displays silent scenes of Breland's parliament within the heraldic field
- 40-44 Flipping the collar of this Medani long-coat summons a swirl of dramatic fog briefly around the wearer
- 45-49 Classified Vadalis plans to combine a horrid shark with beholder eye beams
- 50-53 This false tooth is actually a capsule
- 54-58 Consuming this Thelanian sap causes someone to glow green under *detect magic* for an hour
- 59-63 This Daask troll femur is hollow and functions as a scroll-case
- 64-67 This tumbler fills with Zil brandy once a week
- 68-70 A carrot that does not rot, it is a highly crafted Kundarak vault key
- 71-73 This monocle filters out all colors but blue
- 74-77 Wearing this glameweave soft-brimmed hat colors the wearer in shades of monochrome as if viewed through darkvision
- 78-80 Speaking into this horn of Kythrian skarn changes the user's voice
- 81-84 The heel of this boot holds an inert speaking stone shard
- 85-88 The user of this lipstick can blow an illusory kiss after it has been applied; the kiss mark fades after a round
- 89-92 A unicorn's horseshoe that attracts dragonshards
- 93-95 While wearing this circlet of quori celestine, you can disguise your inner voice
- 96-97 Stamped with a displacer beast, this note has instructions on where to meet an entity called "Agent 33"
- 98-100 This vial of animated ink is labeled "Liquid Snake"

THEATRICAL

d100 Trinkets

- 1-3 A plush duck signed by Kessler
- 4-6 A villainous stage mask complete with a 3-foot-wide moustache
- 7-9 A playbill from a dramatization of the romance novel *Ruuska'te, Taarka'nu*
- 10-13 A tarnished hand-mirror from the fire of Thovanic Hall, it reflects a repeating scene of a burning ballroom dance
- 14-16 This large prop wand illuminates with a word
- 17-19 A comically sized ogre mask whose wooden eyes follow movement
- 20-23 This gilded elven handbell was rewarded to many attendees of Lady Cinnabar d'Phiarlan's *Jewel of Galifar* performance
- 24-26 A Dol Arrah costume from the Sun's Blessing liturgical drama, the glameweave attire shines like sunlight
- 27-29 A heckler's purse, this coin pouch can summon 1d4 spoiled tomatoes every week
- 30-32 This elaborate aberrant headpiece is from the play *The Flumph King of Breland*
- 33-34 Carved of soarwood, this prop sword conjures red crepe streamers from wherever it strikes
- 35-37 A ghostly half-mask that cloaks the wearer in spectral shadows
- 38-40 A faded ticket for the Cyran Lord Brenith's performance, dated 20th Olaurune 994
- 41-43 Ten juggling balls painted like eyes that spark when juggled
- 44-45 A hobbymanticore that flaps its wings when ridden
- 46-47 This faded manuscript, written in gold ink on green parchment, portrays a catastrophic event set in Sharn's near future
- 48-49 A broken glass orb that projects pieces of the night sky when touched
- 50-52 Sized for three people, this costume is used in a Talentan Griffon Dance
- 53-54 A near-complete collection of Sovereign hand puppets
- 55-57 Confetti bursts from these opera gloves when they are clapped
- 58-60 An autograph from playwright Luca Syara, illusions of golden leaves dance across the signature
- 61-63 Stilts and pants to make a wearer 12 feet tall
- 64-66 This script, titled *Giraffe Song*, contains many volumes of nonsensical pages; it can only be gotten rid of after the current owner contributes another page to the tragedy
- 67-69 These stagehand shadowweave gloves muffle the sounds of movements of large objects they touch

- 70-72 This small lute amplifies itself to carry its music to all parts of a room equally
- 73-75 This play portrait shows a smirking elf wearing a pearl necklace; the word 'Canceled' has been stamped over his name, "Gristenfurter"
- 76-78 While wearing this torc, illusory doves surround the singer
- 79-81 A newspaper clipping detailing a theatrical tragedy where the mimic-stage was destroyed during a scuffle
- 83-85 A quick-change outfit that transforms from peasant clothes to an exaggerated wolf
- 86-88 When drawn up, this hood conjures a lengthy false beard on the wearer
- 89-91 When donned, this gown produces majestic butterfly wings behind it
- 91-93 A silver doorknocker depicting Olladra; spots on it have been rubbed smooth by actors touching it for luck for decades
- 94-96 This replica crown from *Galifar Triumphant* spins upon the head of its wearer
- 97-98 A glass slipper that produces champagne daily
- 99-100 A flower crown from *Nymmsummer Night's Dream* that invokes pixie phantasms when worn



THRONEHOLD/WAR'S END

d20 Trinkets

- 1 A masterful painting depicting the treaty dignitaries as totem beasts of their respective nations
- 2 An Orien parcel of love letters, undeliverable during the War
- 3 An illusory dove flies around this Thronehold peace coin
- 4 A framed *Map Perilous*, stuck in the moment of 11 Aryth, 996 YK
- 5 This sundered replica crown of Galifar can still be worn, as the five pieces float as a whole
- 6 A tapestry woven from torn banners, framed in broken spears
- 7 Memoirs of an emancipated warforged describing the War
- 8 A bottle of 996 vintage wine made from fruits gathered from each recognized nation
- 9 An acorn from the gifted cache of the Eldeen Reaches representative, its tree will thrive as long as there is peace
- 10 This trunk contains a thunder lizard bone for every clan that Lathlom Haplum represented
- 11 A (token gesture) silver hammer forged by Merrix, Jorlanna, and Zorlan d'Cannith inscribed with "Stronger in Making"
- 12 An iron New Cyran bell remade from several helmets
- 13 A ceremonial tabard of a Throne Warden, its crown emblem is always pristine and shining
- 14 A spellshard containing a copy of the Treaty of Thronehold
- 15 This helmet projects the image of an elven child meeting and embracing their former-war-prisoner parent for the first time
- 16 A commemorative copy of the Korranberg Chronicle, reprinted on gold leaf, declaring the War's end
- 17 A ceremonial sword with the names of Breland's Lost 39th regiment engraved upon it
- 18 A small stone bust of King Galifar gently weeping
- 19 A piece of the White Arch bridge
- 20 A shimmering laurel of rainbow-colored feathers from Thaliost

WAR-TORN

d20 Trinkets

- 1 This locket holds a portrait of a halfling and razor-sharp flower petals from the Fields of Desolation
- 2 A weathered statuette of a Q'barran dragonborn leader
- 3 A goblin painting depicting the ships of Malleon the Reaver upon the Hilt
- 4 Inside this thick crystal flask is a drop of hope from a battle in Ashtakala
- 5 A small pyrite corvid figurine, signature of Thaliost's Golden Crow
- 6 Any liquid consumed from this Throneport goblet tastes bitter until the throne is occupied again
- 7 Recovered from Valin Field, this bloodstained doll constantly sobs
- 8 An animated woodcut of Breggor Firstking
- 9 Rust swirls within this bottle labeled "A warforged's dying breath"
- 10 When held, this byeshk earring projects an apparition of a hobgoblin who slowly warps into a dolgaunt
- 11 This heavy basalt elf skull carries the weight of every betrayal its many owners have committed
- 12 From a happier time, this tapestry displays a young King Jarot and his royal family
- 13 This Talentan spirit mask is marred by deep claw marks, holding it instills a sense of guilt
- 14 A portrait of a Medani family tree, burn marks signify the removal of a few excoriates
- 15 An iron pipe reclaimed from the ruins of Chydris, it remains hot to the touch
- 16 This club is made from the bone of an Inspired and studded with dream shard fragments
- 17 A preserved aboleth eye held in a lattice of green dragon finger bones, if used for scrying it may reveal ancient horrific secrets
- 18 A signet ring of the line of Paelion that burns the skin of any elf it touches
- 19 This piece of skin is inscribed with a prayer to Dol Azur, and bears a flayed dragonmark
- 20 A tattered flag of Daskara, the wyvern upon it will roar for a worthy Daskaran



XEN'DRIK

d100 Trinkets

- 1-4 A Giant's key carved from basalt, fire reveals Ignan runes etched upon it
- 5-8 This patch depicts the emblem of the Ninth Wands, one of the nine arcane foci depicted can summon an actual wand with the proper ritual
- 9-12 A braid of living water woven from each tributary of the Hydra River
- 13-16 A brass statuette of a thri-keen, at midday it changes its position
- 17-20 A marble bust of a party member, sculpted by Mazrath the Maker
- 21-24 The horn of a gurk'ash that fills with milk daily
- 25-29 Qaltiar vestments honoring the Shifting Panther that waver in the light
- 30-34 A dragon mask from the Burning Titan festival
- 35-39 A jar of firepepper jelly
- 40-44 This obsidian bead recites a tenet of the Land of the Promise in Elven when held
- 45-49 These heavy crimson funeral shrouds prevent sunlight from reaching the wearer
- 50-53 The fine script covering this vampiric elf skull recounts an entire century of history in minute detail
- 54-58 This banner displays a drow hand, missing its ring finger
- 59-63 Six links of a drow scorpion chain
- 64-67 A gold coin embossed with the stein of the Lassites
- 68-70 A pearl from the Straits of Shargon, it plays an eerie sahuagin melody
- 71-73 One perfect half of a *Siberys Compass*
- 74-77 Bathed in the light of the Emperor statue, this shining cloak never tears or loses its luster
- 78-80 A livewood Conqueror piece from Garay's Games, said to never lose
- 81-84 Whispering into this mirror shows a map landmarked with the Wayfinder Nest as a starting point
- 85-88 Shimmer bracers of dream serpent scale that have illusory snakes writhing around them
- 89-92 The ghostly severed hand of a frost giant's wraith, claimed from the fabled City of Gold
- 93-95 This hat is set with a massive crackling feather from Kraa'ark Lors
- 96-97 A shield made from scorrow claw
- 98-100 A Rushemé doll of Karrak the Final Guardian that absorbs sound and light immediately around it

